

Dragon Strike™

GAME



ADVENTURES

Scan and Edit by

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FOR

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SUMMARY OF ADVENTURES

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HOW TO USE THIS BOOK

Important: This book is for the DRAGON MASTER™ only. If you're playing a hero, stop reading now!

Which Adventure?

The DRAGON STRIKE™ game includes 16 complete adventures. A shorthand description of each adventure appears just below the title (see illustration and key at right). Start by choosing an adventure marked "Easy." With a little experience, you can skip ahead and choose any adventure you'd like. You don't have to play the adventures in any particular order.

How Do I Start?

As the Dragon Master, you should skim the adventure and review the matching map before play starts. Always complete your setup *before* you launch the heroes on their quest.

Too Few Players? Too Many?

You can play any adventure without the recommended number of heroes. In general, each "extra" hero simply makes the adventure one level easier. Each "missing" hero makes the adventure one level tougher.

Of course, when the adventure is easier for the heroes, it's more difficult for the Dragon Master. Here are some tips for balancing the odds:

Too few heroes? Improve their chance of winning by adding one card to each hero's starting treasure. Or let someone control an extra hero to reach the recommended total.

Too many heroes? Balance the adventure by subtracting one card from each hero's starting treasure. Or, if you're an experienced Dragon Master, add two monsters to the adventure map.

How Do I Use the Maps?

The Map Book contains one map for every DRAGON STRIKE adventure except the one marked "solo." The adventure map shows you the location of monsters, traps, treasures, and so on.

Unless the adventure text states otherwise, do not put monsters and chests on the *game board* until . . .

- a hero opens the door to the room in which the monsters or chests lie OR
- a hero can *see* the monsters or chests (whichever comes first).

Do not put *secret doors* on the board until a hero finds them with a successful search for secret passages.

Do not reveal *traps* until they are triggered—or until they are found and disarmed.

Letters below match those on the accompanying illustration (at right).

(A) Time Track Guide. Indicates where to put the Hourglass Marker before play starts. (Example shown: Hourglass Marker starts in the square marked "15" on the Time Track.) The number listed equals the maximum number of rounds that will pass before the dragon arrives.

(B) Adventure Setting.

(C) Recommended Number of Heroes.

(D) Level. How challenging the adventure is—assuming the recommended number of heroes take part.

(E) Heroes' Introduction. Text at the start of the box introduces the adventure. Read it aloud just before the adventure begins.

(F) Starting Treasure. Indicates how many Treasure Cards each hero receives before play begins. Each hero player draws AT RANDOM from the Treasure Deck. *If a hero receives no useful treasure, the player may discard and redraw—one card at a time—until the hero has one useful item.* (Heroes can trade items freely. So a hero might be better off swapping with a friend instead of discarding.)

After starting treasure is drawn, reshuffle the Treasure Deck and place it face down beside the game board.

(G) Goal. Explains exactly what heroes must do to win. *Read this text to the hero players before the adventure begins.*

(H) Setup (for the Dragon Master™). This section begins with a list of special components you should gather before play—including cardboard markers and

Treasure Cards. Take any Treasure Cards from the deck *before* the hero players draw.

The next part of “Setup” always includes a strategic decision or two—such as where an important monster is located. Put the monster figure in the chosen *area* on your MAP. You don’t need to pick the exact *space* for the monster until you put the figure on the board. (Unless otherwise stated, this rule applies to the position of special treasure too.)

(I) Key. Letters in the Adventure Key match locations on the map.

(J) Ornamented Text. Text beside a blue bar describes what heroes see or hear. Always read this text aloud.

▼ *A sample page.*



E You stand before Lord Narran—a trusted friend, a fellow enemy of evil.

“Greetings,” Narran says. “We have a problem. Its name is Grunt the Giant. If my spies are correct, this giant plans to raise an entire army of creatures, which will march upon our lands. Even as we speak, Grunt is holed up in a vast cavern, plotting his first attack. You must conquer Grunt before he can put his plan into action.”

F **Starting Treasure:** 1 card per hero (2 cards each if only two heroes are playing).

G **Goal:** Find Grunt the Giant, slay him, and then escape the cavern alive (via any path leading off the board).

H **Setup**

- Door
- Magic Plate Mail (card)

(4) Place a **door** on the board, at the entrance to **D**. This door is normal, but it’s locked.

Tip: Review cliff rules in the Instruction Book (see “Special Terrain”). The cavern has one cliff.

Adventure Key

(A) Hall of Slime. Note the orcs on the cliff overlooking the Hall of Slime. Place them on the board when heroes are here; the orcs are visible. The monsters fire their crossbows into this area.

The green slime does not harm or slow the heroes. It just smells bad.

(B) Super Orc’s Hangout. When heroes enter this area, put an orc on the board and announce:

Before you stands the meanest, toughest orc you’ve ever seen. His sword and armor have an eerie magical glow.

This orc carries all the magical treasure you gathered during setup. (He stole it from C’s treasure.) Thanks to this



SPECIAL DELIVERY

10 • CITY • FOR 1 HERO (NOT WIZARD) • EASY

Lord Narran has news. As usual, it's bad. "Griz the Good Wizard is in trouble," he says. "He has lost his defense against fire. What's worse, he is trapped somewhere in the city. Today the dragon burned five buildings trying to find him! Darkfyre is in his lair now, but soon he will back.

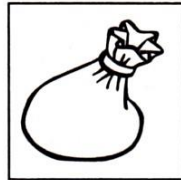
"You must find Griz and give him this magic ring. Then you must help him escape the city. Don't lose the ring. It protects Griz—and only Griz—against the dragon's fiery breath."

Starting Treasure: 3 cards.

Goal: Carry the magic ring to Griz. Then lead him safely from the city, via any road.

Setup

- Potion of Fire Resistance (card)
- Ring of Fire Resistance (card)
- Door
- 5 Fire Markers
- Pouch Marker



- (1) Use the good wizard figure for Griz. Put this figure in D, I, or N on your map. He's sleeping.
When the hero opens the door to this location, put the wizard on the board. He awakes and becomes the hero's ally. (The hero player controls him.)
- (2) Put the manscorpion with Griz on your map. The monster is a guard. He has a random treasure.
- (3) Draw spells for Griz at random. (If the hero is an elf, you draw last.) Griz gets 4 first-level, 3 second-level, and 2 third-level spells.
- (4) Put a Fire Marker in B, C, F, H, and M on the board. These buildings have burned to the ground. *Tell the hero player they're not part of this adventure.*
- (5) Put the door on the board at O (see map). It's shut but not locked.
- (6) Set the Potion of Fire Resistance behind your screen. This potion is hidden in the fountain (see map).
- (7) The Ring of Fire Resistance is inside the pouch. Give this Treasure Card and the Pouch Marker to the hero player.

Special Rules

- (1) If Griz is on the board, the dragon attacks him instead of the hero—unless a single attack can strike *both* of them.
- (2) Several townfolk take part in this adventure. They don't appear on the board—you just imagine them. Townfolk can do nothing but answer questions for 1 turn. *Explain this rule to the hero player before the adventure starts.*
- (3) Griz can move and act just before the Dragon Master's turn.

Tip: Review "Friends and Allies" in the Instruction Book before play begins.

Adventure Key

(A) Fortune-teller. When the hero opens the door, announce:

A gypsy woman sits in front of a table, staring into a crystal ball. "I've been expecting you," she says. "Here is your fortune: Water holds the secret that can put out the flame."

If questioned about Griz, the fortune-teller reveals his location. If asked about the fortune, she merely says, "That for is me to know, and for you to discover."

Note: The fortune-teller's clue is about the Potion of Fire Resistance in the fountain. *If the hero searches for treasure in the fountain, give the Treasure Card to the hero player.*

(D) Warehouse. Empty—unless you've put Griz and the manscorpion here.

(E) Wild Horse Outfitters. The door is locked. If the hero opens it, announce:

An old woman is sitting in a rocking chair. A loaded crossbow is on her lap.

If questioned about Griz, she says, "Last time I saw him he was headed to Grenarde's Market." (Point to N on the board.) She knows nothing else.

(G1) and (G2) Guardposts. Both doors are locked. If a hero tries to open one, announce:

A gruff voice bellows when you rattle the door. "Who goes there?"

If questioned about Griz, the voice says, "I think he's in the Warehouse." (Point to D on the board.)

The guards won't come out—but they can't stop the hero from breaking in.

(I) Smithy. Empty—unless you've put Griz and the manscorpion here.

(J) Armory. The chest is trapped. It contains a random treasure. The death knight has none.

(K) Penny's Money Lending. Empty.

(L) Merchant Guild. The door is locked. If a hero opens it, announce:

The woman inside is busy working. She looks up and says angrily, "Why do you think I locked that door? Because I don't want any visitors, that's why!"

If asked about Griz, she says, "What do I look like, the fortune-teller? Try her instead." (Point to A on the board.)

(N) Grenarde's Market. Empty—unless you've put Griz and the manscorpion here.

(O) Tailor. The door is not locked, but the chest is. The chest contains a random treasure.

(P) Tennar's Exotic Wares. The door is locked. If the hero opens it, announce:

Inside are three rough-looking men. One spits tobacco as you approach.

If questioned about Griz, one of the men says, "For one piece of treasure, we'll tell you where the old wizard is."

If the hero discards a treasure, the man says, "Pleasure doing business with you. The old wizard is in the Armory." (Point to J on the board.) This is a lie.

(Q) Tin Cup Tavern. The gargoyle has a random treasure.



AGAINST THE GIANT

15 • CAVERN • FOR 2 TO 3 HEROES • EASY

You stand before Lord Narran—a trusted friend, a fellow enemy of evil.

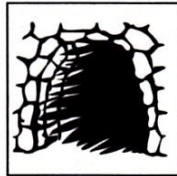
“Greetings,” Narran says. “We have a problem. Its name is Grunt the Giant. If my spies are correct, this giant plans to raise an entire army of creatures, which will march upon our lands. Even as we speak, Grunt is holed up in a vast cavern, plotting his first attack. You must conquer Grunt before he can put his plan into action.”

Starting Treasure: 1 card per hero (2 cards each if only two heroes are playing).

Goal: Find Grunt the Giant, slay him, and then escape the cavern alive (via any path leading off the board).

Setup

- Door
- Magic Plate Mail (card)
- Ring of Spell Turning (card)
- Gauntlets of Ogre Power (card)
- Magic Sword (card)
- Tunnel Marker



- (1) Put the Giant in A, D, or F. This is Grunt.
If questioned, Grunt has but one response: “Fee, fie, foe, fum. I smell the blood of a hero-scum! Grunt kill you now.”
- (2) Place the **Tunnel Marker** on the board before play begins (see map for position). *Tell players this marker counts as 1 normal space, linking the squares beside it.*
- (3) The “Super Orc” in Area **B** carries the magical treasure listed above. Hide these cards behind your screen.

- (4) Place a **door** on the board, at the entrance to **D**. This door is normal, but it’s locked.

Tip: Review cliff rules in the Instruction Book (see “Special Terrain”). The cavern has one cliff.

Adventure Key

(A) Hall of Slime. Note the orcs on the cliff overlooking the Hall of Slime. Place them on the board when heroes are here; the orcs are visible. The monsters fire their crossbows into this area.

The green slime does not harm or slow the heroes. It just smells bad.

(B) Super Orc’s Hangout. When heroes enter this area, put an orc on the board and announce:

Before you stands the meanest, toughest orc you’ve ever seen. His sword and armor have an eerie magical glow.

This orc carries all the magical treasure you gathered during setup. (He stole it from Grunt’s treasury.) Thanks to this treasure and a fluke of nature, “Super Orc” has these features:

Attackd12 (sword) or d8 (bow, long-range).
Opponents struck by sword lose 2 Hit Points instead of 1!

Armor Class ...8

Save vs.

Magicd8. First spell cast at Super Orc fails automatically!

Super Orc still has a Speed of 6 and just 1 Hit Point, however (like any other orc).

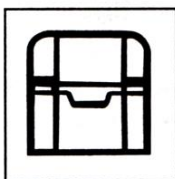
The hero who searches Super Orc’s body for treasure discovers all the loot! (Remember, sharing is allowed.)



(C) Gargoyle Lair. The gargoyles here are chatty cowards who fight only if attacked. When you put their figures on the board, place one atop a treasure chest (see map). Announce:

Two gargoyles are here. One is sitting on a treasure chest. When they see you, they yell, "Don't attack!"

If questioned about Grunt, the gargoyles reveal all three possible hideouts. ("Well, sometimes he's in the Hall of Slime," says one. "Or he could be in that new room he built," adds the other. "Then again, he likes that cozy little cave in the corner," responds the first.) The gargoyles give complete, truthful directions to **A**, **D**, and **F**. As Dragon Master, you may simply point to these locations on the board.



The chest is locked, trapped, and contains no treasure! The gargoyles don't know that. They stole the chest from Grunt. They want to keep it.

If threatened or if it loses 1 Hit Point, the gargoyle on the chest surrenders. On its next turn, it leaps up and flees. Its friend follows if possible.

(D) Grunt's Treasury. When heroes approach the door to this room, announce:

The door here looks new. It must have been added to keep trespassers out. Or maybe it's supposed to keep something *in*—like a ferocious beast.

The door is locked. There's a trap in the square on the other side.

All three treasure chests are also locked. Each contains a random treasure. (Grunt built this room to protect his loot.)

(E) Troll Warren. This room stinks—just like a troll. The troll here carries one random treasure.

The chest is trapped. It, too, contains one random treasure.

(F) Remote Cave. Empty—unless you've placed Grunt here.

(G) Overlook. These orcs can fire their bows into the Hall of Slime (A).

(H) Bugbear Lair. The bugbears hiding in the corner do not appear on the board until a hero reaches the chest. (The bugbears can't be seen until then.)





NARRAN'S SEAL

15 • CASTLE • FOR 4 TO 5 HEROES • EASY

You are called before Lord Narran, a noble friend to whom you are loyal.

“Brutus, the infamous Bugbear Bandit, has stolen a copy of my royal seal,” Narran says. “That seal is my official symbol. Brutus will try to use it to arrange the hanging of his enemies—including you! You must enter the castle where Brutus is hiding and retrieve the seal. I offer you this advice: Remember your goal at all times. Move quickly and work together as a team. Only that will ensure your survival.”

Starting Treasure: None.

Goal: Find Narran’s seal and carry it from the castle (via the drawbridge).

Setup

- Narran’s Seal Marker



- (1) Bugbear #1 is Brutus, who carries a random treasure. Put his figure in E or M. **When heroes look into this room**, Brutus yells, “Who dares to enter the lair of Brutus? Guards, attack them!” Add 2 gargoyles and 2 more bugbears (the guards).
- (2) Set the Seal Marker in F or N. Put 2 death knights in the same room. Knight #1 has a random treasure. Knight #2 has the seal.
 - **If asked where the seal is**, either death knight will reveal who has it—then adds in a raspy voice, “But you’ll die trying to get it!”
 - **If asked where Brutus is**, the death knights reply, “We know only death. Soon you will know it too.”
 - **If a hero searches knight #2’s body**, give that player the Seal Marker. (The hero picks it up automatically.)

Adventure Key

(A) Drawbridge. Before the first hero’s turn, set the gargoyle on the board and announce:

A gargoyle is crouched just across the bridge. The portcullis behind him is raised. The gargoyle appears to be smiling, but it’s hard to tell.

If questioned but not attacked, the gargoyle responds: “Let’s make a deal—I won’t attack you if you don’t attack me. Do we have a deal?”

If the heroes say yes, the gargoyle flies away, leaving the board. It knows nothing of use to the heroes.

If attacked, the gargoyle fights until it has 1 Hit Point left. Then it flies away as soon as it can, calling, “I’ll get you next time, my pretties!” (Remove the figure from the board.)

(B), (C) Guard Towers. When a hero stands in a square marked “X,” monsters in the towers can attack through **murder holes**. These special holes let the monsters poke spears at anyone in the spaces between the portcullis and the door. The holes are one-way; heroes cannot counter-attack. Each bugbear uses its regular Attack Die (blue), striking once per turn.

If a hero enters B or C, the bugbears fight to the death.

If questioned, the bugbears only growl.

In Room B, the bugbear nearest the door has a random treasure.

In Room C, the bugbear nearest the door also has a random treasure.

(D) Courtyard. These monsters know nothing useful and wish only to fight.

The chest is not trapped, and it contains a random treasure.

The orc nearest the chest also carries one random treasure.

(E) **Foyer.** Empty, unless you've placed Brutus here (see "Setup").

(F) **Barracks.** Empty, unless you've put the Seal and death knights here (see "Setup").

(G) **Wizard's Drawing Room.** Empty.

(H) **Wizard's Tower.** The floor trap is triggered as soon as a hero steps in this square (unless someone disarms the trap first, of course).

The chest is not trapped or locked. It contains one random treasure.

(I) **Great Banquet Hall.** Empty.

(J) **Corridor.** This entire area counts as one "room."

As soon as the heroes can see the door to K, point to that door on the game board and announce:

This door is unusual. Three heavy chains have been strung across it, each held by a massive padlock. A picture of a red dragon is painted on the door's oak planks. Beneath the picture, a single word is scrawled: BEWARE.



When the orc in the corridor sees a hero, it yells, "Wait! Don't shoot! Spare my life and I'll answer your questions!" (Place the figure on the board.) This

orc is a coward.

If questioned about the door to Room K, the orc says, "That's where Darkfyre sleeps. Don't open the door! We'll all be dragon toast!"

The orc knows nothing else of use, and stammers nervously, "Uh, I dunno" or "I keep my eyes closed."

After talking, the orc flees, never to be seen again. (Take figure off board.)

(K) **Dungeon.** Darkfyre, the Red Dragon, is sleeping here!

If a thief tries to pick the locks on the door (see J), it takes four successful Feats of Dexterity—one for each padlocked chain, plus one for a normal door lock.

If a hero kicks the door (Feat of Strength), the first blow breaks a chain—and wakes the dragon. (It requires three more kicks to open the door—but once he's awake, the dragon himself can break out.)

If the wizard casts a *knock* spell, the door opens, and the dragon awakes.

When the dragon awakes, the heroes hear a great yawn, followed by a roar. Put Darkfyre on the board. If the door is still closed, the dragon moves into position and opens it—with chains and hinges flying.

(L) **Corridor.** Empty. A hero must find the secret door to enter this area.

(M) **Throne Room.** Empty, unless you've put Brutus here (see "Setup").

(N) **Private Chambers.** No treasure or monsters can be found here, unless you've placed the seal and death knights in this room (see "Setup").

The trap is here regardless.

(O) **Tower.** Empty.





THE DRAGON'S EGG

20 • CITY • SPECIAL SOLO ADVENTURE • AVERAGE

King Halvor needs your help—and fast.

“Darkfyre has found a mate in a distant land,” he says. “One of the eggs was stolen from their nest—and brought to our city! Even as we speak, the evil wizard Teraptus and his beastly henchmen are searching for the egg. If they find it, they could gain great power over Darkfyre.

“You must locate the egg before Teraptus and his monsters do. It could be in any building. Be careful! Soon Darkfyre will be looking for this prize too!”

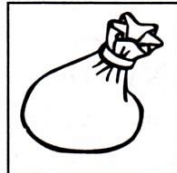
Starting Treasure: 1 card.

Goal: Find the egg and get it off the game board—by any route.

This adventure is for one player only: you. It does not have an adventure map or a key. Choose any hero to play. You don't need a Dragon Master, but you should understand the basic game rules.

SETUP

- Pouch Marker



- (1) Shuffle the Trap Deck. Draw 3 cards at random—*without peeking at their descriptions*. Add these cards to the Monster Deck.
- (2) Without looking, shuffle the Monster Deck. (The deck now holds 10 monsters and 3 traps.) Put a Hero Reference Card on top of the deck, so it hides the uppermost Monster Card. You won't ever draw the Reference Card—it's just a shield. *You should not know how the monsters and traps are arranged in the deck.*
- (3) Shuffle the Teraptus Deck and put it face down beside the board. (Do NOT draw spells for Teraptus yet.)

- (4) Place your hero figure on the board, in front of the city gates (center bottom of board).
- (5) Set the Pouch Marker beside the board for now. This is the dragon's egg. It can be carried like any special treasure.
- (6) If you're playing the wizard or elf, choose Hero Spells as usual.
- (7) Shuffle the Trap Deck (minus 3 cards) and put it face down beside the board.

Tip: Review the rules for closing doors. A closed door can trap a monster.

Special Rules

- (1) During your turn, you can move and perform one action, or perform one action and then move. The list of actions is shorter than usual:
 - attack
 - cast a spell (wizard or elf only)
 - search an adjacent treasure chest for traps, and disarm them
 - question a monster
- (2) **When your hero enters a building**, draw a card from the *bottom* of the Monster Deck.
 - If you draw a Trap Card, you've stepped on a trap. (There's no way to disarm it first.) Follow the Trap Card's instructions. Then draw again until you get a Monster Card.
 - If you draw any monster except the dragon, the monster instantly appears in the building. Place the card in the building to show you've looked inside. Then roll the blue die. The result tells you where to put the monster figure on the board:

d8 Roll Position in Building

- | | |
|-----|--|
| 1–6 | Any space that is NOT next to your hero. |
| 7–8 | Any space next to your hero. (Remember, you can't close a door if a monster is beside it.) |

- If you draw the Dragon Card, you've found the dragon's egg! Put the Pouch Marker next to your Hero Card. (Your hero automatically picks up the egg.) Note: If this is the *first* card you draw during the adventure, reshuffle the Monster Deck and draw again.

- (3) Every building your hero looks into has one treasure chest, which always contains a random treasure. Put a Chest Marker in any space that is NOT next to the doorway. The chest *may* be trapped. Before you try to open it, you can search the chest for traps, and disarm them. *Then* roll the blue die (d8). The result tells you about the chest:

d8 Roll Chest is . . .

- | | |
|-----|---|
| 1-5 | Not locked or trapped. (You can open it automatically.) |
| 6-8 | Trapped! (If you did <i>not</i> search the chest for traps, you must draw a Trap Card at once.) |

- (4) **If your hero questions a monster**, two results are possible:
- The monster answers and then flees (leaving the board).
 - Or the monster stays on the board—attacking you the first chance it gets.
- See “Questioning a Monster” for details. If you *don't* question a monster, it simply fights to the death.
- (5) After your hero's turn, pretend you are the Dragon Master and control all monsters on the board. Every monster does its best to kill you.
- (6) Each building contains only one monster and one treasure chest. (The Monster Card marks each building you've explored, as noted under “2” above.)

QUESTIONING A MONSTER

If you question a monster, roll the blue die (d8). The result (below) determines if—and how—a monster responds. If a monster answers, it leaves the board after it speaks. If a monster doesn't answer, it attacks your hero the first chance it gets, then fights to the death.

Each monster can be questioned only once. *Teraptus, the death knight, and the fire elemental NEVER answer questions—don't even bother asking.* Further, NO monster will talk if your hero has already attacked it.

Bugbear answers if roll is 4-8:

“Let me go and I'll give you one treasure.” Draw a Treasure Card.

Gargoyle answers if roll is 5-8:

“I'll tell you what's next door.” Draw a card from the bottom of the Monster Deck. Put that card in any nearby building your hero hasn't entered.

If the card shows a trap, you won't trigger it unless you enter the building. If it shows a monster, the monster won't appear on the board until your hero opens the door to the building.

Giant answers if roll is 6-8:

“Give me all your treasure and I'll tell you where the dragon's egg is!” Discard all your Treasure Cards. Draw cards from Monster Deck, one at a time. Place each in an empty building you haven't explored. Put the Dragon Card (and Pouch Marker) in the empty, unexplored building that is farthest from your hero.

Manscorpion answers if roll is 8:

“I can tell you what's next door.” (Follow the rules for the gargoyle above.)

Orc answers if roll is 3-8:

“Let me go and I'll warn you about a trap . . .” Discard the next Trap Card you draw. The trap is harmless.

Troll answers if roll is 7 or 8:

See giant's answer above; troll does the same.



THE GREAT ESCAPE

15 • CASTLE • FOR 1 WARRIOR OR THIEF • AVERAGE

Your story began weeks ago . . . on a dark and rainy night. You were tracking a troll named Skullmasher. Too bad you fell into his trap! Since then, you've been a prisoner in Skullmasher's castle. At least he's been feeding you well in the dungeon. Tonight, he has even invited you to a dinner in the Great Hall—but *you're* the main course.

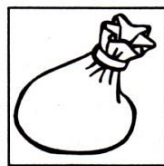
One chance to escape lies before you. The orc who guarded you is dead. You've recovered your possessions from a shelf. Now you must run for your life!

Starting Treasure: 1 card.

Goal: Escape from the castle via the drawbridge OR by climbing from the tower beside the dragon's picture.

Setup

- Elf Figure
- Orc Figure
- Wing Marker
- Pouch Marker



- (1) Put a death knight in D or M on your map.
- (2) Put the Pouch Marker in B or I on your map. (This pouch contains a **Magic Key**.) The key is in a chest.
- (3) Put the elf figure in H on your map. (The elf may become the hero's ally.)
- (4) Set the Wing Marker behind your screen for now.
- (5) Put the orc in Room K (see map), on its side. This orc has just had a heart attack and died.

Special Rules

- (1) The stairs in Tower O can be climbed during this adventure. It takes an entire turn to climb them, regardless of Speed. (A hero who can fly treats the stairs as 1 space, however.) These stairs lead to the roof.
- (2) A figure who has reached the roof of Tower O can escape the castle with two successful Feats: one to climb down the tower (Dexterity), and another to swim the moat (Strength). The hero player also may invent other Feats to escape the castle.

Explain both rules to the hero player before the adventure begins.

Adventure Key

(A) Door and Portcullis. This is one escape route—but it won't be easy. The hero must have the Magic Key to open the main door.

If the hero tries to open the door without the key, announce:

The door grows cold to the touch, and glows with a strange blue light. A deep, unearthly voice echoes throughout the courtyard: "YOU MAY NOT PASS." The magic here is strong. Neither a Feat of Dexterity nor a Feat of Strength will allow you to open this door.

If the gargoyle from "D" is alive, it begins to laugh and taunts the hero. "What a fool you are!" it says. "Don't you know you need the Magic Key?" It offers no further assistance.

If the elf is here, he yells, "The Magic Key opens this door! I heard Skullmasher give it to a guard while I was in the tower."

The portcullis is down. As usual, it can be raised (Feat of Strength) or climbed (Feat of Dexterity).

(B) Tower. The orc carries no treasure. The chest is empty—unless you’ve put the Magic Key here.

(C) Tower. This orc has no treasure.

(D) Courtyard. When the hero looks into this area, set the Wing Marker in the gargoyle’s space on the board. Then place the gargoyle on top. Announce:

Perched high upon the wall is a statue. It looks like stone—but the eyes are clearly watching you.

The gargoyle swoops down the first chance it gets. While it is on the wall, however, it can only be struck by long-range weapons and magic.

(E) Entrance Hall. One orc has a random treasure.

(F) Barracks. The chest is trapped. It contains one random treasure.

(G) Vestibule. When a hero enters, the elf in H hears him. Tell the player:

A male voice calls out from the door ahead. “Hey, you out there,” he says. “I’m a prisoner locked in the tower!”

If the hero questions the elf from here, the elf says, “Let me out first. *Then* I’ll answer your questions.”

(H) Prison Tower. If the hero opens the door, put the elf on the board. He, too, is a prisoner of Skullmasher. **If questioned,** the elf responds as follows:

Q: Who are you?

A: Silverthorne. Soon to be a troll’s dinner. Who are you?

Q: (Any question about escape.)

A: We need the Magic Key to open the front door.

Q: Where’s the key?

A: I only know the troll doesn’t have it. He gave it to an orc and told him to stash it somewhere.

Give the player the elf’s Hero Card. The elf becomes an ally. He does have his bow and usual equipment.

(I) Great Hall. The bugbear has no treasure. The chest is empty—unless you’ve put the Magic Key here.

(K) Dungeon. The hero starts here. The dead orc remains on the board for 1 round only. He carries 1 random treasure.

The door leading to the hall is locked.

(L) Corridor. Empty, but for the trap.

(M) Empty Room. This room can be entered through the secret door at D.

(N) Troll’s Chambers. The chest in here is trapped. It contains one random treasure.

(O) Dragon Tower. The fire elemental is blocking the stairs. A hero can pass this monster with a successful Feat of Dexterity, and then climb to the roof (see “Special Rules”). The fire elemental can follow the hero to the roof, however.





THE KING'S ESCORT

15 • VALLEY • FOR 2 TO 3 HEROES • AVERAGE

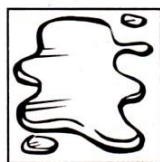
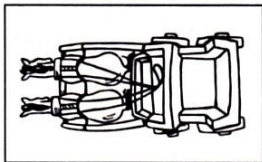
King Halvor is planning a journey to his summer castle. His spies have uncovered a plot to kill him. Somewhere, somehow, Halvor's enemies plan to ambush his carriage as it crosses the valley. Little else is known. Even the attacker's identity is secret. Your mission is to act as bodyguards. You must accompany the royal carriage through the valley and ensure that no harm comes to the king.

Starting Treasure: 3 cards per hero (4 if only two heroes play).

Goal: Guide the carriage safely through the valley, via the road that runs alongside the stream.

Setup

- Ring of Spell Turning (card)
- Carriage Marker
- Water Marker



- (1) Decide who's hiding in the water beside the bridge: the troll or the manscorpion. Put this figure on your map. **When the carriage begins to cross the stream**, the monster leaps out, ready to attack.
- (2) Decide who has the Ring of Spell Turning: the gargoyle at **D** or the Death Knight at **E**. Put the card near that location on your map.
- (3) Put the carriage on the board, with the damaged side face down (see map for positioning).
- (4) Put the Water Marker on the board (see map for positioning).

Tip: Review "Special Terrain" (water, forest, cliff, and boulders) in the Instruction Book.

Special Rules

- (1) Heroes may start in any position marked "X."
- (2) Monsters appear on the board as soon as they spot a hero *or* the horse-drawn carriage.
- (3) The carriage has a Speed of 3. Choose a hero player to guide it. That player moves the carriage just before the Dragon Master's turn.
- (4) The carriage must stay on the road, and it must cross the river at the bridge.
- (5) Horses drawing the carriage cannot be attacked. Like actual figures, they do not block sight.
- (6) The carriage (rear of marker) has an Armor Class of 8 and 2 Hit Points. The orc's arrows cannot harm the carriage, but other attacks do. If the carriage loses 1 Hit Point, turn the marker over. If the carriage loses 2 Hit Points, it's destroyed. (Heroes can't win.)
- (7) If the horses enter the water, they stop. If the rear of the carriage enters water, it stops too—and *remains stuck for 1 turn*.
- (8) The following objects on the board are in play: boulders (as usual) and the eggs in a nest near **F**. The eggs are lightweight objects.
- (9) Let players discover *this* rule during the adventure: If the carriage enters a trapped square on the road, it stops. A Trap Card is NOT drawn. Instead, tell heroes that a trap has jammed the carriage wheels. The carriage can't move until the trap is disarmed.

Explain special rules 1 to 8 to players before the adventure begins.



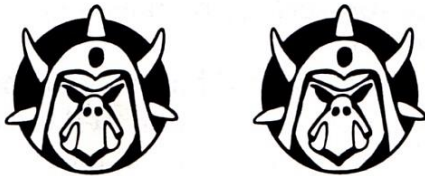
Adventure Key

(A) Campsite. All 3 bugbears can see the trapped square on the main road. (The death knight on the plateau can see that square too.)

The bugbear in the middle has a random treasure.



(B) Plateau. As soon as a hero comes into view down below, the orcs appear, ready to fire their crossbows. Arrows harm heroes, but not the carriage.



The death knight can see straight into the campsite. He appears on the board when a hero comes into view.

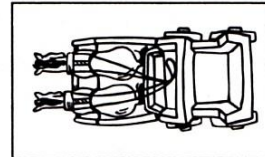


(C) Bridge. The first half of the bridge is washed out. Without special help, the carriage crosses the bridge as follows:

- Turn 1: Horses enter water (washed out bridge space) and stop.
- Turn 2: Rear of carriage enters water and stops.
- Turn 3: Carriage is stuck this turn.
- Turn 4: Carriage leaves water and can move up to 3 spaces.

Heroes can invent Feats that allow the carriage to cross the stream without stopping or getting stuck. Two possibilities:

- Give horses a Potion of Flying (Feat of Dexterity).
- Roll boulder into bridge space that's washed out (Feat of Strength).



(D) Gargoyle. Has no treasure—unless you've given him the Ring of Spell Turning. This monster moves and attacks as soon as he sees the heroes.



(E) Clearing. The death knight has no treasure—unless you've given him the Ring of Spell Turning.

The **blue eggs** on the board are in play (see "Special Rules"). **If a hero touches an egg**, it hatches immediately—and a gargoyle pops out! Place a gargoyle on the board beside the nest. Because it's a baby, it has only 1 Hit Point.

(F) Finish Line! If the carriage and all the heroes make it across this line, the heroes win.

All monsters in this adventure have one goal: attack the heroes and the carriage. No monster has anything helpful to say. If questioned, they simply grunt, growl, or make threats.



THE SILVER SCEPTER

12 • CAVERN • FOR 2 TO 3 HEROES • AVERAGE

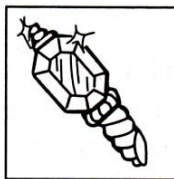
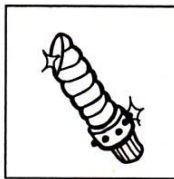
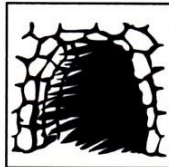
Asorrowful Lady Aleetha greets you in council chambers. “My husband, Lord Narran, has been poisoned. He is near death. Only the fabled Silver Scepter can save him. According to the sages, this magical treasure was broken into three parts long ago. Each part lies hidden in the Caves of Doom. You must find all three and bring the scepter back to me. Narran’s fate is in your hands.”

Starting Treasure: 2 cards per hero (3 if only two heroes play).

Goal: Find all three parts of the Silver Scepter and carry them off the board.

Setup

- Tunnel Marker
- Silver Scepter (3 markers)



- (1) Put each piece of the Silver Scepter in a different location on your map. Choose from B, D, E, F, and H. Each piece lies in a treasure chest. (Otherwise, chests are empty.)
- (2) Put the Tunnel Marker on the board (see map). *Tell players the tunnel works just like a normal space, linking the spaces on either side.*

Adventure Key

(A) Hall of Slime. If the heroes make long-range attacks at the bugbears (including spells), the monsters move to the squares marked “X” on the board. They wait there until they can see the heroes again; then they attack.

Note: The orc at the Overlook (G) can fire arrows into the Hall of Slime.

(B) Alarm! The trap has an alarm. Put the manscorpion on the board if this trap is triggered. (Otherwise, wait till the heroes see him.) The manscorpion carries a random treasure.

The chest is locked. It contains a random treasure too.

(C) Side Cave. As soon you put the orc on the board, announce:

■ This orc is digging a hole. When he sees you, he yells, “Leave me alone!” This is not really an orc—it’s a young man. He was transformed by the evil wizard Teraptus. Like the heroes, he’s looking for the scepter.

If attacked, the orc fights back.

If killed, the dead orc instantly becomes a young prince (also dead).

If questioned, he responds like this:

Q: (Any.)

A: The evil wizard has transformed me. I’m really a man! And only the Silver Scepter can change me back!

Q: Why are you digging?

A: I’m looking for the scepter.

Q: (Any about scepter’s whereabouts.)

A: I know where one part is located. (He reveals one secret location. The Dragon Master decides which one.)

After answering questions, the orc becomes an ally of the heroes.

(D) Bugbear Hideout. The bugbear in the corner has a random treasure.

(E) Gargoyle Lair. The gargoyle in the corner has a random treasure.

(F) Troll Lair. The troll has one random treasure.

(G) Overlook. This orc can fire arrows on heroes in Room A.

(H) Death Knight Ambush. One knight has a random treasure.

AMBUSH



7 • VALLEY • FOR 3 TO 4 HEROES • AVERAGE

Your mentor, Lord Narran, describes a mission like no other. “The evil wizard Teraptus is about to form a pact with Rockbones the Giant,” he says. “If they join forces, they’ll destroy the city. We must not let that happen.

“At midnight tonight, Teraptus and Rockbones will meet in the valley. Their guards will be with them. Go to the valley and set up an ambush. The full moon will light your way. You must slay either Teraptus or Rockbones before they can strike a deal. To help you succeed, I grant you all the treasure I can spare.”

Starting Treasure: 3 cards per hero (4 if only three heroes play).

Goal: Slay Teraptus or Rockbones and escape the valley alive.

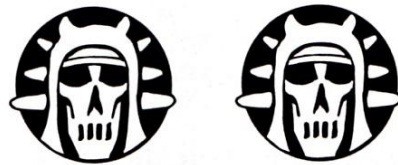
Setup

- (1) Put Teraptus at the edge of the board, in the position marked. Put the fire elemental beside him.
- (2) Put the giant at the other “start” position, on the board. Place his guards beside him: both gargoyles and the manscorpion.
- (3) Two death knights are hiding underground. Put them together, in any pair of X’s on your map.
- (4) Secretly choose 6 spells for Teraptus. (Set other Teraptus Cards aside, as usual.)
- (5) Heroes can set up their ambush anywhere across the river from the giant’s starting place. Have players choose their positions on the board. Hero figures should lie on their sides to show they are “hiding.”

Special Rules

- (1) Monsters can move and act from the start (in any order)—whether the heroes can see them or not.
- (2) Heroes can rise and move at any time. However, they *must* rise as soon as a monster can see them.
- (3) Both gargoyles are scouts. They move and act normally from the start. Until the heroes are visible, however, all other monsters on the board *must*:
 - move at half speed and
 - stay on the road or bridge.
- (4) The death knights can’t appear on the board until Teraptus summons them. This “summons” is an action. Teraptus can perform it from any location.

When Teraptus summons the death knights, he shouts, “Rise up, my dead friends!” The knights claw their way to the surface. Put their figures on the board; they can move and act right away. (Note: If a hero is standing on a death knight’s grave, put the knight in any adjacent square.)



- (5) When Teraptus has 0 Hit Points, he cries, “I’m melting!”—and proceeds to do just that. Then, mysteriously, the gooey puddle he became disappears (counts as “dead”).
- (6) If Teraptus and Rockbones cross the “finish line” (see map), they’re safe.

Explain rules 1, 2, 3, and 6 to hero players before the adventure starts.

Note: This adventure has no “key.”



THE PRISONER

10 • CITY • FOR 4 TO 5 HEROES • AVERAGE

You have received a special message by courier. Teraptus, the evil wizard, has been captured at last! King Halvor demands that Teraptus be brought to him for punishment. And *you* must escort the prisoner.

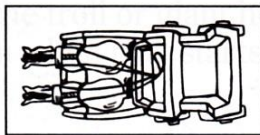
Teraptus is imprisoned in a magical carriage. The carriage prevents him from casting spells. Your mission is this: Safely escort Teraptus through the city, leaving by the main gate. (The king's royal jailors will take over from there.) Guard the carriage well—for if it is harmed, Teraptus will be free!

Starting Treasure: 3 cards per hero (4 if only four heroes play).

Goal: Escort Teraptus past the city gates and deliver him alive—with or without the carriage.

Setup

- 7 Doors
- Carriage Marker



- (1) Position the **troll** and **giant** in different buildings, choosing from C, F, M, G1, and G2 on your map.



- (2) Place the carriage on the board at the “start” position (see map), with the damaged side facing down. Put the evil wizard figure on top.
- (3) Choose 6 spells for Teraptus. Hide your choices behind the screen.
- (4) Place all 7 doors on the board (see map for locations). Turn each door

sideways. These doors are wide open when the adventure begins.

Special Rules

- (1) As Dragon Master for this adventure, you may put monsters on the board whenever you want to—even before a hero sees them. Once placed, monsters must remain on the board until they are slain. Remember: Any monster can pass through an open door. If a door is closed, however, most monsters can't open it (the usual rules apply).
- (2) The magical carriage has a Speed of 3. *Choose one hero player to “guide” it.* That player moves the carriage after the last hero's turn, but before the Dragon Master's.
- (3) The horses drawing the carriage cannot be attacked.
- (4) The carriage itself has an Armor Class of 8 and 2 Hit Points. Monsters can strike the carriage (rear half of marker)—and they'll try. Heroes can attack the carriage too if they wish, but they've been sworn to protect it.
- (5) Keep *this* rule secret (players should discover it during play.) If the carriage loses 1 Hit Point, it's damaged. Flip the marker over, then put Teraptus back on top. If the carriage loses 2 Hit Points, Teraptus is free. He can move, attack, and cast spells as he normally does. His goal: revenge against the heroes. (See “Freeing Teraptus.”)



Tell hero players about every special rule except “5” before the adventure begins.

Adventure Key

Shaded Buildings (A, D, E, J, K, L, N, O, P). These 9 buildings are “off limits”—they’re not in play. When a hero first approaches one, announce:

A sign on this building says, “Closed.” Every possible entrance has been boarded and padlocked. Many shopkeepers are afraid of Teraptus, and they have fled the city. You may discover other closed buildings during your adventure. None can be entered.

Gargoyle Twins. These gargoyles work as a pair. If you put one on the board, put the other on the board at the same time. (One gargoyle lurks behind Building B. The other is in an alley between E and C.)



(B) Stable. Empty.

(C) Sleepy Head Inn. Empty—unless you’ve put the troll or giant here. The door is open when play starts (see “Setup”).

(F) Veldik’s Imports. Empty—unless you’ve put the troll or giant here. The door is open when play starts (see “Setup”).

(G1) and (G2) Guard Posts. Empty—unless you’ve put the troll or giant here. The doors are open when play starts (see “Setup”).

(H) Thieves’ Den. Empty.

(I) Smithy. The doors to this building are *open* (see “Setup”). The orc standing in each door can step into the street to fire arrows.

(M) Alana’s Marvelous Magic.

Empty—unless you put the troll or giant here. The door is open when play starts (see “Setup”).

(Q) Tin Cup Tavern. When a hero opens either tavern door, the bugbears spring into action. If no one shuts the door, they rush out to attack. (Bugbears can’t open a door themselves.)

Freeing Teraptus

As soon as the carriage loses 2 Hit Points, discard the Carriage Marker. Leave Teraptus in place on the board. Tell heroes:

The carriage explodes in a cloud of dust and smoke. When the smoke clears, Teraptus stands before you, sneering. “You’ve carried me through the streets like an animal,” he says. “And now you shall pay!” Teraptus is free.

If heroes attack now, the dragon does NOT appear. (It appears only if heroes attack Teraptus in the carriage.)

If Teraptus is reduced to 1 Hit Point, he pleads for his life. “Wait! Let’s talk this over,” he says. “There’s no need to kill me. I surrender!” He attacks no more—and, *if questioned, he will agree to be escorted from the city.* If the heroes escort him alive, they win (provided all heroes survive, of course).

If players attack Teraptus after he has surrendered, the dragon appears. At the same time, Teraptus disappears in a puff of smoke, mysteriously.





A DARING RESCUE

20 • CAVERN • FOR 1 WIZARD OR WARRIOR • DIFFICULT

Lord Narran stands before you, his face pale and worn. “My daughter Pauline has been kidnapped by the evil wizard Teraptus,” he says grimly. “Teraptus demands that I permit their marriage and name *him* my rightful heir. If I do not, he will turn Pauline into an undead, blood-sucking creature—and set her loose upon the kingdom!”

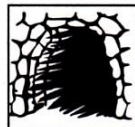
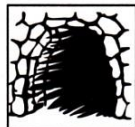
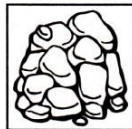
“Only one hero is up to the task I must pose today. You must journey far beneath the earth, into the wizard’s lair, and rescue the fair Pauline!”

Starting Treasure: 4 cards.

Goal: Find Pauline. Both of you must escape the cavern alive, via any tunnel *except* the one beside the beetles.

Setup

- 4 Doors
- 1 Rubble Marker
- 3 Tunnel Markers



- (1) The female thief figure represents Pauline. Hide her in B, C, or D on your map. Set the figure in a space marked “X.”

When Pauline is found, she becomes the hero’s ally. Give that player the female thief’s Hero Card and 5 Sneak Attack Cards. Pauline has not fared well in the dungeon—she starts play with just 4 Hit Points. If she dies, the hero loses.

- (2) Set the doors on the board, as shown on your map. (Do NOT set the Rubble or Tunnel Markers on the board before the adventure begins.)
- (3) Secretly pick 6 spells for Teraptus.

Special Rules

- (1) This adventure features 3 secret tunnels, which lead to Areas D and E (see map). Unless the hero finds a secret tunnel, it’s very difficult to reach those areas. **To locate a secret tunnel,** the hero must search for secret passages in an adjoining space, and make a successful die roll.
- (2) The Rubble Marker represents a cave-in, which blocks the main route to D and E. It takes 4 successful Feats of Strength to clear away the rubble.

Adventure Key

(A) Hall of Slime. The gargoyle is a nasty-tempered fellow who attacks the first chance it gets.

If questioned, the gargoyle hisses, “I don’t know and I don’t care.” If the giant is around, the gargoyle adds, “Try asking the giant—if you survive.”



The giant at **H** can throw boulders into the Hall of Slime. Put his figure on the board as soon as he is visible; *then read “H” below.*

(B) Lair of Illusion. Teraptus has conjured up a surprise. Only the bugbear is real. (He fights to the death.) In contrast, the troll and the manscorpion are convincing but harmless *illusions*, or “fakes.” Either fake will disappear as soon as . . .

- . . . it successfully attacks the hero. (who does *not* lose a Hit Point).
- . . . the hero attacks it successfully.
- . . . the hero attempts to walk through it (automatic success).

Let the hero discover these points himself, however. Put all three figures on the board as soon as one is in sight. The **troll** and **manscorpion** work as guards. If the hero approaches the door, they

move to the starred spaces, apparently blocking the hero's retreat.

The door to "X" is locked, but not trapped. *If Pauline is elsewhere and the hero opens this door, announce:*

Behind the door is a small, sandy jail cell. On the ground lies a note, which says, "Try again, fool." The note is signed with the letter "T"—for "Teraptus."

The chest is trapped but not locked. It contains a random treasure.

(C) Cave-in Alley. Put the **Rubble Marker** on the board as soon as the hero can see this space. It takes 4 successful Feats of Strength to dig through this barrier.

Also put the **orc** and the **treasure chest** on the board. Then announce:

There's an orc in the corner, apparently snoozing. He springs to his feet and yells, "Go away! This treasure is mine. Promise you won't touch it or I'll put an arrow through your stinkin' heart! Do you promise?"

If the hero agrees (and leaves chest untouched), the orc won't attack.

If questioned, the orc can respond as follows:

Q: (Any about clearing rubble, reaching D or E, or finding secret tunnel.)

A: Why, there's a tunnel right in front of your nose! (Orc reveals closest secret tunnel.)

Q: (Any about Pauline.)

A: I don't know.

The chest contains a random treasure.

(D) Lost Cave. The door to "X" is locked. If Pauline is elsewhere and the hero opens the door, announce:

Behind the door is a small, sandy jail cell. On the ground lies a note, which says, "Try again, fool." The note is signed with the letter "T"—for "Teraptus."

The chest is neither trapped nor locked. It contains a random treasure. The bugbear has no interest in letting the hero take it, however.

(E) Secret Chamber. As noted under "Special Rules," both tunnels leading into this chamber are secret. Don't put either Tunnel Marker on the board until the hero discovers it with a successful search.

(F) Death Knight. The knight has a random treasure. He knows nothing useful and fights to the death.

(G) Bugbear Barracks. The bugbear in the far corner has a random treasure.

If questioned about Pauline, he says, "I don't know. I think the giant does, but you won't get a chance to ask him." The bugbear attacks whenever it can.

(H) Overlook. This giant can throw boulders into the Hall of Slime.

If questioned, the giant says, "Treasure first, talk later. Give me one item or I'll crush you like a bug!" (A hero in the Hall of Slime can easily toss a treasure to the giant.)

If the hero gives the giant a treasure, the monster answers questions as follows, and then disappears:

Q: Where's Pauline?

A: Behind some door, of course. Don't know which one—Teraptus likes to move her around. You *may* have to find a secret tunnel to get there. Then again, you may not.

Q: (Any about secret tunnel, or about reaching D or E.)

A: Sorry, can't help you there.

(I) Teraptus's Laboratory. The chest in the corner is trapped. It contains two random treasures.

If reduced to 0 Hit Points, Teraptus immediately disappears in a puff of smoke, laughing mysteriously.



THE CRYSTAL BALL

16 • VALLEY • FOR 2 TO 3 HEROES • DIFFICULT

A tale of treachery has reached your ears. Not long ago, two knights were journeying to the home of Alana, a good wizard. The knights were carrying a crystal ball, which Alana had purchased from afar. Alana needs this wondrous orb to help root out evil in the land. Alas, the knights never arrived.

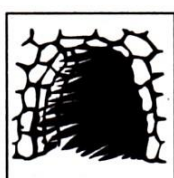
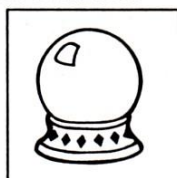
Alana has asked you to recover the crystal ball. She can tell you only this: The knights were last seen traveling through the valley. Perhaps someone, or something, killed them.*

Starting Treasure: 2 cards per hero (3 if only two heroes are playing).

Goal: Find the crystal ball and carry it out of the valley, via any road.

Setup

- Potion of Strength (card)
- Crystal Ball Marker
- Tunnel Marker



- (1) Decide which monster carries the Potion of Strength: the troll (at C), or Bugbear #1 at A (campsite).
- (2) Hide the Crystal Ball under any boulder. (Set the marker beside that boulder on your map.)

To find the Crystal Ball, a hero must search this boulder space for hidden passages (instead of a passage, the hero discovers the ball's hiding place).

To get the Crystal Ball, a hero must first move the boulder. That requires a successful Feat of Strength, a *levitation* spell, or use of a magical treasure that makes a hero strong (such as a Potion of Strength).

Tip: Review the section titled “Special Terrain” in the Instruction Book. The water, forest, cliff, and boulders in the valley can hinder movement and sight.

Adventure Key

(A) Campsite. Both bugbears are pals of Big Bones the giant. They like to fight—even it kills them.

If questioned, either bugbear says, “My pal Big Bones da Giant is coming for dinner. You look like dessert.”



(B) Plateau. The orcs are special sentries. When a hero enters their lookout zone (see map), put both orcs on the board and announce:

Two orcs suddenly appear on the edge of the cliff, crouched low, like sentries. Their faces are smeared with mud, and their crossbows are aimed right at you. One orc yells, “This is the home of Big Bones da Giant. All trespassers will be shot!”

The orcs have nothing else to say. First chance they get, they fire.



*** Dragon Master's Note:** Here's the story in full. . . . The knights were ambushed by a giant and his henchmen. The giant, well known in the valley, is called Big Bones. His favorite hangout: the plateau. The heroes don't *have* to learn what happened to the knights to win—but it's more fun if they do.



Don't put the giant on the board until a hero reaches the plateau—and sees him. Right away, the giant yells,

“Fee, fie, foe, fum. I smell a treat for the tummy-tum-tum! Too bad I just ate. Of course, there’s always room for heroes!”

If questioned, Big Bones responds like this:

Q: (Whatever heroes ask first.)

A: Treasure before talk. Give me one item and I'll promise not to eat you. (If heroes fork over a treasure *and* don't attack, Big Bones won't fight.)

Q: Where's the crystal ball?

A: What crystal ball?

Q: (Any about the knights.)

A: They tasted good.

Q: (Any other.)

A: Who cares. Say, would you describe yourself as tough and stringy, or soft and juicy?

(C) Bridge. The troll is lurking here. He hates talking and loves to eat heroes. Put him on the board—in any water square next to the bridge—as soon as a hero:

(1) comes within 1 square of the bridge, or

(2) crosses the stream.

If questioned, the troll has only one thing to say: “Heroes should be chewed and not heard.”



(D) Cave. If a hero steps in a square marked “X,” place the **Tunnel Marker** on the board. Then put the **gargoyle** atop the marker and announce:

You've spotted the entrance to a small cave, one space deep. In that space is a gargoyle.

The gargoyle yells: “Promise you'll do me no harm. I'll tell you anything! *Do you promise?*”

If heroes say no (or “maybe,” or anything but “yes”), the gargoyle fights and won't answer questions.

If heroes say yes (and keep their promise), the gargoyle answers questions as follows:

Q: Where is the crystal ball?

A: In a special hiding place, under a boulder somewhere. You'll have to search for secret passages to find it.

Q: What happened to the knights guarding the crystal ball?

A: The giant ate them. Or maybe the troll. I'm not sure.

Q: (Any other question.)

A: I don't know.

On his first turn after talking, the gargoyle yells, “See ya!” and runs for “E” on the map. If he gets there, remove the figure from the board.

If heroes attack after promising not to, the gargoyle says, “You shouldn't break promises, you know.” The dragon appears on the game board. The gargoyle and the dragon attack the heroes.



THE CURE

15 • CITY • FOR 2 TO 3 HEROES • DIFFICULT

A troubled Lord Narran stands before you and says, “The evil wizard Teraptus has unleashed a dreadful disease on the city. Many of the folk are werewolves! According to my spies, Teraptus has hidden a cure for this plague somewhere in the city, perhaps near the river. Only Teraptus knows the *exact* location—and he’s hiding somewhere else in the city.

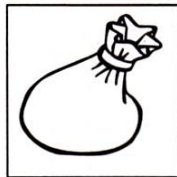
“You must find the cure. Remember, the werewolves are innocent people awaiting your help. Wound them if you must, or imprison them, but do not kill them.”

Starting Treasure: 3 cards per hero (4 if only two heroes play).

Goal: Find the cure and carry it away from the city, via any bridge.

Setup

- Door
- Pouch Marker
- Note paper and pencils



- (1) Hide the Pouch in **H** or **G1** on your map. This is the cure. Place both gargoyles in the same building. Gargoyle #2 carries the cure (which can be found like any treasure).
- (2) Put the evil wizard Teraptus in **D** or **I** on your map. Put the fire elemental in the same room. Both would rather fight than talk.
When Teraptus has only 1 Hit Point left, he yells, “Wait! Promise not to attack and I’ll tell you where the cure is!” If the heroes keep their promise, Teraptus keeps his. Then he **disappears**, laughing, in a puff of smoke. (If the heroes attack again, he still disappears.)
- (3) Put the door on the *board* at O (see map for position). It’s closed but not locked.

- (4) During this adventure, you’ll take some notes. (“Special Rules” explain why.) For now, write the letters A through Q in a column on a sheet of paper. Write “cure” next to the spot you’ve chosen (H or G1). Write “Teraptus” next to his hiding place (D or I). *Keep this sheet secret.*

Special Rules

- (1) Use bugbear figures (and combat features) for the werewolves. *Tell players these “bugbears” are really werewolves.* Werewolves don’t answer questions; they just attack.
- (2) This adventure features townsfolk who are *not* werewolves. Such folk never appear on the board—players must imagine them. Townsfolk do only one thing: answer questions for one turn.

If questioned about Teraptus or the cure, each townsfolk may reveal one place that Teraptus or the cure is *not*. Through the process of elimination, heroes will discover where Teraptus and the cure must be. (Explain this to hero players.)

- (3) Hero players should write down all clues gained from townsfolk.
- (4) As the Dragon Master, you should note each clue as you give it. (Example: If the innkeeper says, “Teraptus is not in B, the Stable,” then mark this on your list.)
- (5) **No two townsfolk may give the same answer.** And no one may reveal his or her *own* location.
- (6) Heroes can imprison werewolves in several ways using normal rules. For example, a hero might close a door to trap a werewolf. Or push a werewolf off the board (Feat of Strength). And the thief might tie up a werewolf (Feat of Dexterity). *Players should discover solutions themselves.*

Adventure Key

- (A) Fortune-teller.** When heroes open the door to this building, announce:
■ A gypsy fortune-teller is inside. In a husky voice she says, "Welcome, my friends. I've been expecting you."
The gypsy can reveal one place Teraptus is not *and* one place the cure is not.
- (B) Iron Shoe Stable.** Nobody's home.
- (C) Sleepy Head Inn.** When heroes open the door, announce:
■ The innkeeper is cleaning glasses behind the bar.
He can reveal one place Teraptus is not.
- (D) Warehouse.** Nobody's home—unless you've put Teraptus here.
- (E) Wild Horse Outfitters.** Any hero who searches for traps or secret passages here finds something else: the shopkeeper, hiding behind some boxes. If questioned, he can reveal one place the *cure* is not.
- (F) Veldik's Imports.** When heroes open the door, announce:
■ Veldik, the owner of this shop, stands behind the counter with a loaded crossbow.
Veldik knows one place the cure is not.
- (G1) and (G2) Guard Posts.** Nobody's home—unless you've put the cure and 2 gargoyles in G1.
- (H) Thieves' Den.** The cure and 2 gargoyles may be here (see "Setup"). Otherwise, if heroes find and open either secret door, announce:
■ A rat-faced little thief glides out of the shadows. "I'm Mouse," he says. "Who are you?"
This thief can reveal exactly where the cure is, but he demands a treasure first.

(I) Radin's Smithy. Nobody's home—unless you've put Teraptus here.

(J) Armory. Nobody's home, but the chest contains a random treasure.

(K) Penny's Money Lending. When heroes open the door, announce:

■ Penny the Money Lender is here, weighing coins.
Penny knows one place the cure is not.

(L) Merchant Guild. Nobody's home.

(M) Alana's Marvelous Magic. If heroes find and open either secret door, announce:

■ A sorceress in a long white gown floats calmly in midair.
Alana can reveal exactly which building Teraptus is hiding in—but she demands a magical treasure first.

(N) Grenarde's Market. When heroes open the door, announce:

■ A quivering shopkeeper is here, holding a rusty sword.
If questioned, Grenarde can reveal one place Teraptus is not.

(O) Stitch-in-Time Tailor. Three orcs are here, dressing up like gentlemen. They know nothing and like to fight. (A clever hero will shut the door and leave them alone.)



(P) Tennar's Exotic Wares. The werewolves are looking for food.

(Q) Tin Cup Tavern. When heroes open the door, announce:

■ The barkeep is here, cleaning mugs.
He sees you and nods.
If questioned, she can reveal one place Teraptus is not.



THE BURNING FOREST

15 • VALLEY • FOR 2 TO 3 HEROES (NOT ELF) • VERY DIFFICULT

Something strange is afoot in the kingdom. Pine trees are sighing aloud. Willows are truly weeping. And the orchards are filled with rotten fruit!

King Halvor stands before you, wiping applesauce from his brow. "The Tree Spirit is angry," he says. "Go to the valley and find out why."

The king hands you a gleaming silver flute and adds, "Take this with you. Only the spirits of the stream and the forest can hear its song. Play it in their homes, and perhaps the spirits will answer. You must find out what is wrong—and fix it."

Starting Treasure: 2 cards per hero (3 if only two heroes play).

Goal: Destroy the cause of the Tree Spirit's anger*. Then escape the valley using any road.

Setup

- 1 Magic Flute Marker
- 1 Campfire Marker
- 2 Water Markers
- 5 Fire Markers



- (1) Use the elf figure for the Tree Spirit. Put this figure in one of the forests on your map (E, F, G, or H). **If a hero plays the flute** in this forest, set the elf figure next to that hero on the board.
- (2) Put the troll in any *other* forest marked on your map (not by elf).
- (3) Place the Campfire Marker atop the campfire on the board, with the burning side up.
- (4) Put the fire elemental on the board. It begins the adventure next to the bird's nest, as shown on your map.

Special Rules

- (1) The hero who carries the Magic Flute (has the marker) can play the flute anytime during his or her turn. This is not an action. *Explain this rule to hero players.*
- (2) The fire elemental represents the Fire Spirit. The monster has the same features as usual—plus a few new ones. Each turn, it can burn 1 empty, adjacent forest space. Use a Fire Marker to show the trees are destroyed (Fire Marker does not affect heroes). *When play starts, the fire elemental simply burns one square after another. It won't attack heroes until the heroes attack it.*
- (3) The fire elemental may also "torch" an adjacent bridge space. Put a Water Marker in the burned space.
- (4) **If the fire elemental dies**, and the campfire is still burning, the monster is immediately "reborn" in the flames. Put the figure atop the Campfire Marker. **The monster regains all Hit Points.**



- (5) As long as the campfire burns, the elemental can be reborn. There's only one way to put out the campfire: douse it with water from the stream or pond. To gather water, a hero must stand in or beside a water space. No Feat is required. Throwing water on the fire is a Feat of Dexterity, however. When this occurs, turn the Campfire Marker over. After that, the elemental cannot be reborn.

* **Dragon Master's Note:** The Tree Spirit is angry because the Fire Spirit is burning the forest. Heroes must destroy the Fire Spirit to win the game.

ADVENTURE KEY

(A) Campsite. The orcs are stupid and mean. **If questioned**, they only spit, grunt, and sneer.

The chest is trapped and contains one random treasure.

The campfire cannot be stamped out (see Special Rule #5).

(B) Plateau. The manscorpion does not appear on the board until heroes move onto the plateau (and can see him).

(C) Bridge. As soon as heroes come within 3 squares of the bridge, or begin to cross the stream, put the giant on the board and announce:

A giant suddenly appears and shouts, "This is my toll bridge! And you gotta pay to cross the stream. Cuz if you don't, I'll chase you down and bust your skull. Give me one treasure right now and I'll let you pass!"

The giant is telling the truth. **If heroes give him a treasure and don't attack him**, he won't fight. In fact, he'll say, "Thank you very much. On behalf of Bruno's Travel and Toll, I wish you a pleasant journey. Would you like some complimentary peanuts?" Then he'll step aside to let them cross the bridge—or will let them cross the stream elsewhere if they pay his toll.

If heroes fail to pay the toll or they attack the giant, he fights to the death.

(D) Water. If a hero stands in any water square and plays the Magic Flute, the Water Spirit appears in an adjacent square. (Any unused hero figure can represent the spirit, but the female thief is best.)

The Water Spirit knows why the Tree Spirit is angry and exactly where the Tree Spirit is. She also knows how to kill the Fire Spirit. **If questioned** about

these subjects directly, she tells what she knows, then disappears. (She'll reappear later if the flute is played again.)

If attacked, the Water Spirit disappears and the dragon arrives.

(E), (F), (G), (H) Forests. The Tree Spirit (elf) is in one of these forests. The troll is in another (see "Setup").



If a hero plays the flute here, results vary:

- **If the forest is empty**, the wind whispers aloud, "The Spirit of the Trees lies in another forest. You must try elsewhere. Beware of the troll."
- **If the forest contains the troll**, that monster appears within 2 squares of the flute player. The troll says, "The Tree Spirit ain't here, but I am!" It attacks when it can.

If questioned, the troll responds as follows:

Q: Where is the Tree Spirit?

A: (Reveals exact location.)

Q: (Any other.)

A: It's not polite to talk with your mouth full—and you look like a mouthful to me!

- **If the forest contains the Tree Spirit**, put the elf in a space next to the hero. At once, the elf says, "I am the Tree Spirit."

If questioned, the elf says, "Stop the Fire Spirit from burning the forest. Then I will lift the curse from the king's trees."

If heroes ask how to stop or destroy the Fire Spirit, the Tree Spirit says, "Ask the Water Spirit."

If heroes ask for a treasure or assistance, the Tree Spirit gives them a random treasure.

If heroes attack, the elf disappears. The dragon appears on the plateau.



THE SUNSTONE

20 • CASTLE • FOR 3 TO 4 HEROES (NO DWARF) • VERY DIFFICULT

The kingdom has been cursed! For months, black clouds have filled the sky, turning day into night. The trees and crops are withering. Soon thousands of people will starve.

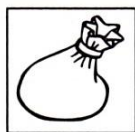
King Halvor stands before you, pleading for help. "The evil wizard Teraptus is behind this," the king explains. "He forced a kindly dwarf to create a disk called the Sunstone, which keeps us in darkness. You must go to the wizard's castle. Rescue the dwarf. Then destroy the Sunstone—before it's too late for us all!"

Starting Treasure: 2 cards per hero (3 cards each if only three heroes play).

Goal: Destroy the Sunstone and escape with the dwarf, via the drawbridge or the tower beside the dragon's picture.

Setup

- Sunstone Marker
- Pouch Marker
- Wing Marker



- (1) Put the dwarf figure in K or H on your map. This is Axrock. He's trapped in a wall—he won't enter the board until heroes free him.
- (2) Put the manscorpion in Axrock's room. The manscorpion *does* appear on the board when heroes open the door to this room.
- (3) Give the Pouch Marker to the manscorpion or put it in a chest in N or F. **The pouch contains a Magic Hammer**, which can free Axrock and destroy the Sunstone.

- (4) Put the Sunstone atop the Wing Marker in M or I on your map. Put Teraptus and the fire elemental in the same room. Tip: Put the Sunstone in a base, so it stands up.

Special Rules

- (1) Hero players can choose one of two starting positions: the drawbridge, or the rock across the moat from Tower O. If they start on the rock, they must propose Feats to cross the moat and climb the tower. (The thief can throw a grappling hook and rope to the tower—a Feat of Dexterity. Then everyone can climb up with a Feat of Dexterity.)
- (2) Both starting positions also serve as escape routes.
- (3) A hero can climb or descend the stairs in Tower O in one turn. Flying heroes treat the stairs as one space.

Explain special rules to hero players before the adventure begins. Let them invent their own Feats for scaling the tower, however.

Adventure Key

(A) Drawbridge. The troll guarding the bridge has a random treasure. He has nothing to say but "I'm hungry."

The portcullis can be lifted (Feat of Strength) or climbed (Feat of Dexterity).

The front door is locked. The thief can pick the lock (Feat of Dexterity) or any hero can kick it open (Feat of Strength).

(B), (C) Guard Towers. When a hero stands in a square marked "X," monsters in the towers can poke spears through the **murder holes**. These special holes are one-way; heroes cannot counter-attack. Each monster uses its regular Attack Die (blue), striking once per turn.

If a hero opens the door to B or C, the monsters fight using their normal weapons. They have nothing to say.

(D) Courtyard. The giant has nothing to say, but he carries a random treasure.

(E) Foyer. Monsters have nothing useful to say. The chest is trapped and contains a random treasure.

(F) Barracks. The chest is locked. It's empty—unless you've put the Magic Hammer here (see "Setup").

(G) Nook. Empty.

(H) Wizard's Tower. Empty—unless you've put Axrock here. In that case, set his manscorpion guard on the board when the door is opened.

When heroes search Axrock's room for treasure, secret passages, or traps, Axrock hears them and shouts, "Hey! You out there! I'm in the wall. I'll give you anything if you let me out!"

If questioned, Axrock explains that only the Magic Hammer can break the wall. He knows where the hammer lies. He does NOT know where the Sunstone is.

If freed, Axrock becomes an ally.

(I) Great Banquet Hall. Empty, unless you've put the Sunstone here (see "the Big Finish").

(J) Corridor. This is one "room." If possible, the orc makes a long-range attack with its bow.

(K) Dungeon. Empty—unless you've put Axrock here. See "H" above.

(L) Corridor. Empty. A hero must find the secret door to enter this area.

(M) Throne Room. Empty, unless you've put the Sunstone here (see "The Big Finish").

(N) Private Chambers. The chest is locked. It contains a random treasure. If you've put the Magic Hammer here, it's *also* in the chest.

(O) Tower. The bugbears have nothing to say. The dragon appears after 20 rounds or when heroes attack an ally.

The Big Finish

When heroes open the door to the room containing the Sunstone, announce:

A glittering disk hangs in the center of this room, suspended from the ceiling by three strong ropes. The disk appears to be solid ice. A great sun has been carved upon the face, and strange symbols line the edge.

Suddenly, the evil wizard Teraptus appears. "So!" he hisses. "You've found the Sunstone. For that you must BURN!" Right on cue, a fire elemental appears.

Place the Sunstone Marker near the center of the room, atop the Wing Marker. (This shows the Sunstone is hanging high overhead.) Put Teraptus and the fire elemental anywhere else in the room.

To break a rope, a hero on the ground must make a long-range attack. An airborne hero can cut a rope with any blade.

To destroy the Sunstone, heroes must hit it with the Magic Hammer (a short-range attack) OR expose the Sunstone directly to fire.

When the Sunstone is destroyed, announce:

The Sunstone explodes into a million shining drops of water. The ground begins to shake, and a huge crack forms in the ceiling. A shaft of sunlight pierces the clouds, flooding the room with white light. The curse has been lifted. Now you must escape the castle before it collapses!

Heroes have 5 rounds to escape.

If Teraptus is killed or the Sunstone is destroyed, Teraptus disappears as suddenly as he appeared.



DARKFYRE'S LAIR



12 • CAVERN • FOR 4 TO 5 HEROES • VERY DIFFICULT

King Halvor greets you in his throne room. “The red dragon called Darkfyre has been searching the kingdom for you, scorching the land wherever he goes. Apparently, he doesn’t like heroes—and he especially despises *you*. It’s time to take action. I charge you with the ultimate quest: seek out Darkfyre in his underground lair . . . and slay him!”

Starting Treasure: 2 cards per hero (3 cards if only four heroes play).

Goal: Slay the dragon and escape the cavern alive (via any tunnel).

Setup

- Tunnel Marker
- 4 Fire Markers



- 2 Doors
- Ring of Fire Resistance (card)

- (1) Place the dragon in one of these rooms on your map: A, C, D, or I.
- (2) Place the manscorpion in B, E, or H on your map. *This monster carries the Ring of Fire Resistance.*
- (3) Place the doors on the board at G (see map). The doors are closed when play begins. Neither is locked, however.
- (4) Place the Tunnel Marker on the board near E (see map). This is a normal space, linking the squares beside it.
- (5) Do NOT put the Fire Markers on the board yet. (Wait until heroes can see them in Area A.)

Tip: Review “Special Terrain” and “Friends and Allies” in the Instruction Book.

Special Rules

- (1) The dragon begins the adventure in the area you’ve chosen, asleep. **When heroes see Darkfyre**, put him on the board—laying him on his side. Explain that the dragon is sleeping.
- (2) Any fighting within sight of Darkfyre awakens him.
- (3) Once he’s on the board, any movement within sight of Darkfyre wakes him too—unless a hero uses a Feat of Dexterity to sneak past.
- (4) While Darkfyre is sleeping, the first attack against him automatically succeeds (excluding spells). No attack roll is required.
- (5) Even if heroes haven’t discovered him yet, Darkfyre wakes up after 12 rounds have passed. Put him on the board in the location you’ve chosen.

Adventure Key

(A) Hall of Slime. When heroes enter this area, place the fire elemental on the board. Position the chest and the Fire Markers too. Then announce:

Darkfyre’s pet, a fire elemental, is here. A treasure chest lies in the corner—but it’s surrounded by flames. You can stamp out the fire in one space with a successful Feat of Strength. And you can leap over a fire square with a Feat of Dexterity. But if you step into the fire square, you’ll lose 2 Hit Points from the burn—unless, of course, you have a magical treasure that protects against flame.

If Darkfyre is here, place him in any empty square. For the moment, he’s sleeping.

The chest is not locked or trapped. It contains 2 random treasures.

Note the giant at the Overlook (H). He can throw boulders into this area.

(B) Buried Treasure. Anyone who searches for secret passages here finds something else: a random treasure. (Have the player draw one card from the Treasure Deck.)

(C) Troll Hideaway. As soon as heroes spot the orc, put his figure on the board, but lay it on its side. Announce:

This orc is tied up. When he sees you he yells, "Help! Help! Don't let me be the troll's dinner!"

If questioned, the orc offers to accompany heroes as an ally and warn them where all traps are located. He wants one thing in return: his freedom.

The orc is lying on a trap! This trap is triggered when someone tries to free him—unless a hero finds and disarms the trap first. Untying the orc is a Feat of Dexterity. Cutting or breaking the bonds is a Feat of Strength.

As an ally, the orc warns heroes about all traps in the cavern just before someone is about to step on one. Heroes can go around the traps or disarm them.

The **troll** in the alcove attacks as soon as it is spotted.

The **chest** is trapped and contains a random treasure.

(D), (E) Orc's Shooting Gallery. The orc is lounging with his crossbow prepared to fire. He can see into Area E and beyond.

(F) Death Knights. The chest here is not trapped or locked. Aside from a few bones, it's empty. The death knight in the corner carries a random treasure.

(G) Gotcha! The chest in the corner is empty but very special. It has two traps. The first trap is normal. But the second cannot be disarmed. (You must announce this to any hero who finds these traps and attempts to disarm them.)

If someone opens the chest, announce the following:

Suddenly, an alarm sounds, echoing throughout the dragon's lair. The doors slam shut and lock. Each door can be opened again with a Feat of Strength. But that's the least of your worries. A death knight claws its way out of the sand beside you. What's more, if Darkfyre wasn't aware of your location before, he is aware of it now!

Put a death knight in any open space in the area. Darkfyre is active now, too.

(H) Overlook. This giant can throw boulders into the Hall of Slime.

(I) Echo Chamber. Empty—unless you've put Darkfyre here.





THE BODY THIEF

20 • CASTLE • FOR 2 TO 3 HEROES • DIFFICULT

Lord Narran greets you in his throne room. "I have disturbing news," he says. "Villagers have seen strange lights and new monsters in the ruins of Darkhold Keep. Once, that castle was home to the evil wizard Teraptus. Some think he's dead, but I am not so sure. You must go to the castle. Find the master of this foul place, whoever he is. Then evict him—permanently."

Starting Treasure: 2 cards per hero (3 if only two heroes play).

Goal: Find the master of the castle, slay him, and escape the castle alive.

Setup

- (1) Put Teraptus in H, I, or N on your map. **When placing him on the board**, lay the figure on its side.
- (2) Put the fire elemental in the same room as Teraptus (standing).
- (3) Choose 6 spells for Teraptus and hide them behind your screen.

Special Rules

- (1) Teraptus can "take over" a monster's body. When play starts, he's the orc in Room D. His *own* body looks asleep.
- (2) Teraptus gains all physical features of his new body: Speed, Hit Points, Attack, Armor Class, plus special attacks or healing abilities.
- (3) Teraptus keeps his mind and voice. He insults heroes aloud. He can cast spells, and open and close doors as usual. He always "saves vs. magic" with the black die.
- (4) Whenever his "monster body" dies, Teraptus hisses, "Fool! Think that'll stop ME?" Then he moves into *another* monster (not elemental). If that monster isn't on the board yet, put it there. Even if he can't see a hero, Teraptus is active.

- (5) Teraptus can't return to his own body until every monster is dead (excluding elemental). Until then, his real body is defenseless. When his real body has 0 Hit Points, it melts, sizzles, and then disappears (counts as dead).

Adventure Key

(A) Drawbridge. Put the bugbear on the board, facing the portcullis. Announce:

The portcullis is down. Before it stands a bugbear, rattling the bars. He hasn't noticed you yet. "Hey, fellahs!" he yells. "Anybody home?"

If attacked, the bugbear fights back.

If questioned, the bugbear surrenders. If asked about the castle or why he's there, the bugbear reveals:

- He came to visit a bugbear buddy who "works here as a tower guard."
- The portcullis is locked.

He knows nothing else. If heroes allow it, he leaves (take him off the board).

(B), (C) Towers. Unless Teraptus is controlling it, each bugbear surrenders if given a chance. **If questioned**, they say, "Teraptus has new magic that lets him take over our bodies. This job stinks."

(D) Courtyard. The death knight has a random treasure.

(E) Entrance Hall. When it has 1 Hit Point left, the bugbear says, "Let me go and I'll tell you where all the secret doors are!" **If heroes agree**, place all secret doors on the board.

The chest is locked. It contains a random treasure.

(F) Barracks. The gargoyle always attacks. He has a random treasure.

The orc is friendlier. **If questioned**, he says truthfully, "I know where Lord Teraptus is. But I won't tell you unless you promise to let me go unharmed."

(M) Throne Room. Each chest is locked and has a treasure. None is trapped. The monsters don't talk and have no treasure.

GUIDE TO SYMBOLS



Dwarf Hero



Giant



Elf Hero



Gargoyle



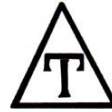
Thief Hero



Death Knight



Warrior Hero



Trap



Wizard Hero



Treasure Chest



Dragon (Darkfyre)



Door Marker



Fire Elemental



Secret Passage



Manscorpion



Lock



**Evil Wizard
(Teraptus)**



**Random Treasure
(Drawn from
Treasure Deck)**



Troll



“Start” Arrow. Marks a starting position for heroes (see Map Book).



Orc

If a map shows more than one “start,” hero players must choose a position before the adventure begins. All heroes start in the same location (they’re a team).



Bugbear



Door



Carriage



Treasure Chest



Hourglass



Charm



Darkness



Web



Invisibility



Wings
(In Air)



Fire



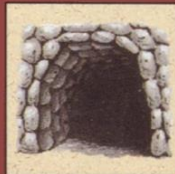
Smoke



Campfire



Grass



Tunnel/Cave



Boulder



Rubble



Pit



Water

SPECIAL TREASURES:

Magic Flute



Narran's Seal

Scepter (1 of 3)



Sunstone

Scepter (2 of 3)



Pouch

Scepter (3 of 3)



Crystal Ball

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