

DUNGEONS & DRAGONS

THE FANTASY ADVENTURE
BOARD GAME

- EASY TO SET
UP AND PLAY!
- CONTAINS
40 DETAILED
MINIATURES.

PARKER



THE FANTASY ADVENTURE
BOARD GAME



PLAYER'S GUIDE

READ FIRST!

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The Conquest

Four Heroes have banded together to defeat the evil forces at work in the Dungeon. Many challenges lie ahead and the creatures there are vile and dangerous. But the four are among the few who have the skill and bravery to succeed.

The Dungeon Master awaits, laying out the Dungeon gameboards filled with treasure, Monsters and traps. The Heroes are battling to complete the Objective in eleven increasingly-difficult Adventures. They may find Items to help them in chests along the way.

For the Heroes to win, they must work together to defeat the Dungeon Master, who is trying to destroy them. The Dungeon Master wins the game if the Heroes are stopped.

Will the Heroes win through or is it to be the Dungeon Master's victory?

CONTENTS

5 double-sided gameboards, 4 Hero figures, 36 Monster figures, 95 Item cards, 39 Monster cards, 5 Initiative cards, 5 Reminder cards, 10 dice, 4 Hero boards, 104 counters, 2 card sheets of tokens, Players' Guide, Dungeon Master Guide.

USING THE GUIDES

The guide booklets detail all you need to know to play the Dungeons & Dragons board game. **All players, including the Dungeon Master, should read section 1 in this guide carefully.**

1. CHOOSING YOUR ROLE

The game requires between two and five players. One of you must play the Dungeon Master, who controls the Adventure boards and the Monsters in the Dungeon. Everyone else represents a Hero.

If you do not have enough players for each Hero, one person should play more than one Hero. There must always be a Dungeon Master and four Heroes being played.

Refer to your Hero's Reminder card during the game to see what they can do.

REGDAR

A mighty Human Fighter, Regdar is strong and powerful in battle.

BASIC ITEMS

LEVEL 1

- Single-handed Broadsword

LEVEL 2

- Double-handed Broadsword

LEVEL 3

- Greatsword



SPECIAL ACTIONS:

- Add 1 to attack score rolled in mêlée attacks

LIDDA

Lidda is a Halfling Rogue, short on physical strength, but powerful at using sneak attacks and able to disable traps. A useful ally! See 'Special Actions', below, to see why.

BASIC ITEMS

LEVEL 1

- Yondalla's Amulet
- Balanced Throwing Dagger

LEVEL 2

- Yondalla's Amulet
- Poisoned Blowpipe

LEVEL 3

- Yondalla's Amulet
- Relentless Bolass



SPECIAL ACTIONS:

- Sneak
- Search for/disable traps

When Lidda disables a trap, take an unused Trap token.

Gathering 3 tokens gives Lidda 2 extra Hit Points.



JOZAN

Using his skills as a Cleric, Jozan has the power to 'turn' undead Monsters, which are indicated by a skull on the left-hand side of the Monster card. See 'Special Actions', below. He is also a magic user, specialising in healing.

BASIC ITEMS

LEVEL 1	LEVEL 2	LEVEL 3
• Greater Restoration Spell • Crossbow of Faith	• Greater Restoration Spell • Mace of Faith	• Greater Restoration Spell • Sacred Crossbow of Pelor

Jozan must carry the Greater Restoration Spell at the start of each Adventure.

SPECIAL ACTIONS:

- Turn Undead
- Heal (Heal any Hero you are standing next to. Each Hit Point costs 1 Spell Point.)

MIALEE

An Elven Wizard, Mialeee knows how to use magic to her advantage. She is capable of the most powerful attacks of all the Heroes. However, she needs magic for her protection too, so use her spells wisely.

BASIC ITEMS

LEVEL 1	LEVEL 2	LEVEL 3
• Magic Missile • Shortbow of the Ancients	• Burning Hands Spell • Blessed Bow of the Elves	• Fireball Spell • Longbow of the Elven Lords

SPECIAL ACTIONS:

- None



THE DUNGEON MASTER SHOULD NOW START READING THE DUNGEON MASTER'S GUIDE. All other players should read points 2 to 8 in this guide.

HERO CARDS

LEVEL

Each Adventure has a level (1, 2 or 3). Set your Hit Point and Spell Point counters to the appropriate level at the start of each Adventure.

CHARACTER NAME AND SYMBOL

Look out for matching symbols on Item cards.

ARMOUR CLASS RATING

Both Heroes and Monsters have an Armour Class (AC) rating, which helps protect them from damage.

HIT POINT COUNTER

Your Hero has a certain amount of stamina, shown by Hit Points. They can be lost in combat and may be regained through Items or Spells. Adjust your points during the game with a Marker token on the Hit Point counter. *You can never go above your Hero's original number of Hit Points for each level.*



SPELL POINT COUNTER

Some Heroes are magic users. They have a Spell Point counter. The maximum number of Spell Points is indicated for each level. Adjust your points during the game with a Marker token on the Spell Point counter. *You can never go above your original number of Spell Points for each level.*

ITEMS IN USE

KNAPSACK

Items you are carrying but not currently using.

MAXIMUM ITEMS

Total number of Items your Hero may possess.

SPECIAL ACTIONS

Some Heroes have skills they can use that are beyond brute strength, as shown. See 'Special Actions'.

2. BEGINNING THE QUEST

The Dungeon Master (DM) will now place the Dungeon gameboards on the table and put the first door in the starting room. The DM will then read out the Adventure, level and Objective for the Heroes.

Take the Hero board of your chosen Hero. If this is your first Adventure, take the Level 1 Basic Items for your Hero from the Item cards, as shown on pages 3-4. Set your Hit Point and Spell Point counters to the correct level. Place all the Hero figures in the starting room. Choose a Hero to open the door and stand them in front of it. Other Heroes must be on a space in the room.

3. OPENING THE DOOR

Say aloud that you wish to open the door. Turn the door token over and deal out the Initiative cards, face down. **Do not look at them yet.** The DM will lay out the new room.

4. INITIATIVE CARDS

The order of play is decided by the Initiative cards. They show a number from 1 to 5, with 1 being the first person to play and 5 being the last. **Every** time a Hero opens a new door, the order changes. The Heroes' should shuffle and deal the Initiative cards, **face down**, one to each character, including the DM. Turn them over only when the DM has finished laying out the room. Continue play in order of the Initiative cards until you open a new door.

5. ACTIONS

Each Hero may take 2 Actions on each turn. You can choose to take 1 or no Actions if you wish.

The following Actions are all possible within the game and **use 1 Action each**:

- Movement
- Opening a Door
- Combat with Weapon or Spell
(see *Combat* on page 9)
- Opening a Chest
- Changing an Item

SPECIAL ACTIONS

Only certain Heroes can do some of these (see *Hero card*).

- Casting a Spell
- Searching for Traps
- Disabling Traps
- Turning Undead
- Healing
- Sneak

MOVEMENT



Each Hero and Monster can move a set number of spaces, shown on their Hero or Monster card e.g. Regdar = 4. You can move them up to that number of spaces on your turn, either horizontally or vertically, but not diagonally.

Characters cannot pass through walls, pillars, trees, chests or closed doors. A character may not end their turn on the same space as another Hero or Monster.

Heroes can pass through other Heroes but not normally through Monsters.

Monsters can move through other Monsters, but not through Heroes.

OPENING A DOOR

Heroes can open doors to new rooms by moving next to it and saying “Open” out loud and turning the token over. The Initiative changes immediately. It is possible that the player who has just had their turn will now have the first Initiative card and be required to play again, so be ready to keep going!



Door Token (closed)



Door Token (open)



Some doors are locked. If this is the case, the Heroes need a skeleton key that opens locked doors. Unlocking a door immediately opens it. Note: keys do not count as an Item and are carried by the group, not an individual.

When a door is opened, the DM lays out the next room.

OPENING A CHEST



To open a chest you must move on to the Chest token **and** have an Action left to open it. (If you cannot open a chest on your turn, you cannot move on to it.) Item cards will be in a deck next to the gameboard. Take the top card to reveal the contents, unless the DM tells you it contains a Special Item. Remove the Chest token from the Dungeon.

You can always pick up an Item, but you may have to discard another Item to keep it. If you set off a booby trap, follow the instructions on the card. Your turn ends immediately.

CHANGING AN ITEM

You can change one Item that is ‘in use’ with one from your Knapsack **on your turn**. You may also change an Item with another Hero, but must be shown next to them. See point 6 ‘Items’.

SPECIAL ACTIONS

CASTING A SPELL

A Hero who can use magic can cast spells. The number of Spell Points needed to cast a spell is shown on the Item card. The spell must be in use by

your Hero and they must have enough Spell Points available. This may be different for each magic user. Adjust the Spell Point counter after use. You can keep spells until you choose to discard them.

SEARCHING FOR TRAPS

Some Heroes, if they have the ability, can check a room for Traps, by rolling the ‘Search’ die. The results only apply to the room you are in.



Reveal nearest trap



Reveal 2 nearest traps

If the die shows one or two eyes, you discover the nearest one or two traps. The DM shows them on the board with a Trap token and reads the trap type aloud.



Search unsuccessful



Stop searching

This means your search shows nothing – but there could still be traps in the room.

You can try to reveal traps as many times as you like in each room, unless you roll this symbol, which means you cannot search that room anymore.

DISABLING TRAPS

Discovering a trap does not make it safe, however. To disable a trap so anyone can walk there, a Hero with the necessary ability must stand on the trap and roll the ‘Disable Trap’ die.



If you roll a disabled trap symbol, the trap is disabled.



Rolling this symbol means you spring the trap and suffer the consequences, which the DM reads out.

'TURNING' UNDEAD



Undead are once-living Monsters animated by supernatural forces. Some Heroes, if they have the ability, can attempt to 'turn' Undead Monsters anywhere in the same room by rolling the 'Turn Undead' die.

Undead Monsters are shown by a skull symbol on the left-hand side of their Monster card. When a Hero rolls the same or greater than the number next to the skull on the Monster's card, that Monster is 'turned' and misses its next turn!

6.

ITEMS

There are four different types of Item available to Heroes – Weapons, Spells, Artifacts and Potions.

Item type e.g. Spell

Level

Spell cost for Wizard Symbol

Spell cost for Cleric Symbol

Melée Symbol

Ranged Symbol



Items you are carrying should be placed beside your Hero card. The maximum number of Items that can be carried is shown. Items on the left hand side of your Hero card are 'in use'. You may carry extra Items on the right hand side of your Hero card, in your 'knapsack'.

Potions count as an Item, but can be drunk straight from your knapsack at any time. They are never 'in use'. Drinking a potion does not count as an action.

BASIC ITEMS

Each Hero has a selection of "basic Items", which they begin the game with and are restored to after a Hero has died. These basic Items change with the Hero's level. Basic Items are shown on pages 3-4.

HEALING

Some Heroes have the natural ability to heal other Heroes. This is shown on their Hero card.

SNEAK

During their movement, a Hero capable of Sneak can move through a Monster. This does not count as another action. If they attack the same Monster afterwards on the same turn, add 1 to the attack.

ITEM CARDS

Heroes can find Items in chests throughout the Dungeon. Any Items carried by a Hero can be placed either to the right of their Hero card in their 'Knapsack' or to the left, 'in use' – the type and number of Items that you can use is shown. If you pick up an Item, you may bring it straight in to 'use' if you are able.

When an Item is found and the Hero cannot carry any more, discard either an existing Item or the new Item. The Item cannot be given to another Hero on this turn (see 'Changing an Item').

Potions can only be used once **and should then be discarded**, while Weapons, Spells and Artifacts are normally multiple use. Only certain characters may use some Items, as indicated on the Item card.

SPECIAL ITEMS



This symbol indicates a Special Item. The DM awards it to the Hero who discovers it.

If you discover a Special Item, add it to the Items you are carrying. You may need to discard a current Item to be able to carry it.

Should a Special Item be discarded or lost, it will not reappear in that Adventure. Put it in the Item card discard pile, where you might find it in a later Adventure.

NOTE: if a Hero is dead at the end of an Adventure, all Items they have collected are lost.

7.

COMBAT

Combat involves attacking a Monster with a weapon or a spell.



Each weapon and attacking spell has power shown by the attack dice on the card. These are the dice that should be rolled when attacking with it. Attack strength is shown by the total number of swords you roll.

Some weapons also have a Power Attack, which you can choose to use **instead** of the normal attack. This is a more powerful attack, but is more risky.

You can only attack Monsters. You may not make an attack when there is no Monster in range.



Some cards feature a special die. Roll it at the same time as the attack dice. If the ★ shows, the consequence takes place.

RE-ROLL



Allows you to roll one of the dice again.

POWER ATTACK



Roll the attack dice shown in the Power Attack section and the special die instead of the normal attack. If this symbol is rolled, the weapon is lost. Discard the card.

ATTACK TYPES

There are two types of attack available:



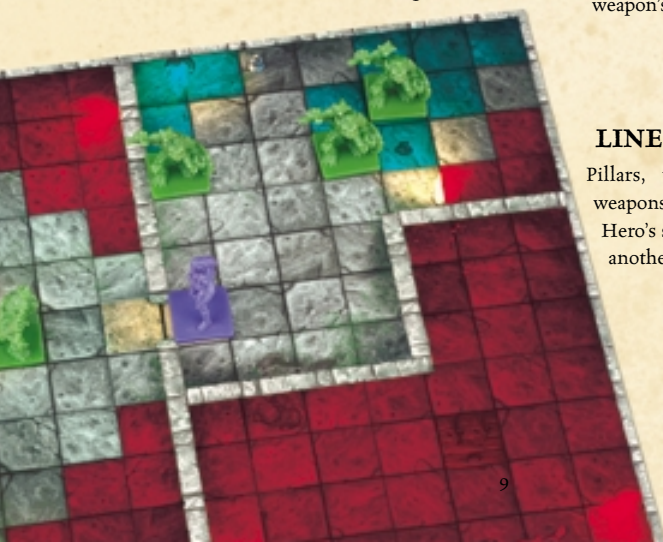
Melée attacks are close combat attacks that can **only** be used when standing next to an opponent (not diagonally).



Ranged attacks can be used **only** over greater distances or diagonally. Unless otherwise stated, ranged weapons fire single shots in a straight line. The centre of the opponent's square must be in clear sight of the centre of the Hero firing the weapon's square.

LINE OF SIGHT EXAMPLE

Pillars, trees and walls block ranged weapons. A Hero does not block another Hero's shot and a Monster does not block another Monster's shot.



WALL
BLOCKING
MONSTERS
BLOCKING
IN SIGHT

ATTACKING

To attack:

1. Say aloud who you are attacking and with which weapon or spell.
2. Roll the dice, as shown on the matching card.
3. Calculate the damage of the attack (see below).
4. Adjust Hit Points and Spell Points on Character and Monster cards.

CALCULATING DAMAGE FROM COMBAT

To work out the damage of an attack:

- Add up the number of swords rolled by the dice (plus any extras),
- Minus the Armour Class for that Monster or Hero.

The total is the number of Hit Points that Monster or Hero loses. Once all their Hit Points are gone, that Hero or Monster dies and does not continue in that Adventure, unless brought back to life.

COMBAT EXAMPLE:

Lidda is fighting a Goblin and attacks with her Balanced Throwing Dagger. She rolls 2 swords. The Goblin's Armour Class is 1, so it takes $2 - 1 = 1$ Hit Point of damage.

DEAD HEROES



If a Hero dies during an Adventure, put their Hero token on the board where they die and remove their figure from the board. If brought back to life by another Hero, the Hero returns to the same space. Otherwise, they take no further part in the Adventure.

All Heroes completely recover before the next Adventure. Dead Heroes lose all the Items they have collected in past Adventures (unless brought back to life). They return with their basic Items for the appropriate level of the next Adventure – taking them back from another player if necessary. Lost Items are discarded to the current Item card discard pile.

To have the best chance of completing the Adventures, try to keep as many Heroes alive as possible.

8.

CONTINUING PLAY

Keep playing until the Adventure ends in one of two ways:

- 1. The Heroes win when at least one Hero completes the Objective as described by the Dungeon Master, or**
- 2. The Dungeon Master wins when the Adventure Objective can no longer be completed.**

As soon as the Heroes complete the Objective, that Adventure ends and no further chests can be opened. Any remaining Monsters cease to play any

part in this Adventure. Items still in the Heroes' possession can be distributed amongst themselves before starting the next Adventure. Skeleton keys must be discarded.

Now play the next Adventure (or repeat this one if the DM wins). The series of Adventures is a campaign which you should battle through to win.

If you complete an Adventure but will not continue the game until later, make a note of the Items each Hero has, to carry on when you play the next Adventure.



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THE FANTASY ADVENTURE
BOARD GAME



DUNGEON MASTER'S
GUIDE

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Read section 1 of the Player's Guide first.

THE CONQUEST

Fear is rising throughout the land of Rallion, as dark forces wreak destruction wherever they roam. Rumours abound that a once-defeated lich Lord has returned to mastermind the terror.

Four Heroes – Regdar, Jozan, Lidda and Mialee – have banded together to find the source of this evil and destroy it for all eternity. They set off, each ready to face whatever perils may lie ahead...



PLAYING THE DUNGEON MASTER

You have chosen to be the Dungeon Master (DM). You play the unseen hand that guides the creatures of evil in each Adventure. You take control of all the Monsters, traps and doors in the Dungeon. **Your aim is to prevent the Heroes from completing the Objective for each Adventure.**

Each Adventure plan details the layout of the Dungeon for that particular Adventure and shows the Monsters you will need to take into the Dungeon with you. **Only the DM can look at the Adventure layout and the Monsters involved.**

Follow the steps in this guide from 1 to 5.



1. STARTING THE GAME

1. Place the Dungeon gameboards on the table as shown in the Adventure layout on page 9 of this guide. **Do not put anything on them yet.** Each board is numbered to help you identify it easily.
2. Put a closed door token in the starting room where shown. Tell the Heroes this is the starting room and let their figures be placed there.
3. Separate the cards into three piles – Item cards,  Special Item cards and Monster cards.
Keep the Monster cards and Special Item cards beside you. You'll need these to introduce Monsters and these Items into the game as the

Adventure takes place. Do not mix Special Items in with other cards.

4. Announce the level of this Adventure (1, 2 or 3), as shown in the top left of the Dungeon layout page. Take all of the Item cards for any level higher than this and remove them from the deck, out of play. Shuffle and place the remaining cards next to the gameboard in easy reach of all the players, to form the Item card deck.
5. Read out the Adventure and Objective.
6. Check the Heroes have taken their Basic Item cards for this Adventure.

2. SETTING UP A ROOM

The Heroes will open the first door and deal the Initiative cards, face down. Do not look at your card.

You must set up **only** the new room. Do not set up the whole Dungeon. It develops room by room. Look at your layout, then:

- Position closed door tokens (if any) in the new room where shown.
- Place any chests, trees and pillars on the appropriate spaces.
- Place any Monsters in the room (see 'Placing Monsters' in section 3).
- Lay out the matching Monster cards in front of you, with the correct number of Hit Point tokens beside each.
- Secretly look to see where any traps are in the room, but do not tell the Heroes.

OPENING DOORS

Heroes open the door to a new room by moving next to it and saying "Open".



Door Token (closed)



Door Token (open)

LOCKED DOORS

Some doors are locked. Tell the Heroes only when they try to open it and tell them that they need a skeleton key to do so. Once they have the key, they must return to the door and open it as normal. Unlocking a door immediately opens it.

CHESTS, PILLARS AND TREES

Place these items on the squares shown on the Adventure layout.



Tree



Pillar



Chest

Heroes can open chests, where they may find useful items or booby traps. The Hero must draw a card from the Item card pile to see what is in the chest. They cannot be opened by Monsters.



This symbol on your adventure layout shows a special chest. It uses the same token as other chests, to keep it secret from the Heroes. When a Hero opens it, give them the Special Item described.

TRAPS



This is a trap symbol. There are different types of traps in each Adventure.

When a Hero stands on a trap, shout "Trap!". The Hero must stop on that space. Read out the trap description to the Hero. The trap may do damage to them, or cause something else to happen. The Hero's turn ends.

Heroes can search for traps, by rolling the 'Search for traps' die. The results only apply to the room that Hero is in.



Reveal nearest trap



Reveal 2 nearest traps

Place that number of Trap tokens on the nearest trap space(s) to the Hero.

Then read the trap type aloud.

If there are no traps in the room, you must tell them.



Search unsuccessful

The search is unsuccessful – do not show the Hero any traps that may be in the room. If there are no traps, do not tell them.



Stop searching

The Hero cannot search that room anymore.

DISABLING TRAPS

A trap that has been searched out by a Hero is still not safe. To make the trap safe, they must roll the 'Disable Trap' die.



The trap is disabled. Turn the Trap token over to show it is safe.



The Hero has sprung the trap. Read out the consequences.



Turn the Trap token over to show it has been sprung or disabled. This space becomes a normal space.

Your Monsters can pass through Trap spaces without setting the trap off. However, they can be affected by the consequences of a Hero springing a trap e.g. fireballs.



Item Deck





3.

USING MONSTERS

There are many foul and vicious Monsters. Each has their own type and number, e.g. Goblin 1.

Each Monster has a figure or token to show their position on the board and a matching Monster card. The number of each Monster is shown on the back of the figure and on its card. It does not matter which order you use Monsters in – all Monsters of one type are the same. See back page of this guide for Monster types.

Each Monster also has an Armour Class, Hit Point and Movement value. Some Monsters also have special abilities. Use them well!

Monster's symbol, name and number

Undead Value

Armour Class

Hit Points

Movement

Special Ability



The Adventure layout shows how many Monsters and of what type must be placed in each room. You may put most Monsters anywhere in a room, except for a space in front of a door. Sometimes a Monster has to go on a specific gameboard space. This will be shown in the Adventure layout.

Put a Monster on the board and place its matching card in front of you. Put the correct number of Hit Point counters beside it.



The 'movement' number on a Monster card shows how many spaces that Monster can move.

They can move through other Monsters, but not through Heroes, pillars, trees, chests, walls or closed doors. A Monster may not end its turn on the same space as another Monster or Hero.

Place any further Monsters for the current room onto the board, with their matching card in front of you.

UNDEAD MONSTERS

Some Monsters are 'Undead', foul creatures that have returned from the grave, shown by a skull on the left-hand side of their card.



The number next to the skull shows their 'undead value'. An undead Monster can be stunned for one round by a Hero with powers to 'turn' undead creatures. If one of your undead Monsters is 'turned', it must miss its next go.

YOU CAN NOW LOOK AT YOUR INITIATIVE CARD.

4.

CONTINUING PLAY

Play takes place following the order of the Initiative cards (1 goes first).

MOVEMENT AND ATTACK

On your turn, you can do up to two things with **every** Monster currently on the board, in any order:

- **Movement** – a Monster can be moved any number of spaces up to its maximum allowance (shown on its card). This can be horizontal and/or vertical, but not diagonal.
- **Attack** – choose whether to send your Monster into combat. See 'Combat' on page 9 of the Player's Guide.

You must finish one Monster's Movement and Attack before you begin another's.

You can decide not to move or attack with a Monster or not to attack and take a double move. If you have no Monsters to move, play passes on to the next Hero.

'TAPPING' MONSTER CARDS

On your turn, once a Monster has been used, turn its card horizontally to indicate this. This is called 'tapping'. At the end of your go, turn each used Monster's card back to the vertical position. If the Monster has been defeated, remove the figure and its card from play for the rest of the Adventure.

If a Monster is forced to miss its next turn, 'tap' its card to show this.



5.

RUNNING THE GAME

We recommend that you play the Adventures through in order.

Ensure you read out the Objective at the start of each new Adventure. Keep watching for traps and remember, as Dungeon Master it is your Dungeon and you must control it.

Keep your eye on the Objective for each Adventure. As soon as the Objective can no longer be completed (e.g. all the Heroes die or they lose an Item they need etc.), you win!

If at least one Hero succeeds, they win the Adventure. Read out the conclusion at the end of the Adventure, which leads you on to the next one.

EXTRA PLAY

There is a blank layout in the middle of this guide for you to photocopy when you have completed all eleven Adventures. Use it to create more fiendish, devious Dungeons following these tips:

- Make sure you don't put more features (e.g. trees) into an Adventure than there are in the game.
- Try to keep the Heroes guessing – don't make the Adventures too obvious.
- Give the Heroes a good challenge with a chance of winning to keep the game interesting.
- Check out www.danddgame.com for more tips.

Being the Dungeon Master is a vital part of the game. Be aware of what is happening in your Dungeon at all times, but most of all enjoy yourself!

①

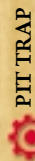
LEVEL 1 Adventure 1: The Goblin Bandits

Unease and darkness have fallen over the land of Rallion as Monsters ravage the region. Travelling through it, the Heroes have arrived at the village of Holbrook, on the edge of a forest, where Goblin attacks have left the villagers fearing for their lives. The Sheriff of Holbrook has gone in search of them, but has not returned. The Goblins must be the key to his disappearance.

Objective: defeat all the Goblins...



...Congratulations – you have defeated the Goblin bandits. But as the Heroes search their lair they find a disturbing message. It seems the Goblins were just scouts for a larger party. But where is this other group and where is the Sheriff?

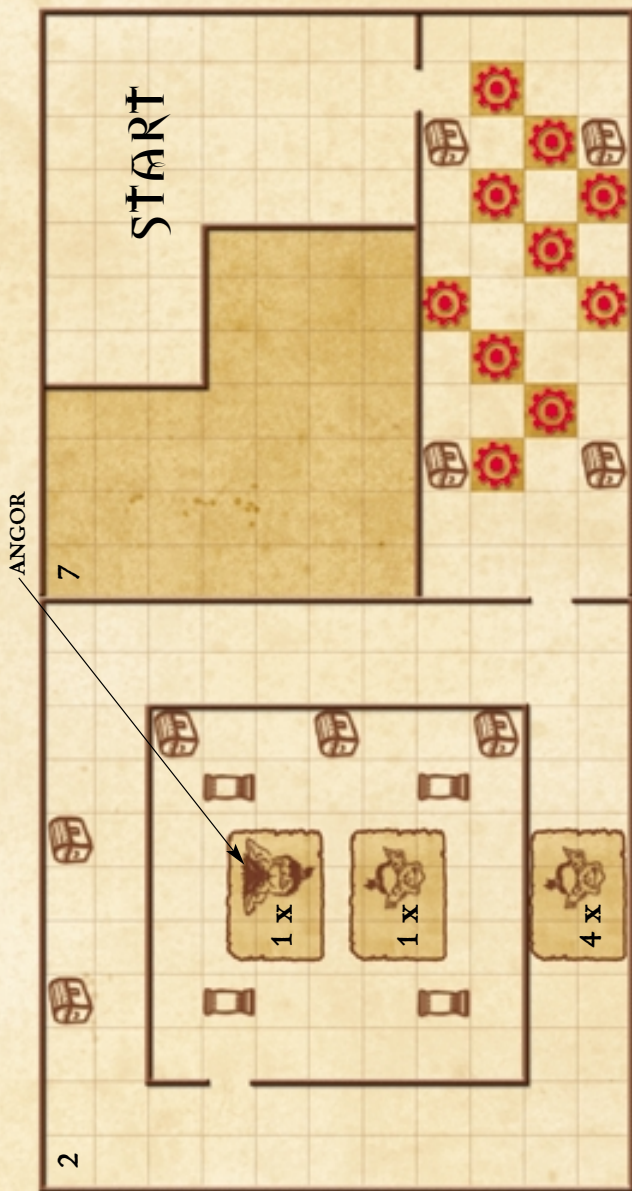


PIT TRAP
Hero loses 1 Hit Point.

LEVEL 1 Adventure 2: The Trail of Evil

Following Goblin trails through the forest, the Heroes track down the hideout of Angor, their Bugbear leader. Will they find the Sheriff here?

Objective: find Angor and defeat him.



 **PIT TRAP**
Hero loses 1 Hit Point.

...The Heroes have defeated Angor! Yet as he fell he called to his army to "Find the Orb" and there is still no sign of the Sheriff. Could this Orb be helping the creatures of darkness?

LEVEL 1 Adventure 3: The Haunted Village

The Heroes meet an old man, who tells them the tale of the 'Orb of True Seeing', which lets its owner see for miles around. So they knew the Heroes were coming! Once used, however, the Orb vanishes, usually reappearing somewhere nearby. Rumours abound that it is in the village of Yeland's Cross, which has been overrun by Angor's henchmen.

Objective: find the Orb to prevent it falling into the wrong hands...



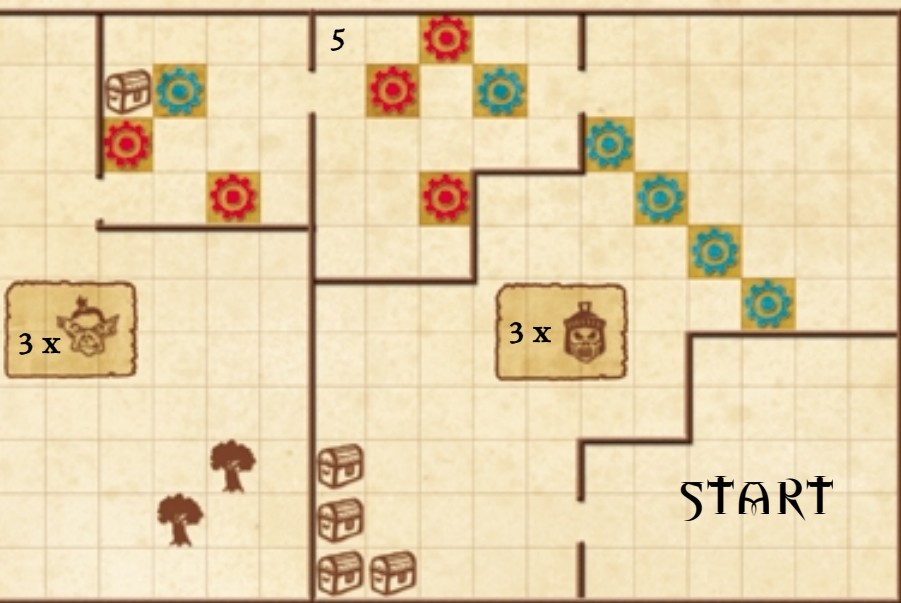
PIT TRAP

Hero loses 1 Hit Point



EVIL RESURRECTION TRAP

last Monster killed reappears anywhere in its starting room.



...the Heroes got there in the nick of time! Well done! Next to the Orb, they find a half-scribbled ransom note that was never delivered. It seems the Sheriff is close!

LEVEL 1 Adventure 4:

The Key of Kallictakus

The note the Heroes discovered suggests the Sheriff of Holbrook is still alive and captive in an abandoned watchtower nearby. The tower is quickly found, but it has been magically locked.

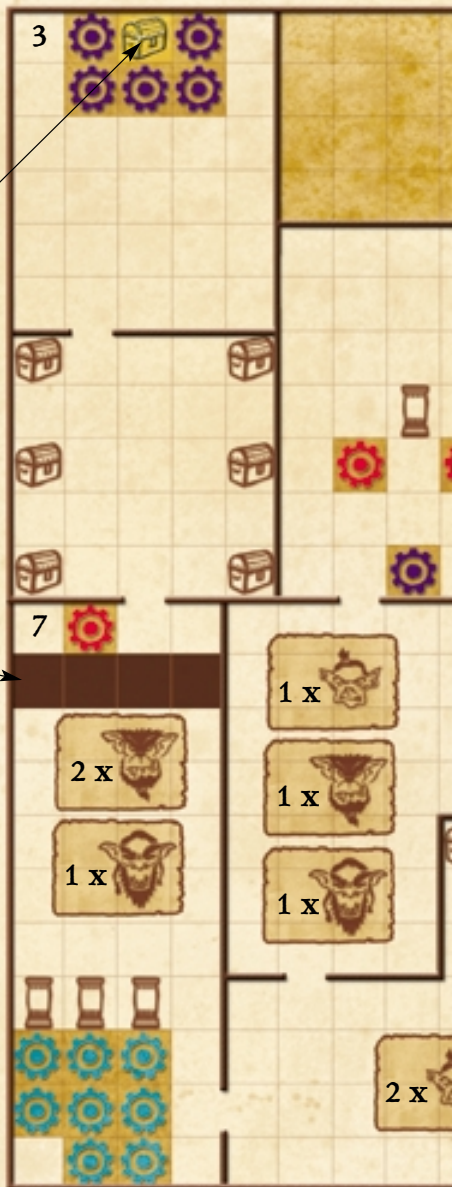
Objective: release the Sheriff by finding the Skeleton key of Kallictakus and opening the watchtower...

SPECIAL ITEM – SKELETON KEY OF KALLICTAKUS.
WHEN THIS CHEST IS OPENED, MONSTERS APPEAR IN START ROOM.

MONSTERS IN THIS ROOM MUST BE PLACED IN THESE SPACES.

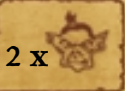
...the Sheriff is grateful for his release. The Heroes have done well, but the Sheriff has a dark tale to tell of a gathering army of Monsters. Can it be true?

Congratulations your Heroes have now gained in experience and have risen to level 2!





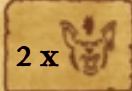
2 x



1 x



2 x



THESE MONSTERS APPEAR IN START ROOM WHEN SKELETON KEY IS FOUND.

**PIT TRAP**

Hero loses 1 Hit Point.

**FIREBALL TRAP**

all living things in the room lose 1 Hit Point. Does not affect undead.

**POISON DARTS TRAP**

Roll   Hero loses that many Hit Points.

LEVEL 2 Adventure 5:

The Army of Darkness

While the Sheriff was imprisoned, he overheard that Angor's Monsters were part of an army now gathering in an old fort on the Forest's northern edge. The Sheriff must return to protect Holbrook, but if the Heroes use the element of surprise they can wipe out this army of darkness before it becomes too strong.

Objective: attack the fort immediately and defeat all the Monsters...

...At last the fort is cleared of Monsters! A fine result. Outside the fort, some movement catches the Heroes' eye. Who could be running off into the forest?



EVIL RESURRECTION TRAP

last Monster killed reappears anywhere in its starting room.



POISON DARTS TRAP

Roll   Hero loses that many Hit Points.





WHEN THIS
DOOR OPENS,

1 x

APPEARS IN
START ROOM.

WHEN THIS
DOOR OPENS,

1 x

APPEARS IN
START ROOM.

CREATE YOUR OWN DUNGEON

Photocopy this sheet, cut out Monsters and create Adventures of your own by drawing on the Dungeon



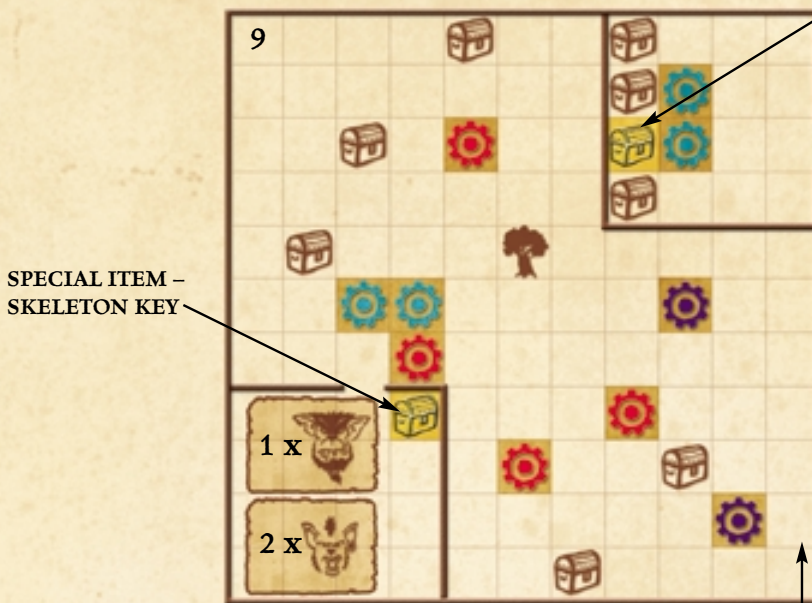
layouts!



LEVEL 2 Adventure 6: The Pursuit

Deciding to give chase to whatever ran from the fort, the Heroes follow a path through the forest, arriving at the two towers of Malbuck. This site is the final resting place of Thangrin the Bold, who defeated an entire demon army wearing the legendary Cloak of Boccob. Perhaps the cloak is still here! If so, it must be kept from enemy hands.

Objective: find the Cloak of Boccob...



SNARLING ROOTS TRAP

Hero misses next turn.



EVIL RESURRECTION TRAP

last Monster killed reappears anywhere in its starting room.



STRANGLING CREEPERS TRAP

Roll Hero loses that many Hit Points.

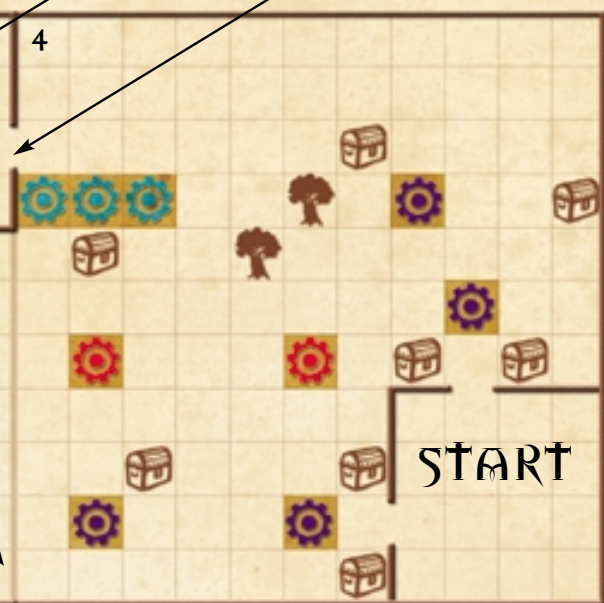
2 x

1 x

TREAT GRASSED

SPECIAL ITEM – CLOAK OF BOCCOB

LOCKED DOOR



AREA AS ONE ROOM.

...The Heroes have battled bravely to find the Cloak of Boccob at Thangrin's shrine. However, the warrior's magic sword has been stolen! Whoever yields it has much power...

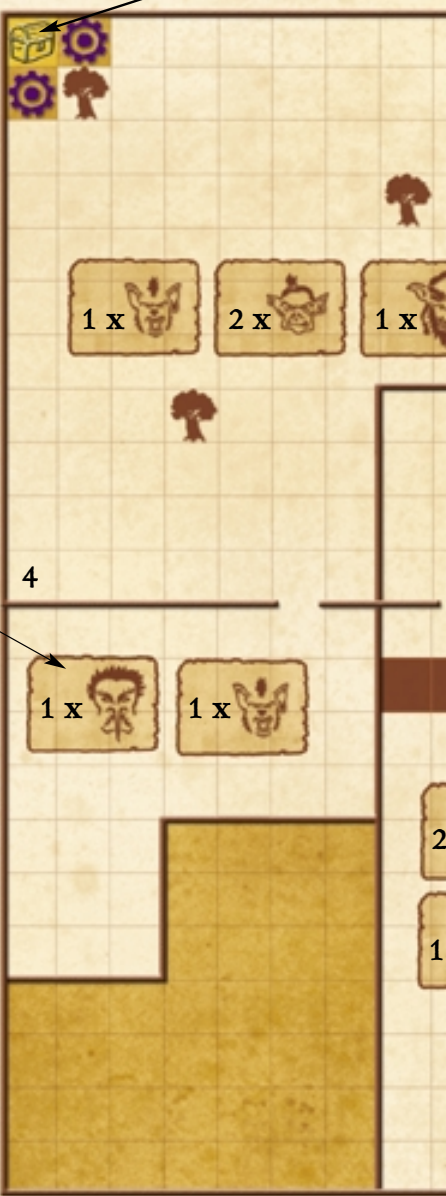
LEVEL 2 Adventure 7:

Lair of the Troll

Thangrin the Bold's armour and sword, the Disobedient Servant of Kord, held a special bond. The magic power of the sword draws the armour to it and the Heroes are led to the ancient temple of Gallamet on the edge of the forest. The temple has been taken over by Skurduk, a Warrior Troll, the one who defeated Thangrin many years before, and only the sword can harm him.

Objective: find the Disobedient Servant of Kord and use it to defeat Skurduk...

SPECIAL ITEM – DISOBEDIENT SERVANT OF KORD (THANGRIN'S SWORD)



...A magnificent effort! The Heroes have recovered Thangrin's treasure, and find themselves outside the temple of Gallamet itself. From the depths of the temple the stench of the undead fills the air!



STRANGLING CREEPERS TRAP

Roll   Hero loses that many Hit Points.



SNARLING ROOTS TRAP

Hero misses next turn.



EVIL RESURRECTION TRAP

last Monster killed reappears anywhere in its starting room.



LEVEL 2 Adventure 8:

Temple of Terror

The rotting stink indicates a strong undead presence within the once-holy temple of Gallamet. As the Heroes enter the temple, they discover many Monsters, undead or otherwise, ready to destroy all the villages around the forest.

Objective: the Heroes must defeat all the Monsters in this foul place...

...With great skill, the Heroes destroy the last of the Monsters. A splendid victory. Yet as the last Monster dies, a portal appears in the room and a terrible undead being laughs, "You fools will never stop me from rising again. Come to the Keep of Shadows and you shall see! Ha, ha, ha!"

Congratulations your Heroes have now risen to level 3!



WEB TRAP

Hero misses next turn.



POISON DARTS TRAP

Roll   Hero loses that many Hit Points.



EVIL RESURRECTION TRAP

last Monster killed reappears anywhere in its starting room.





LEVEL 3 Adventure 9:

Assault on Castle Borash

The Heroes remember the Sheriff of Holbrook warning that the Keep of Shadows, in Castle Borash, is the home of the evil lich, Lord Necratim. For many moons Necratim has been weak, but now he is feasting on the destruction his Monsters are causing in the forest. The Heroes must find Necratim and defeat him before his power grows too strong. They travel to the Castle but are confronted by three guardian Wraiths.

Objective: defeat the 3 Wraiths to open the inner gate to the castle...

...The Heroes stand victorious as the Wraiths fall, and the gate to the inner castle opens. Stepping inside, the gate slams shut behind the Heroes. Now the only way out lies ahead!



CURSE OF HEAVY BURDEN

the movement of each Hero is reduced to 1 space per action until the Initiative changes or another Trap is sprung.



CURSE OF VULNERABILITY

each Hero's Armour Class is reduced by 1 point until the Initiative changes or another Trap is sprung.



CURSE OF THE HOARDS

all Monsters add 1 to their attack until the Initiative changes or another Trap is sprung.





MONSTERS IN
THIS ROOM
MUST BE
PLACED IN
THESE SPACES.

TREAT GRASSED
AREA AS ONE
ROOM.

LEVEL 3 Adventure 10:

Spiral of Doom

The Heroes find themselves in a small room, deep in the heart of the castle. They stumble across a journal from an unfortunate Hero long lost in the Keep. It mentions four, lost magical Items that together could defeat Necratim.

Objective: find and keep the four magical Items... if the Heroes fail their Objective but are still alive, restart the level with the Items they currently possess.

...The Heroes have become legends by winning this battle. As they find the fourth magical item, the doorway to Necratim's inner lair opens in front of them. A stone stairway leads down into deeper darkness...

OPENS ALL REMAINING DOORS AS THIS DOOR IS OPENED.



ENTROPIC SHIELD

Shield absorbs energy from Monsters.



DRAGON'S FURY

Powerful bow



HARBINGER OF PAIN

Powerful sword



FLAME STRIKE

Spear-shaped points of fire.



SKELETAL ARROWS

Roll Hero loses that many Hit Points.



FLAGSTONE SLIDE

The floor drops away. Hero reappears anywhere in the grassed area.



GHOSTLY HANDS

a chilling grip forces Hero to miss a turn.

FIRST SPECIAL ITEM –
ENTROPIC SHIELD



THIRD SPECIAL ITEM – HARBINGER OF PAIN

FOURTH SPECIAL ITEM – FLAME STRIKE SPELL

SECOND SPECIAL ITEM – DRAGON’S FURY

THESE MONSTERS
APPEAR IN START
ROOM WHEN
TRIGGER DOOR
IS OPENED.

6 X

2 x

1 x

**TRIGGER DOOR.
WHEN THIS
DOOR OPENS,
MONSTERS
- APPEAR IN
START ROOM.**

 $\sqrt{1 \times}$

2 x

1 x

2 x

9

START

3

2 x

2 x

LEVEL 3 Adventure 11: Necratim Ascendant

The Heroes have reached the chambers where the lich Lord Necratim dwells. It is a dark, dank place, and nothing is to be trusted. The Heroes must battle their way through the gloom, to reach Necratim and destroy him for good. If successful, the land of Rallion will be saved.

Objective:
defeat the
Lich Lord,
Necratim...



...As he is defeated, the other Monsters wither away. Congratulations! You have outfought Necratim and the people of Rallion thank you. Peace reigns again. Yet even as he falls, Necratim mutters a final curse. Before the Heroes can react, a portal opens behind him and he is sucked through! The portal slams shut, leaving a deathly silence to fall over the castle...





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CARRION CRAWLER 1



Carriion Crawlers feast on decaying flesh but will attack anything with their paralysing tentacles.



★ = PARALYSE. HERO MISSES NEXT TURN.



CARRION CRAWLER 2



Carriion Crawlers feast on decaying flesh but will attack anything with their paralysing tentacles.



★ = PARALYSE. HERO MISSES NEXT TURN.



WRAITH 1



Formless yet fearsome ghostly creatures, Wraiths despise all living things. They are powerless in sunlight. Cannot move into grassed areas. Can move through Heroes.



INCORPOREAL ATTACK
Ignore the Armour Class of Hero.



WRAITH 2



Formless yet fearsome ghostly creatures, Wraiths despise all living things. They are powerless in sunlight. Cannot move into grassed areas. Can move through Heroes.



INCORPOREAL ATTACK
Ignore the Armour Class of Hero.



WRAITH 3



Formless yet fearsome ghostly creatures, Wraiths despise all living things. They are powerless in sunlight. Cannot move into grassed areas. Can move through Heroes.



INCORPOREAL ATTACK
Ignore the Armour Class of Hero.



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LICH 1



The Lich is an insane, undead spellcaster who feasts on destruction.



When the Lich attacks he gains the Hit Points the Hero loses (cannot go above 12 Hit Points).



OGRE 1



Ogres are huge, ugly, greedy creatures that live for raiding and scavenging.



OGRE 2



Ogres are huge, ugly, greedy creatures that live for raiding and scavenging.



OGRE 3



Ogres are huge, ugly, greedy creatures that live for raiding and scavenging.



OGRE 4



Ogres are huge, ugly, greedy creatures that live for raiding and scavenging.



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TROLL 1

2
10
3

Trolls are massive, powerful and putrid. They know no fear and attack when hungry – which is all the time. Regenerates 1 Hit Point each turn it is still alive (can not go above 10 Hit Points).



TROLL 2

2
10
3

Trolls are massive, powerful and putrid. They know no fear and attack when hungry – which is all the time. Regenerates 1 Hit Point each turn it is still alive (can not go above 10 Hit Points).



TROLL 3

2
10
3

Trolls are massive, powerful and putrid. They know no fear and attack when hungry – which is all the time. Regenerates 1 Hit Point each turn it is still alive (can not go above 10 Hit Points).



WIGHT 1

3
2
7
4

Wights are twisted forms of undead men, who seek to destroy all life by draining their energy.



ROLL DICE FOR EACH HERO IN THE ROOM. ☆ = HERO LOSES THAT MANY HIT POINTS.



WIGHT 2

3
2
7
4

Wights are twisted forms of undead men, who seek to destroy all life by draining their energy.



ROLL DICE FOR EACH HERO IN THE ROOM. ☆ = HERO LOSES THAT MANY HIT POINTS.



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GNOLL 1



Part-hyena, Gnolls are evil, human-sized carnivores that wander in loose tribes.



GNOLL 2



Part-hyena, Gnolls are evil, human-sized carnivores that wander in loose tribes.



GNOLL 3



Part-hyena, Gnolls are evil, human-sized carnivores that wander in loose tribes.



GNOLL 4



Part-hyena, Gnolls are evil, human-sized carnivores that wander in loose tribes.



GNOLL 5



Part-hyena, Gnolls are evil, human-sized carnivores that wander in loose tribes.



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GOBLID 1



Goblins are small humanoids that many consider little more than a nuisance. However, they can be dangerous in gangs.



GOBLID 2



Goblins are small humanoids that many consider little more than a nuisance. However, they can be dangerous in gangs.



GOBLID 3



Goblins are small humanoids that many consider little more than a nuisance. However, they can be dangerous in gangs.



GOBLID 4



Goblins are small humanoids that many consider little more than a nuisance. However, they can be dangerous in gangs.



GOBLID 5



Goblins are small humanoids that many consider little more than a nuisance. However, they can be dangerous in gangs.



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GOBLIN 6



Goblins are small humanoids that many consider little more than a nuisance. However, they can be dangerous in gangs.



BUGBEAR 1



Bugbears are large, muscular and aggressive. They stop at nothing to fulfil their greed.



BUGBEAR 2



Bugbears are large, muscular and aggressive. They stop at nothing to fulfil their greed.



BUGBEAR 3



Bugbears are large, muscular and aggressive. They stop at nothing to fulfil their greed.



BUGBEAR 4



Bugbears are large, muscular and aggressive. They stop at nothing to fulfil their greed.



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SKELETON 1



Skeletons are undead Monsters, animated bones that obey the orders of their evil masters.



SKELETON 2



Skeletons are undead Monsters, animated bones that obey the orders of their evil masters.



SKELETON 3



Skeletons are undead Monsters, animated bones that obey the orders of their evil masters.



SKELETON 4



Skeletons are undead Monsters, animated bones that obey the orders of their evil masters.



SKELETON 5



Skeletons are undead Monsters, animated bones that obey the orders of their evil masters.



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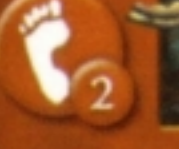
SKELETON 6



Skeletons are undead Monsters, animated bones that obey the orders of their evil masters.



OOZE 1



Oozes are slimy, shapeless masses that live only to eat. They attack with an acid touch.



★ = DISSOLVE WEAPON
HERO MUST DISCARD CURRENT WEAPON.



OOZE 2



Oozes are slimy, shapeless masses that live only to eat. They attack with an acid touch.



★ = DISSOLVE WEAPON
HERO MUST DISCARD CURRENT WEAPON.



OOZE 3



Oozes are slimy, shapeless masses that live only to eat. They attack with an acid touch.



★ = DISSOLVE WEAPON
HERO MUST DISCARD CURRENT WEAPON.



Goblin Scout



These lightweight creatures are fleet of foot and cause annoyance by simply getting in the way.



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DISOBEDIANT
SERVANT OF KORD

A powerful magic sword which
cannot be trusted.



☆ = DOES NO DAMAGE



HARBINGER OF PAIN

A weapon of almost unlimited power.



☆ = ROLL ALL DICE AGAIN AND ADD
TO TOTAL. KEEP ROLLING UNTIL
☆ DOESN'T APPEAR.

LEVEL
1



HAMMER OF LIBERTY

Crafted deep underground by
dwarven hands, this weapon has
a core of mine rock.

Protects from paralysis when in use.



DRAGON'S FURY

A bow carved from a single dragon bone,
capable of devastating attacks.



☆ = ROLL ALL DICE AGAIN AND ADD
TO TOTAL. KEEP ROLLING UNTIL
☆ DOESN'T APPEAR.

LEVEL
1



BOW OF
FREEDOM

A longbow with magical properties.
Protects from paralysis when in use.





BLADE OF THE BANISHED KINGS

A finely-worked blade with ornate gilding, crafted using techniques long since lost.



★ = IGNORE ARMOUR CLASS



SHORTBOW OF THE ANCIENTS

Made of the oldest yew in the Ancient Elven Forest.



★ = GET 1 SPELL POINT BACK.



FAITHFUL AXE OF DWARVEN KIND

A trusted weapon of the dwarves, famed for its accuracy.



CROSSBOW OF FAITH

Strengthened with Pelor's runes to fly straight and true.



★ = GET 1 SPELL POINT BACK.



FLASH PELLETS

Explodes with a starburst of green and yellow sparks, which inflict light damage and can blind temporarily.



★ = THE MONSTER ATTACKED MISSES NEXT TURN.



WEAPON LEVEL 1



THE MASTER'S AXE

Used for slashing and hacking, the double-forged steel blade is razor-sharp.



POWER ATTACK     ☆ = LOSE WEAPON

WEAPON LEVEL 1



DOUBLE-HANDED BROADSWORD

A weighty blade forged from the strongest steel, requiring much skill and physical strength.



WEAPON LEVEL 1



BONE CLEAVER

A brutal blade that stops at nothing.



POWER ATTACK     ☆ = LOSE WEAPON

WEAPON LEVEL 1



PHOENIX BOW

Fires arrows flighted with Phoenix feathers that catch fire in flight.

Gains +1 in attack for its user against Gnolls.



WEAPON LEVEL 1



POISONED BLOW PIPE

Lightweight and effective, firing darts tipped with venom from the Black Rider scorpion.



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WEAPON
LEVEL 1



SINGLE-HANDED BROADSWORD

A light, yet powerful blade with excellent handling, ideal for close combat.




WEAPON
LEVEL 1



BLESSED BOW OF THE ELVES

Smaller and lighter than most bows, it uses magic elven twine for tremendous accuracy.






★ = GET 1 SPELL POINT BACK.


WEAPON
LEVEL 1



TORTURED SWORD OF SLAVERY

Originally used by slave traders, this blade contains the souls of the tormented, screaming whenever it is used.






★ = HERO LOSES 1 HIT POINT


WEAPON
LEVEL 1



MACE OF FAITH

A heavy mace that strikes vicious blows.





★ = GET 1 SPELL POINT BACK

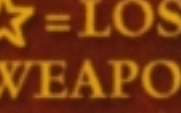

WEAPON
LEVEL 1



BALANCED THROWING DAGGER

Finely-tuned for deadly accuracy.

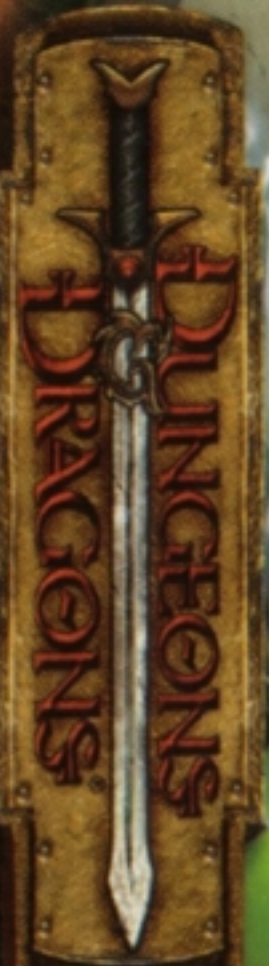



POWER ATTACK    ★ = LOSE WEAPON



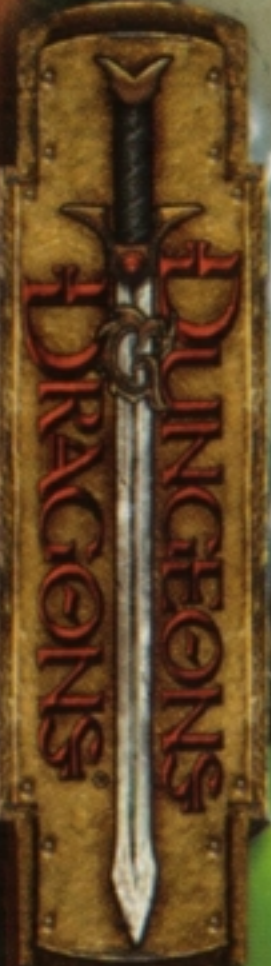


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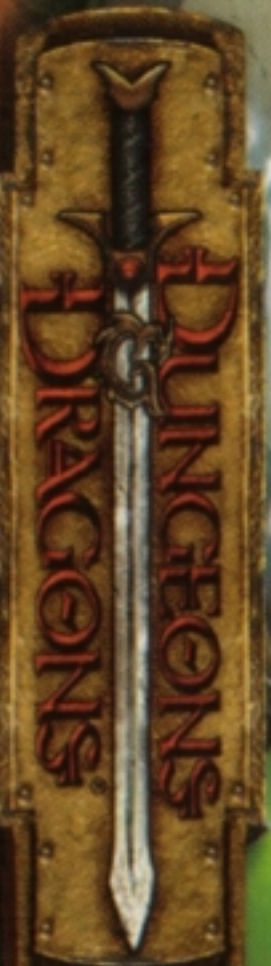


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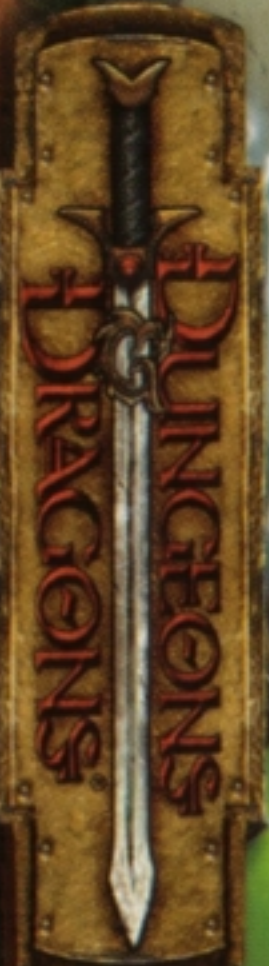


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AUGER OF TORMENT

A sharpened point with a twisting corkscrew blade. It ignores Armour Class, but costs 2 Actions to use.



MACE OF DELIVERANCE

Weighted heavily at its top, the mace has a devastating effect when it makes contact.



★ = 'TURN' MONSTER IF UNDEAD



GREAT SWORD

A flat, shimmering blade with sharp edges and fearsome strength.



RELENTLESS BOLASS

Chokes victim and does not let go.



POWER ATTACK
ROLL DICE 3 TIMES. COMBINE TOTAL.
DISCARD AFTER USE.



LOGBOW OF THE ELVEN LORDS

An ancient bow once used to defend the magical strongholds of the elven leaders.



★ = GET 1 SPELL POINT BACK

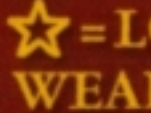




SKULL-SPLITTER

This weapon has finely-sharpened blades that cut deep.



POWER ATTACK    ★ = LOSE WEAPON



GAUNTLET OF MISERY

Haunted by the great Hero who wore it in his final battle, the gauntlet carries his might and his restless spirit.



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EXPLODING CLUSTERS

Explode on contact. Can inflict serious wounds with a direct hit.



★ = DOUBLES ATTACK

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SACRED CROSSBOW OF PELOR

Shoots magic bolts that twist on impact.



★ = GET 1 SPELL POINT BACK

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COMPOSITE LONGBOW

Formed from two lightweight but extremely strong materials, this bow is highly flexible and very powerful.



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WEAPON
LEVEL 3



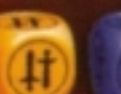
SCREAMING BANSHEE

An ancient bow that fires an arrow which screams as it flies.





POWER ATTACK




= LOSE WEAPON


WEAPON
LEVEL 3



DEATH-BRINGER

One of the most powerful blades in existence.




POWER ATTACK




= LOSE WEAPON


WEAPON
LEVEL 3



POLEAXE

A highly-sharpened blade and the weapon's length make it excellent for holding enemies at bay.





POWER ATTACK




= LOSE WEAPON


WEAPON
LEVEL 3



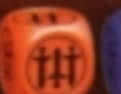
KORD'S AXE OF WRATH

This fearsome weapon is used by the defenders of Kord's faith.





POWER ATTACK




= LOSE WEAPON


WEAPON
LEVEL 3



THE LIBERATOR

The favoured weapon of Carrion Crawler hunters.

Protects from paralysis when in use.

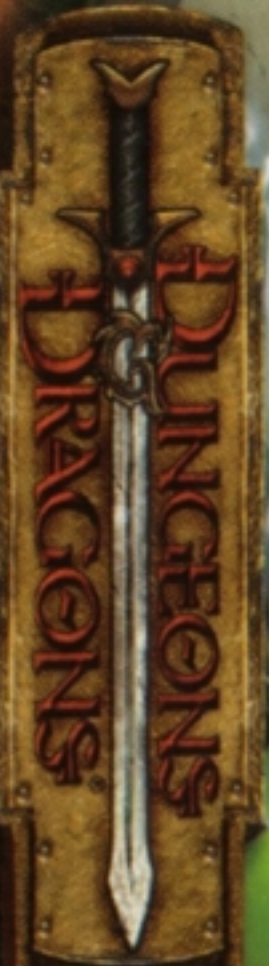






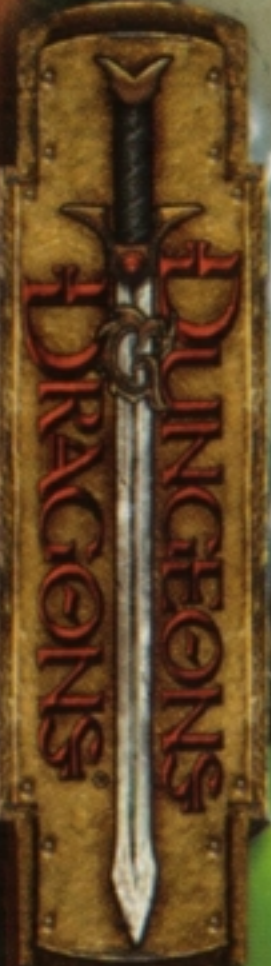


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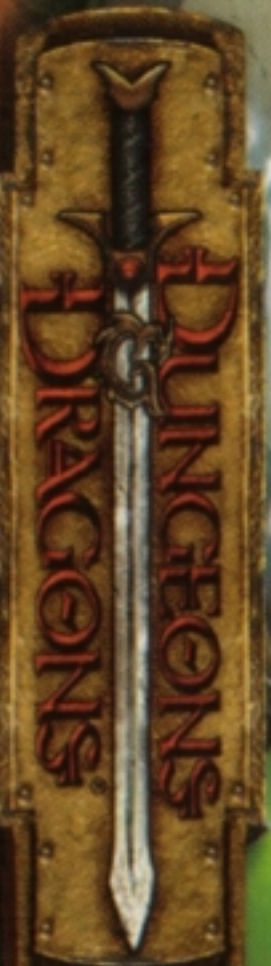


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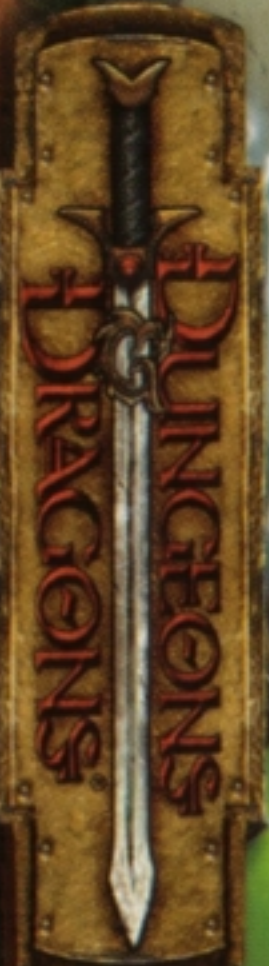


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YONDALLA'S AMULET

Engraved with magical symbols.

When you open a chest, draw 1 card and choose whether to keep it. If not, discard and take another. Repeat up to 3 times. If a booby trap is drawn it must be actioned and your turn ends.



★ = DISCARD RING



RING OF SHADOWS

Put this on to fade into the darkness of the background.

Move anywhere in the room undetected, then roll die.



★ = DISCARD RING



SUMMONER'S HORN

Blow this to summon help.

Move any Hero to any space next to you, then roll die.



★ = DISCARD HORN



OLIDAMMARA'S AMULET

Charmed with the wisdom of many.

Lets the wearer use the 'search' die to look for traps.



BARKSKIN CLOAK

Sewn from the magic trees of Amnholm, the cloak is light yet protective.

Wear this to take no damage from an attack or event, then roll die.



★ = DISCARD CLOAK





ARTIFACT

3



YONDALLA'S FORTUNE

Lacked in its stone are properties of protection.
When opening a chest, draw 4 cards and choose 2 to keep. Booby traps cause no harm. Then roll die.



★ = DISCARD RING



ARTIFACT

3



ELVEN MIRROR SHIELD

Found in an elven pool, it reflects whatever it sees.
Attacker takes damage from dice roll instead of you. Then roll die.



★ = DISCARD SHIELD



ARTIFACT

2



SHIELD OF CHAOS

Forged in a fit of dwarven rage, this shield behaves unpredictably.
Deflect Hit Point damage onto another Hero, then roll die.



★ = DISCARD SHIELD



ARTIFACT

3



CLOAK OF BOCCOB

This cloak has magic woven into it to absorb physical blows.
Boosts Armour Class to 3 for this attack, then roll die.



★ = DISCARD CLOAK



ARTIFACT

3



TRUE-SEEING ORB

Once belonging to wise lords, it brings a powerful gift of vision.

Reveal all the traps in the room.

DISCARD AFTER USE



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POTION LEVEL 1



POTION OF INITIATIVE

Drink this to change the order of play.

Swap Initiative cards with any other player including the DM.

POTION LEVEL 1



POTION OF CURE LIGHT WOUNDS

Drink this to revive strength.

Restore up to 3 Hit Points.

POTION LEVEL 1



POTION OF GREATER RESTORATION

Bring a Hero back from the dead and restore to 4 Hit Points and to 4 Spell Points if possible.

Stand next to Hero to restore.

POTION LEVEL 1



POTION OF KORD'S BLESSING

Drink this to bless one of your weapons.

Doubles the power of the chosen weapon's next attack.

POTION LEVEL 1



POTION OF WEAKNESS

Drink this to weaken a Monster.

Reduce one Monster's Armour Class to 0 until the start of the DM's next turn.



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POTION

LEVEL
1



LESSER POTION OF RESTORATION

Drink this to revive magical power.

Restore up to 3 Spell Points.



POTION

LEVEL
1



POTION OF SHADOW SMOKE

Drink this potion to cast a thick cloud
over all the Monsters in the room.

Every Hero in the room may have
one free movement.



POTION

LEVEL
1



POTION OF HIDEOUS LAUGHTER

Drink this to make one Monster in
the room collapse helplessly.

Monster misses its
next turn.



POTION

LEVEL
1



POTION OF THE FORCEFUL HAND

Drink this to summon a helping hand.

Move any Monster anywhere
in its current room.



POTION

LEVEL
1



POTION OF OLIDAMARA'S HINDSIGHT

Drink this when a trap is sprung.

Trap has no effect.



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POTION

LEVEL
2



POTION OF STOP TIME

Drink this to stop time for enemies.

All Monsters in the room
miss one turn.



POTION

LEVEL
2



POTION OF ADRENALIN BOOST

*Drink this to speed up
your reactions.*

Make an attack immediately
(even if it is not your turn).



POTION

LEVEL
2



POTION OF SUDDEN ATTACK

*Drink this to inflict instant
damage on a Monster.*

Do 2 Hit Points' damage to any
Monster in the room.



POTION

LEVEL
2



POTION OF RESTORATION

Drink this to revive magical power.

Restore up to 4 Spell Points.



POTION

LEVEL
2



POTION OF CURE MODERATE WOUNDS

Drink this to revive strength.

Restore up to 4 Hit Points.



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POTION

LEVEL
3



POTION OF GREATER RESTORATION

Drink this to revive magical power.

Restore up to 5 Spell Points.



POTION

LEVEL
3



POTION OF CURE SERIOUS WOUNDS

Drink this to revive strength.

Restore up to 5 Hit Points.



POTION

LEVEL
3



POTION OF GREATER WEAKNESS

Drink this to weaken Monsters.

Reduce the Armour Class of all Monsters in the room to 0 until the start of the DM's next turn.



POTION

LEVEL
3



POTION OF THE HEALING CIRCLE

Drink this potion to form a restorative circle around all Heroes.

Restore up to 2 Hit Points to each Hero.



POTION

LEVEL
3



POTION OF HINDSIGHT

Drink this to step back in time.

Force the last dice roll to be re-rolled.



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SPELL

1



UNSEEN SERVANT

A mysterious hand is summoned from above.

Pushes one Monster in the current room in any direction, up to its maximum movement allowance.

SPELL

1



MELT'S ACID ARROW

A toxic bolt that can burn straight through armour.



★ = IGNORE ARMOUR CLASS TO DO DIRECT DAMAGE.

SPELL

1



RAY OF FROST

Throws an icy blast through the air.



★ = FREEZES MONSTER, MAKING IT MISS ITS NEXT TURN.

SPELL

1



FLAME ARROW

Fiery bolts that continue to burn when they hit their target.



SPELL

1



LESSER HEALING CIRCLE

This spell is cast as a protective shield over all the Heroes in the room. Give each Hero +1 Hit Point of healing. Then roll die.



★ = ALL HEROES RECEIVE +2 HIT POINTS INSTEAD.



SPELL 1



BURNING HANDS

Shoot streams of fire roaring from your fingertips, burning all they touch.

⚔️ ⚡️ 🔥 🔥

SPELL 1

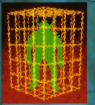


MAGIC MISSILE

Raw energy fired straight from the hand.

⚡️ 🔮 🔥

SPELL 1



FORCECAGE

Pure energy that forms a cage which attacks and can trap a Monster.

⚔️ ⚡️ 🔮 🔥 🔥 🔥

★ = TRAPS THE MONSTER, FORCING IT TO MISS ITS NEXT TURN.

SPELL 1



GREATER RESTORATION

JOZAN ONLY

Bring a Hero back from the dead and restore to 4 Hit Points and to 4 Spell Points if possible. Stand next to dead Hero to restore them.

SINGLE USE PER ADVENTURE.

SPELL 3



SHIELD OF BOCCOB

All Heroes are protected from melee attacks until the end of the DM's next turn.





SPELL 3



FIRE STORM

Droplets of molten fire are cast at the enemy in a shower of heat.







SPELL 3



ICE STORM

Hard, icy shards strike violently and can freeze flesh on contact.








★FREEZE MONSTER MAKING IT MISS NEXT TURN. DOES NOT AFFECT UNDEAD.

SPELL 3



BIGBY'S CLENCHED FIST

Summons a giant hand to attack Monsters at your command.







SPELL 3



OBSCURING MIST

A dank, grey drizzle falls, so thick you cannot see your hand.

Each Hero has one free movement.

SPELL 3



HEALING CIRCLE

This spell is cast as a protective shield over all the Heroes in the room. Give each Hero +2 Hit Points of healing. Those roll die.



★ = ALL HEROES RECEIVE +3 HIT POINTS INSTEAD.



BOOBY TRAP

COST 2



BRUTAL BETRAYAL

A dark spell is unleashed.

Choose whether to take 5 Hit Points damage yourself or cause another Hero to suffer 3 Hit Points damage.

BOOBY TRAP

COST 1



CALL FROM THE GRAVE

A ghostly power.

Revive the last Monster you defeated. DM places it anywhere in this room.

BOOBY TRAP

COST 1



VOICES OF THE DAMNED

Unseen forces control your mind.

Move next to and attack the nearest Hero with your current weapon.

BOOBY TRAP

COST 1



CHOKING MIST

A mist descends, making it difficult to breathe.

All living creatures in the room lose 1 Hit Point. Does not affect undead.

BOOBY TRAP

COST 1



BLINDING LIGHT

You are stunned by an intense flash.

Miss your next turn.







MEDUSA'S PETRIFYING BOW

Can petrify a Monster, turning them to stone for one turn.



★ = THE MONSTER ATTACKED MISSES ITS NEXT TURN



HAMMER OF SUBMISSION

A shaft hewn from oak, crowned with a double-headed hammer.



BAG OF BONES

Attacks all undead Monsters in the current room.



★ = DISCARD CARD



HORN OF EVIL SUMMONS

The mournful sound made by blowing this ancient horn draws any Monster in the current room to a space next to you.



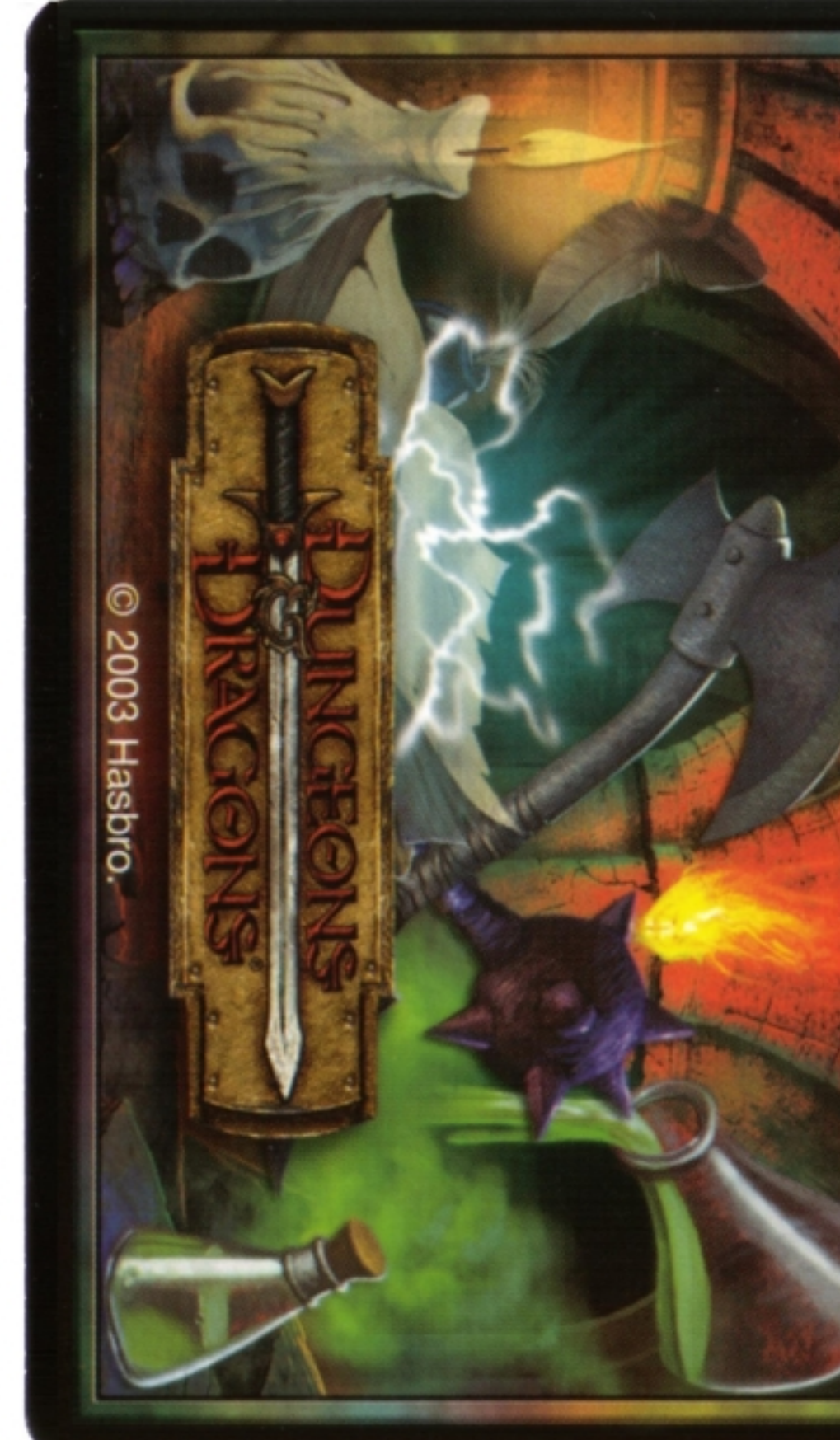
★ = DISCARD CARD



POTION OF MAGICAL RENEWAL

Drink this potion to exchange your Hit Points for Spell Points.

1 Hit Point = 1 Spell Point



GOBLIN ARCHER

Goblin Archers make up for their weak armour and cowardly nature by keeping out of the way and unleashing fearsome ranged attacks.

GNOLL LEADER

The strongest of the pack, the Gnoll Leader reigns with fear. By organising the pack, he helps them manoeuvre further.

While Gnoll Leader is alive, all Gnolls have a movement of 5.

SPELL

FLAME STRIKE

The Monster attacked is engulfed in flames.

SPELL

ENERGY SHIELD

Glowing brightly, this shield absorbs energy from Monsters. Protects all Heroes from ranged weapons and spells until the end of the DM's next turn.

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LIDDA

Lidda is quick and nimble enough to sneak through Monsters. She should search for traps wherever she can to prevent the Heroes setting them off and can get Hit Points back by disabling traps!

Sneak - Lidda can move through a Monster and add +1 to her roll if she attacks the same Monster immediately.



Search for Traps - Lidda can check a room for Traps, by rolling the 'Search' die. The results only apply to the room she is in.



Disable Traps - make a Trap safe. Lidda must stand on the Trap space to roll this die. Take an unused Trap token when successful. Gathering 3 tokens gives Lidda 2 extra Hit Points.

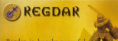
DUNGEON MASTER

You control the Dungeon, trying to stop the Heroes completing their quest. When a Hero opens a door:

- Position closed door tokens in the new room where shown.
- Place any chests, trees or pillars on the appropriate spaces.
- Place any Monsters in the rooms.
- Lay out the matching Monster cards in front of you, with the correct number of Hit Point tokens under each.
- Secretly look to see where any traps are in the room, but do not tell the Heroes.

Monsters - every Monster on the board can have a movement and an attack, in any order on your turn. They may move double instead of making an attack.

Tapping Monster Cards - once you have attacked with a Monster, turn its card horizontally. At the end of your go, turn each Monster's card back to the vertical position.



REGDAR

Regdar is hugely powerful and capable of devastating Melee attacks. He does not need too much back up - if there are Monsters, Regdar will be there! As a team player Regdar is ideal as the front line of attack and can take a lot of hits before he is weakened.

Often he will be the first into a room to protect the other adventurers.

+1 to attack score rolled in Melee attacks - Regdar is skilled with all weapons, but especially in close combat.



JOZAN

Joan is responsible for keeping all the Heroes healthy. He should watch out for anyone running low on Hit Points, including himself! Joan has the power to 'turn' undead Monsters, making them miss a turn, and has a powerful spell attack.



Turn Undead - Joan can try to 'turn' Undead Monsters anywhere in the same room by rolling the Turn Undead die.

Undead Monsters are shown by a skull symbol on their Monster card. When Joan rolls the same or greater than the number next to the skull on the Monster's card, that Monster is 'turned' and misses its next turn!

Heal - Joan has the natural ability to heal other Heroes, by swapping his Spell Points to give them Hit Points back.

000047869102



MIALEE

Miale uses magic in defence and attack. While she can cast powerful spells, her Armour Class also falls, so she must watch her Spell Points don't drop too low. Miale relies on the other Heroes for some protection, but repays them with the most powerful attacks.

Armour Class - if Miale's Spell points fall below 3, her Armour Class drops from 2 to 1. When she has 0 Spell Points, she has 0 Armour Class.

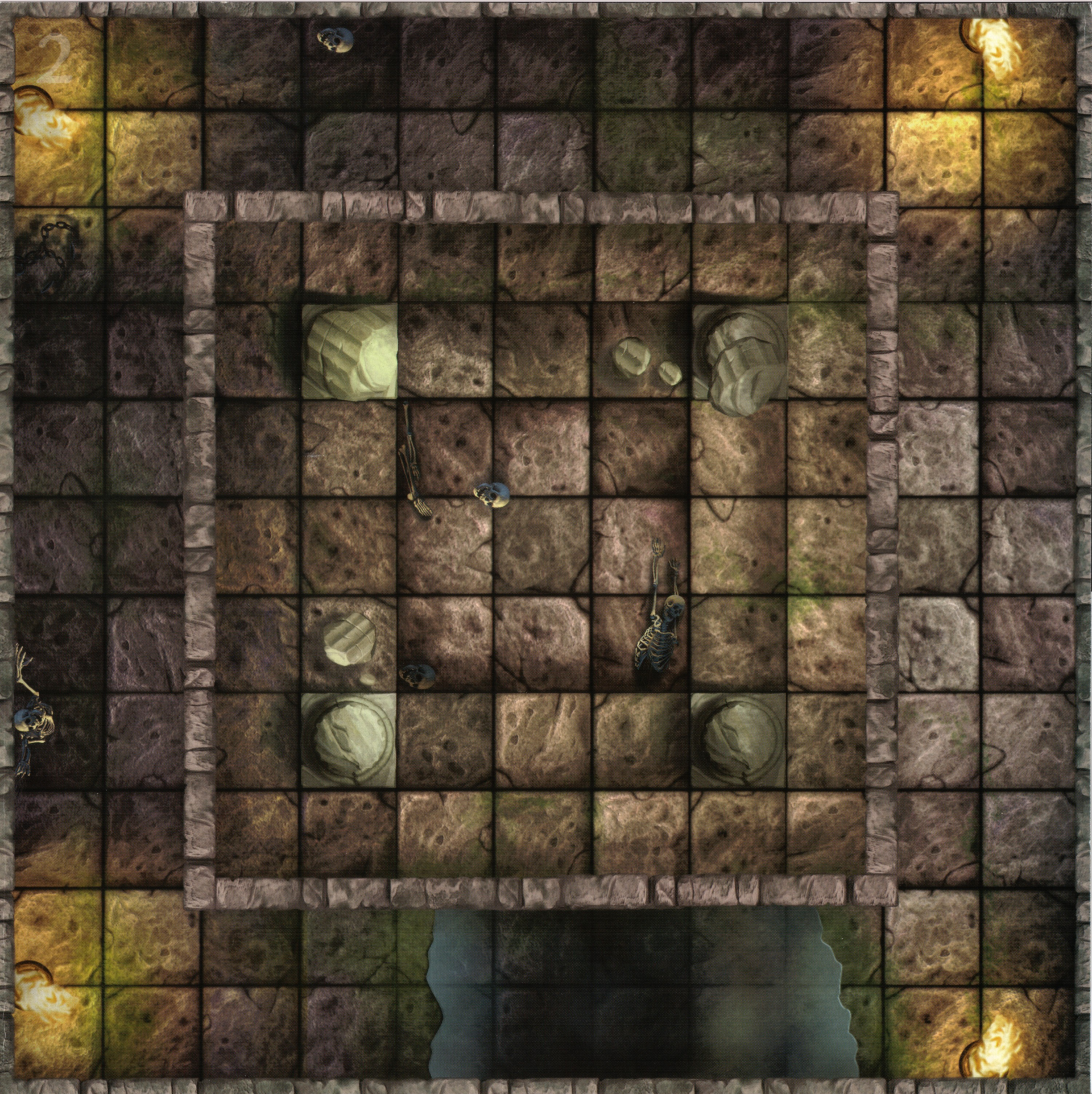
Using weapons that regain Spell Points can help keep her Armour Class strong.





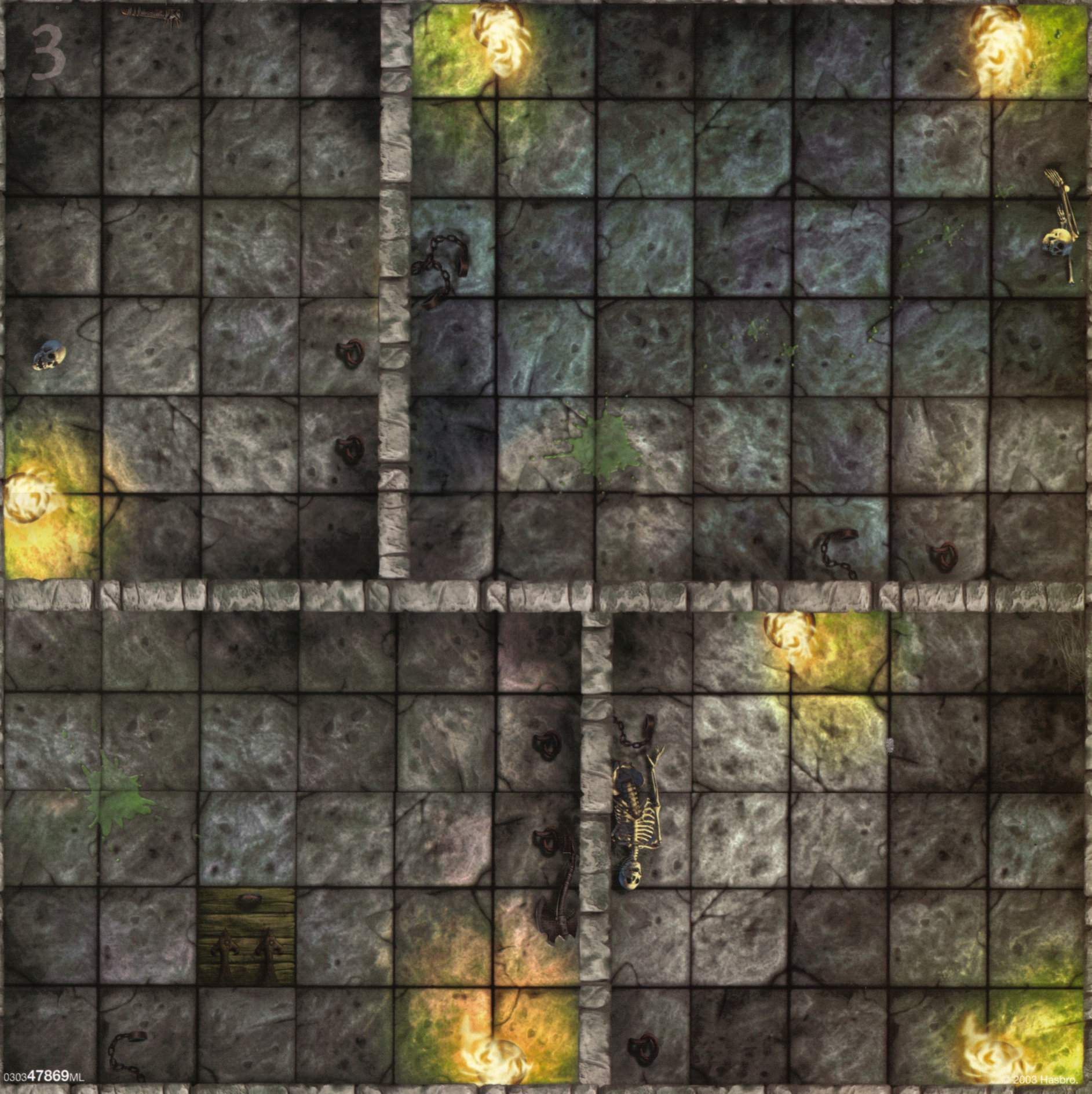
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3

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4

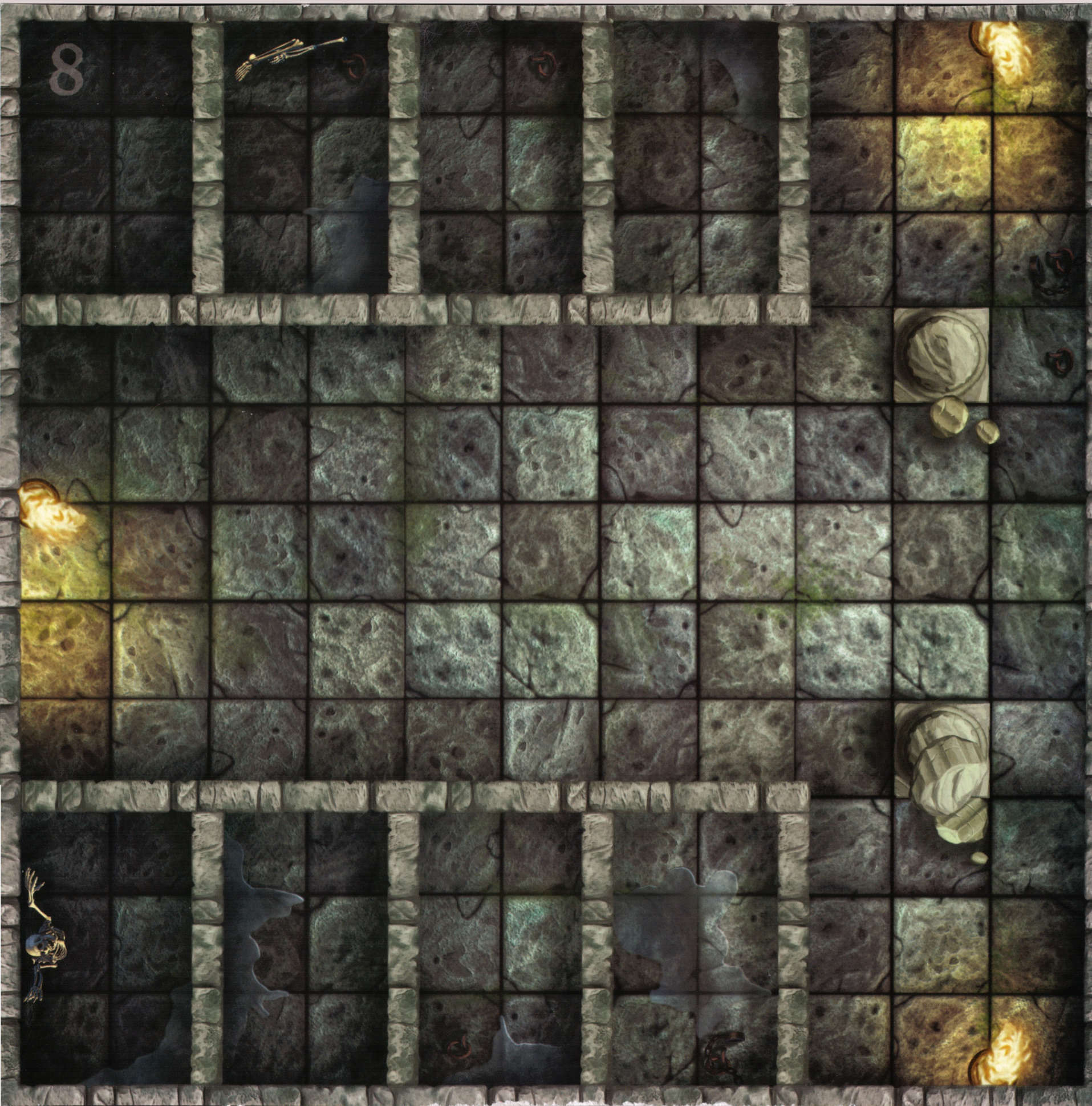






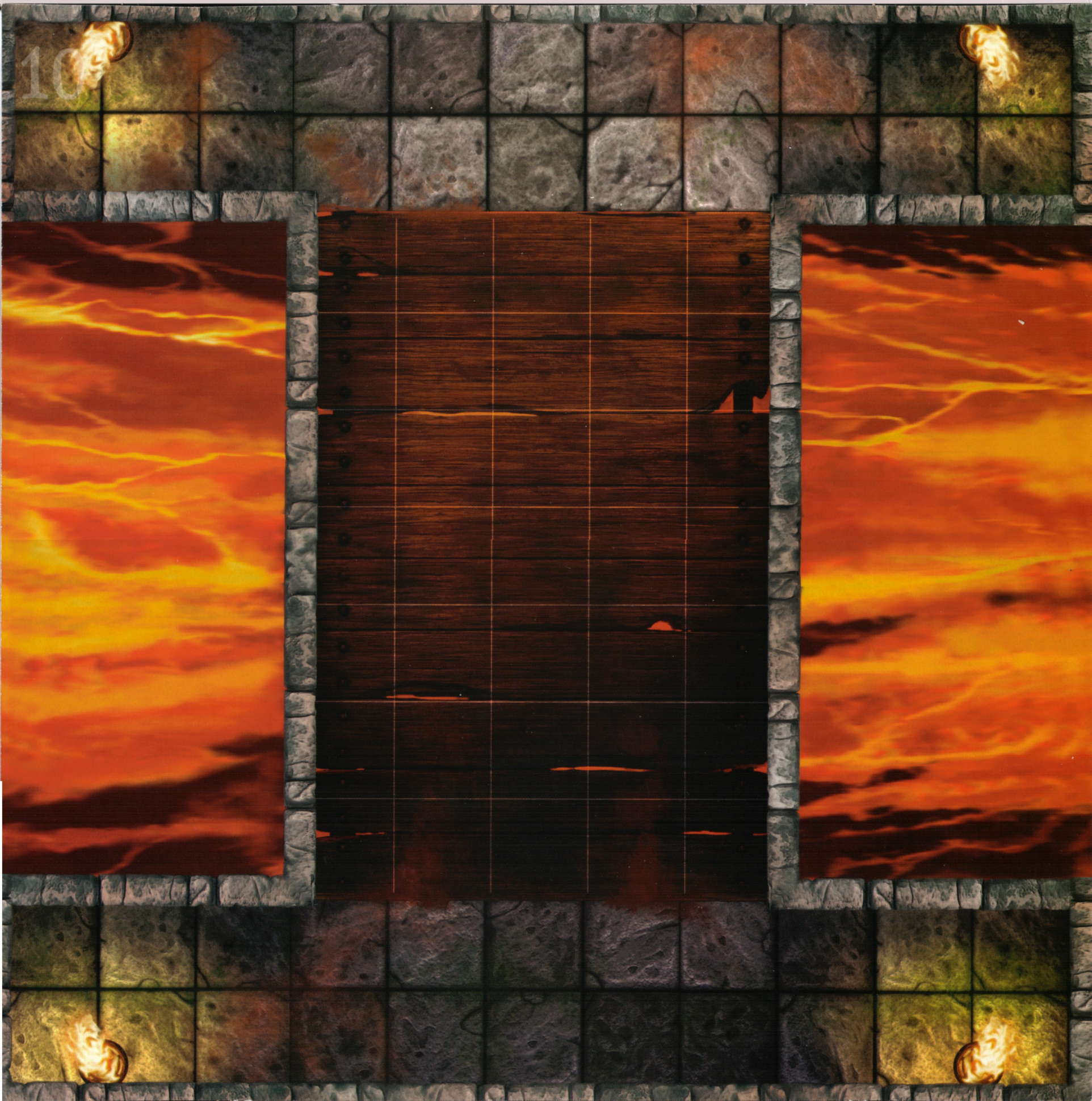
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9





1 x WEAPON

1 x ARTIFACT

1 x SPELL



MIALEE

ELVEN WIZARD

Mialee is still learning how to cast spells. Her goal is to become a master wizard, so she's always eager to test her magic against enemies. Mialee's responsibility on an adventuring team is to use her powerful spells to support her team-mates and help them deal with Monsters.



SPELL POINTS



Mialee's Armour class (AC) weakens when her Spell Points drop below 3.



KNAPSACK



REGDAR

HUMAN FIGHTER

Regdar is a champion of good, pledging his mighty sword to the cause of justice. He adventures to put down evil and to gain skill and experience that he can use in his crusade. Regdar's task on an adventuring team is to kill the Monsters and protect his team-mates.



LEVEL 1 (MAX)



KNAPSACK



special Actions:

+1 to attack score rolled in Mêlée attacks.

COUNTERS



JOZAN

HUMAN CLERIC

Jozan is a loyal follower of Pelor, a mighty sun god devoted to the cause of good and justice. Pelor expects Jozan to serve him by fighting evil monsters whenever he finds them. Jozan's role on an adventuring team is to protect his team-mates with spells and help kill the Monsters.



SPECIAL ACTIONS:

- Turn Undead
- Heal*

* Heal a single Hero you are standing next to or yourself. Each Hit Point costs 1 Spell Point.



HIT POINTS

KNAPSACK

1 x WEAPON

1 x ARTIFACT

1 x SPELL

SPELL POINTS



LIDDA

HALFLING ROGUE

Lidda is a halfling. Shorter than people, they tend to be sneaky. Lidda is no exception. Her task on an adventuring team is to handle tricky things, such as finding and disabling traps. In combat she does well if she can sneak attack her opponents.



SPECIAL ACTIONS:

- Sneak
- Search for/disable traps*

* When Lidda disables a trap, take an unused Trap token. Gathering 3 tokens gives Lidda 2 extra Hit Points.



HIT POINTS

KNAPSACK

3 TRAPS
DISABLED
= 2 HIT
POINTS

3

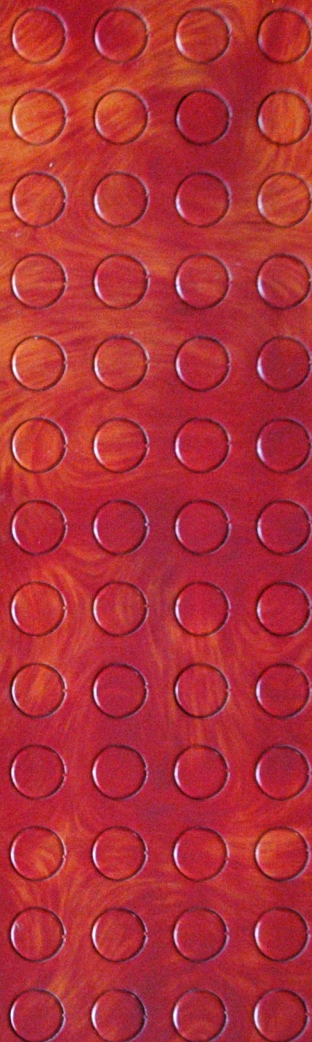
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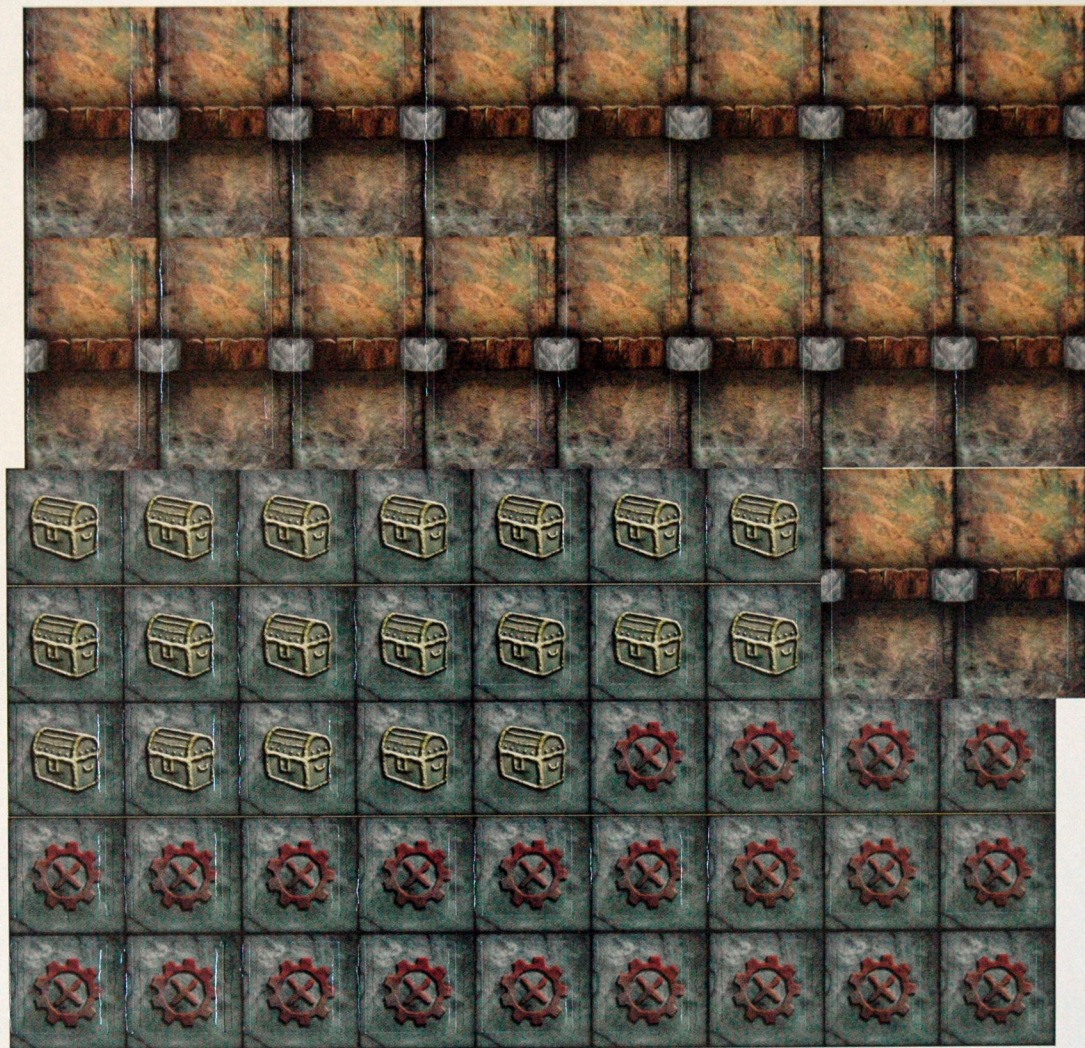
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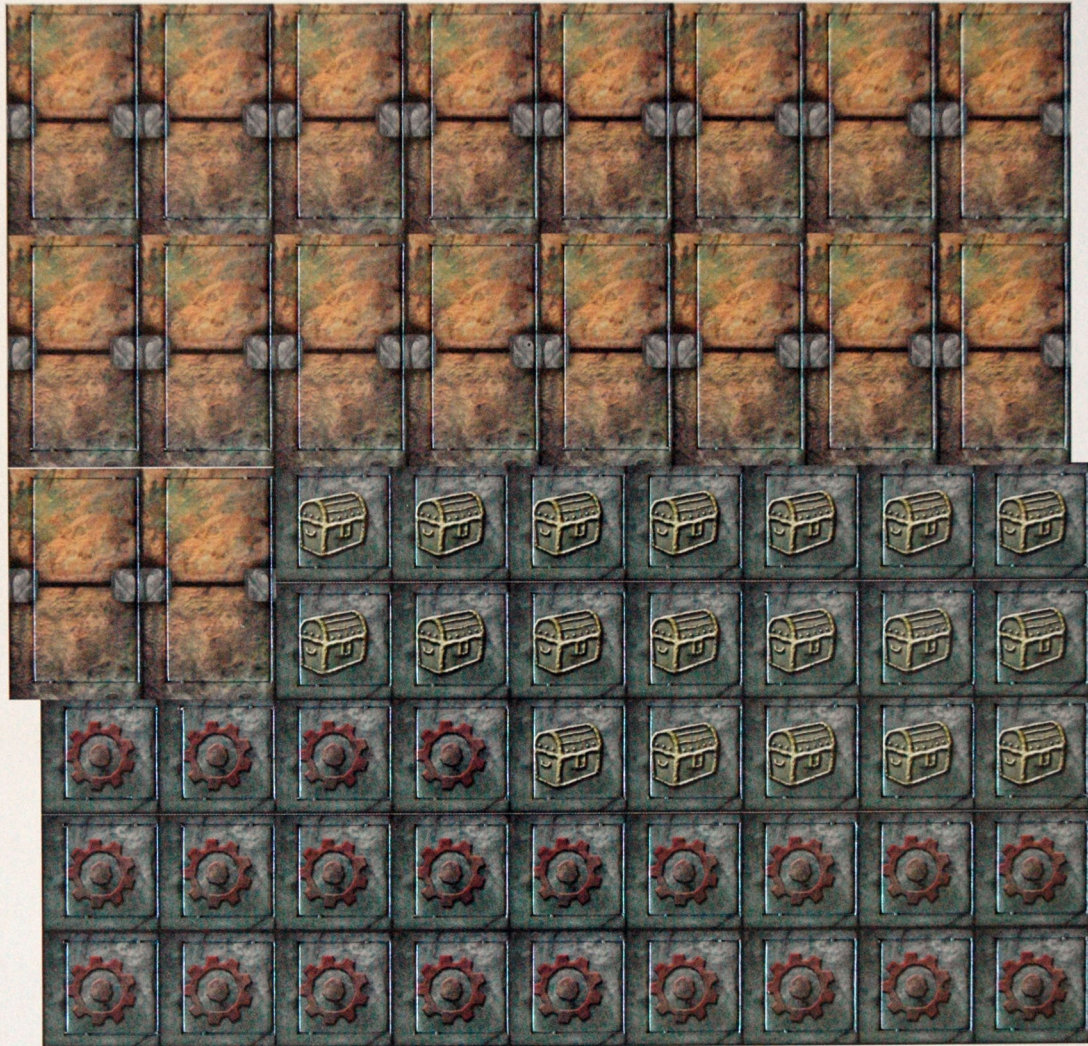
1 x WEAPON

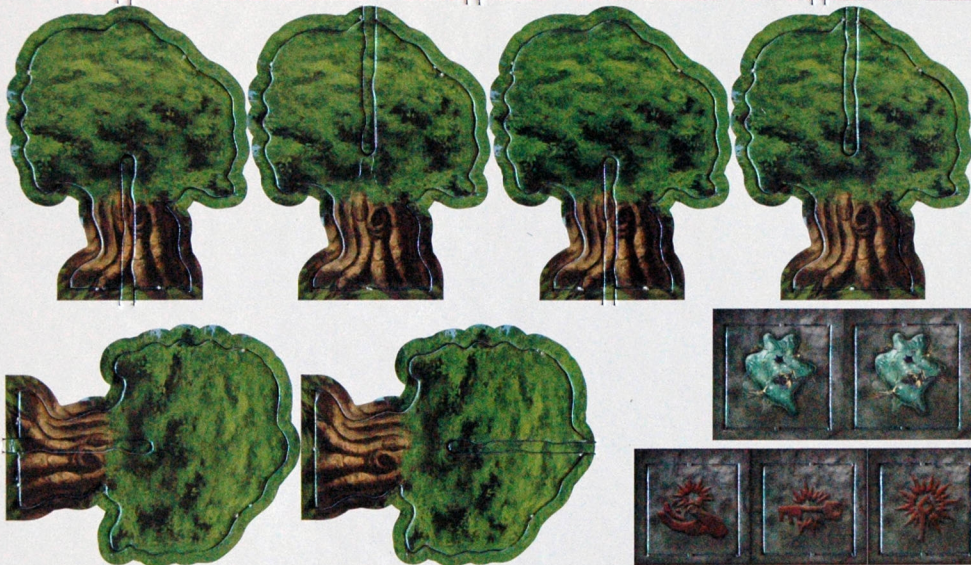
2 x ARTIFACT

COUNTERS











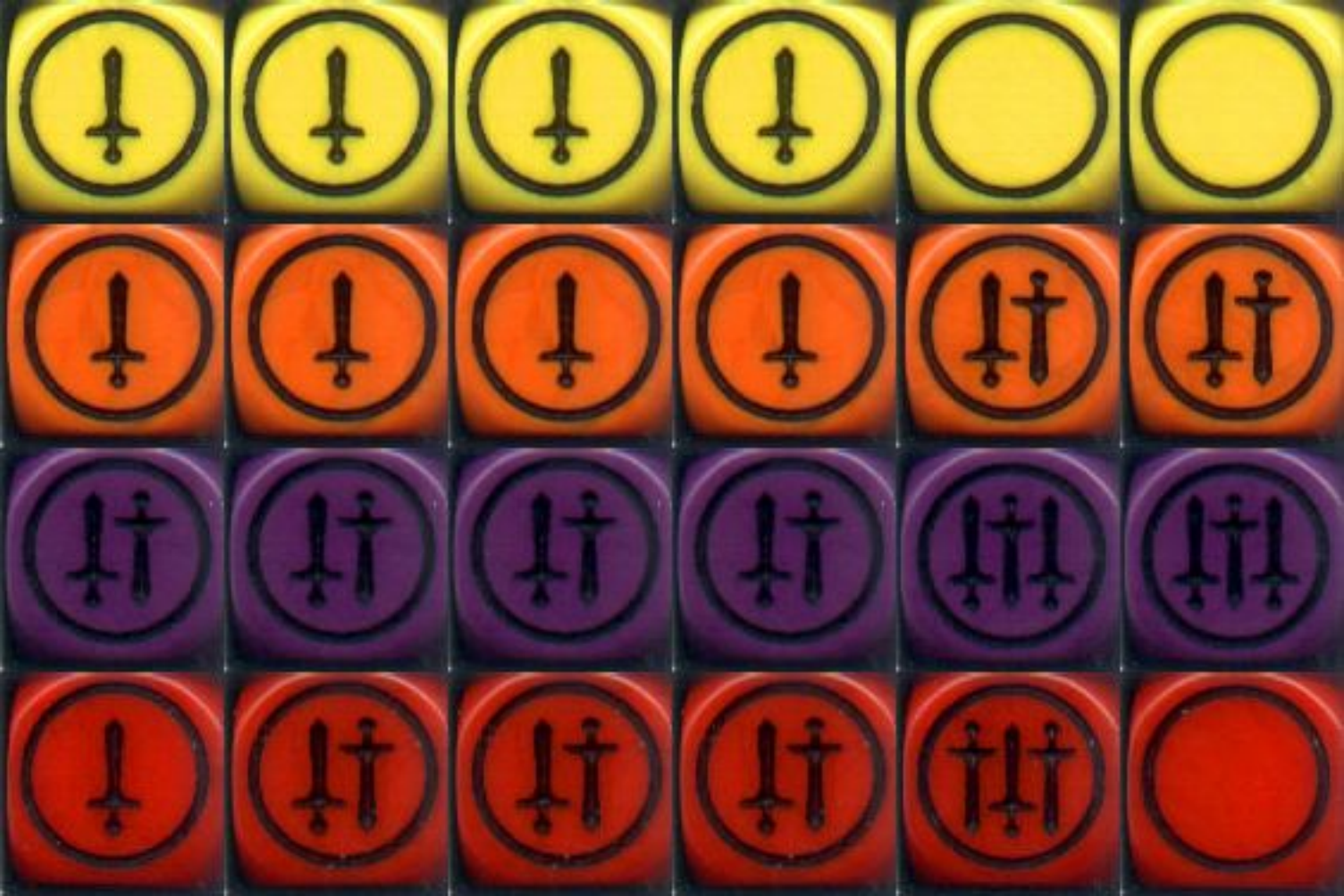
















PLAY MORE

3
5



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DUNGEONS & DRAGONS

THE FANTASY ADVENTURE
BOARD GAME

THE CONQUEST

The land of Rallion is in the grip of the dark forces of the Dungeon Master, who causes havoc everywhere. Four Heroes have banded together to search out this evil and stop it once and for all. The quest begins...

CHOOSE YOUR ROLE

You can decide to be one of the four Heroes whose mission it is to battle through the dungeon, defeating vicious monsters. Or will you choose to be the Dungeon Master, controlling the forces that lurk in the dank depths, trying to stop the Heroes in their quest?

CO-OPERATIVE PLAY

The deeper you venture into the dungeon, the harder the combat becomes. The Heroes must rely on their abilities as a team to carry them through. Will they be able to outwit the Dungeon Master and defeat his evil plans?

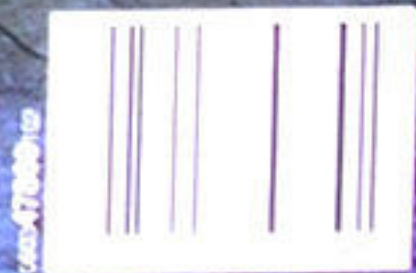
CONTENTS

5 double-sided gameboards, 4 Hero figures,
36 Monster figures, 95 Item cards, 39 Monster cards,
5 Initiative cards, 5 Reminder cards, 10 dice,
4 Hero boards, 104 counters, 2 card sheets of tokens,
Players' Guide, Dungeon Master Guide.

2 to 5 players
Age: 10 years & up

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REGDAR

HUMAN FIGHTER

Regdar is a champion of good, pledging his mighty sword to the cause of justice. He adventures to put down evil and to gain skill and experience that he can use in his crusade. Regdar's task on an adventuring team is to kill the Monsters and protect his team-mates.

2 x WEAPON

1 x ARTIFACT



LEVEL 1
(MAX)



LEVEL 3
(MAX)

LEVEL 2
(MAX)

KNAPSACK

HIT POINTS

SPECIAL ACTIONS:

+1 to attack score rolled in Mêlée attacks.



Tháin

Dwarven Warrior

Tháin is a crubby old dwarf, but always a good friend in need. He has left the mines of his childhood decades ago, and now he is wandering on the surface, looking for new adventures every day. Nothing can make him happier than a mug of dwarven ale after a good fight.



2 x WEAPONS

1 x ARTIFACT



SPECIAL ACTIONS:

- Furious Attack - if you use both of your actions to melee attack, you can give +2 to each, then you have to discard your weapon.
- Defensive Stance - For one round you can increase your AC by 1. This uses up one of your actions for this round.



LEVEL 3
(MAX)



LEVEL 2
(MAX)



HIT POINTS

KNAPSACK



Sir Roderick

Human Paladin

Sir Roderick was a noble Paladin for all his life. After decades spent serving Pelor in wars, he decided to start a family. But his enemies never forgot him, and one cloudy day his family was murdered, his castle demolished. Now Sir Roderick is after the murderers...

1 x WEAPON

1 x SPH

1 x ARTIFACT

5

4

3

2

1



SPECIAL ACTIONS:

- Lay On Hands - Sir Roderick can Heal anyone standing next to him with his magical power. For 1 Spell Point he heals 1 Hit Point.
- Turn Undead



9

8

7

6

5

4

3

2

1



13

12

11

10

LEVEL 3
(MAX)

LEVEL 2
(MAX)

KNAPSACK

1 x WEAPON

1 x SPELL

1 x ARTIFACT

9

CHARON

8

HUMAN NECROMANT

7

As a boy, Charon wanted to be a Wizard. As he grew older, he became obsessed with the limitless power of vital energy, and he started to experiment with the living. It did not take long for him to leave the peaceful path of the wizards, and become a necromant.

6

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2

1

SPELL POINTS



SPECIAL ACTIONS:

- Turn Undead

- For 3 Spell Points the Necromant can create and Undead Warrior to fight for him. The Undead Warrior cannot leave the room in which it was created, and vanishes as soon as the Necromant leaves that room.



9

LEVEL 3
(MAX)

8

7

LEVEL 2
(MAX)

6

5

LEVEL 1
(MAX)

4

3

2

1

HIT POINTS

KNAPSACK



LIDDA

HALFLING ROGUE

Lidda is a halfling. Shorter than people, they tend to be sneaky. Lidda is no exception. Her task on an adventuring team is to handle tricky things, such as finding and disabling traps. In combat she does well if she can sneak attack her opponents.

3 TRAPS
DISABLED
= 2 HIT
POINTS



1 x WEAPON

2 x ARTIFACT



SPECIAL ACTIONS:

- Sneak
- Search for/disable traps*

* When Lidda disables a trap, take an unused Trap token.
Gathering 3 tokens gives Lidda 2 extra Hit Points.



LEVEL 3
(MAX)

9

8

LEVEL 2
(MAX)

7

6

LEVEL 1
(MAX)

5

4

3

2

1

HIT POINTS

KNAPSACK



1 x WEAPON

1 x ARTIFACT

1 x SPELL

9

LEVEL 3
(MAX)

8

7

LEVEL 2
(MAX)

6

5

LEVEL 1
(MAX)

4

3

2

1

0

SPELL POINTS



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- Turn Undead
- Heal*

*Heal a single Hero you are standing next to or yourself.
Each Hit Point costs 1 Spell Point.

LEVEL 3
(MAX)

9

8

7

LEVEL 2
(MAX)

6

5

LEVEL 1
(MAX)

4

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2

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0

HIT POINTS

KNAPSACK

1 x WEAPON

1 x ARTIFACT

1 x SPELL

9

LEVEL 3
(MAX)

8

7

LEVEL 2
(MAX)

6

5

LEVEL 1
(MAX)

4

3

AC
2

2

1

AC
1

0

AC
0

SPELL POINTS



MIALEE

ELVEN WIZARD

Mialee is still learning how to cast spells. Her goal is to become a master wizard, so she's always eager to test her magic against enemies. Mialee's responsibility on an adventuring team is to use her powerful spells to support her teammates and help them deal with Monsters.



Mialee's Armour class (AC) weakens when her Spell Points drop below 3.

LEVEL 3
(MAX)

9

8

7

LEVEL 2
(MAX)

6

5

LEVEL 1
(MAX)

4

3

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0

HIT POINTS

KNAPSACK

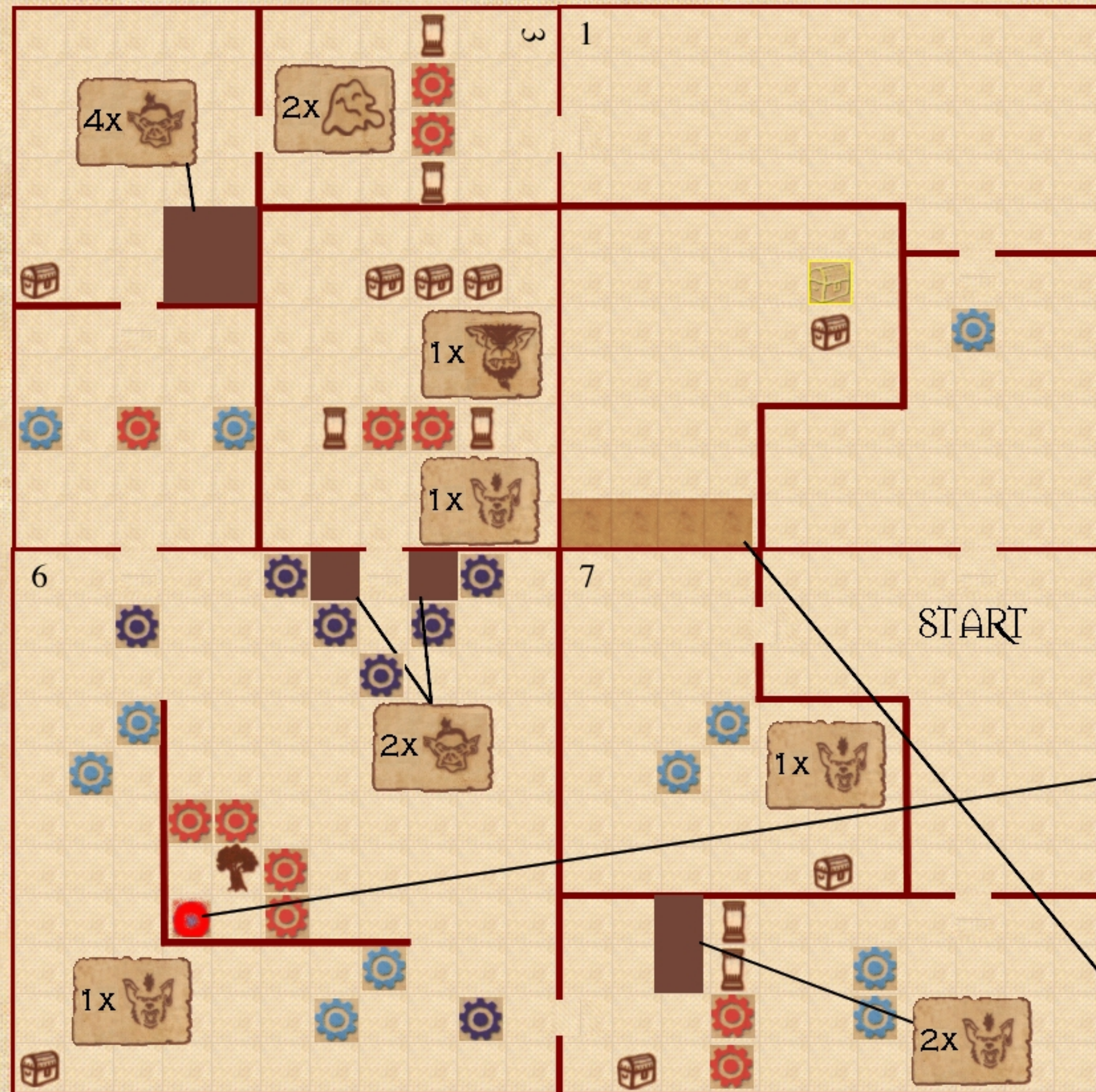




Sun Temple in Atrans - Ruins

Goal: Kill all monsters.

Mission experience: 6



Required: The Crypt

Start: While Marcus has to defend the city hall, he sent you to clear the temple of sun god pelor.

End: City has now won the battle. Many died. Marcus is now worried, if they will come again and has to prepare better defence.

Marcus: "Wizard is gone. He must have been taken during the attack. Please find him!"

Ruined floor:
it is discovered by searching traps.(instead of a trap.)

Optional:
When a hero stands on this ruined floor, Tree asks hero a riddle: (all can try to answer if they are in same room)

10 knights are sitting around a round table. Each got a glass of wine. Each than clinks with one on his left and with the one on his right. How many clinks have happened.

For wrong answer, hero loses 1 Hit Point.
Answer is 10.

If hero answers correct answer, teleport him to the secret room.
He can teleport back on a runeslot anytime it is empty.

Ghostly Hands:
Hero misses next turn.

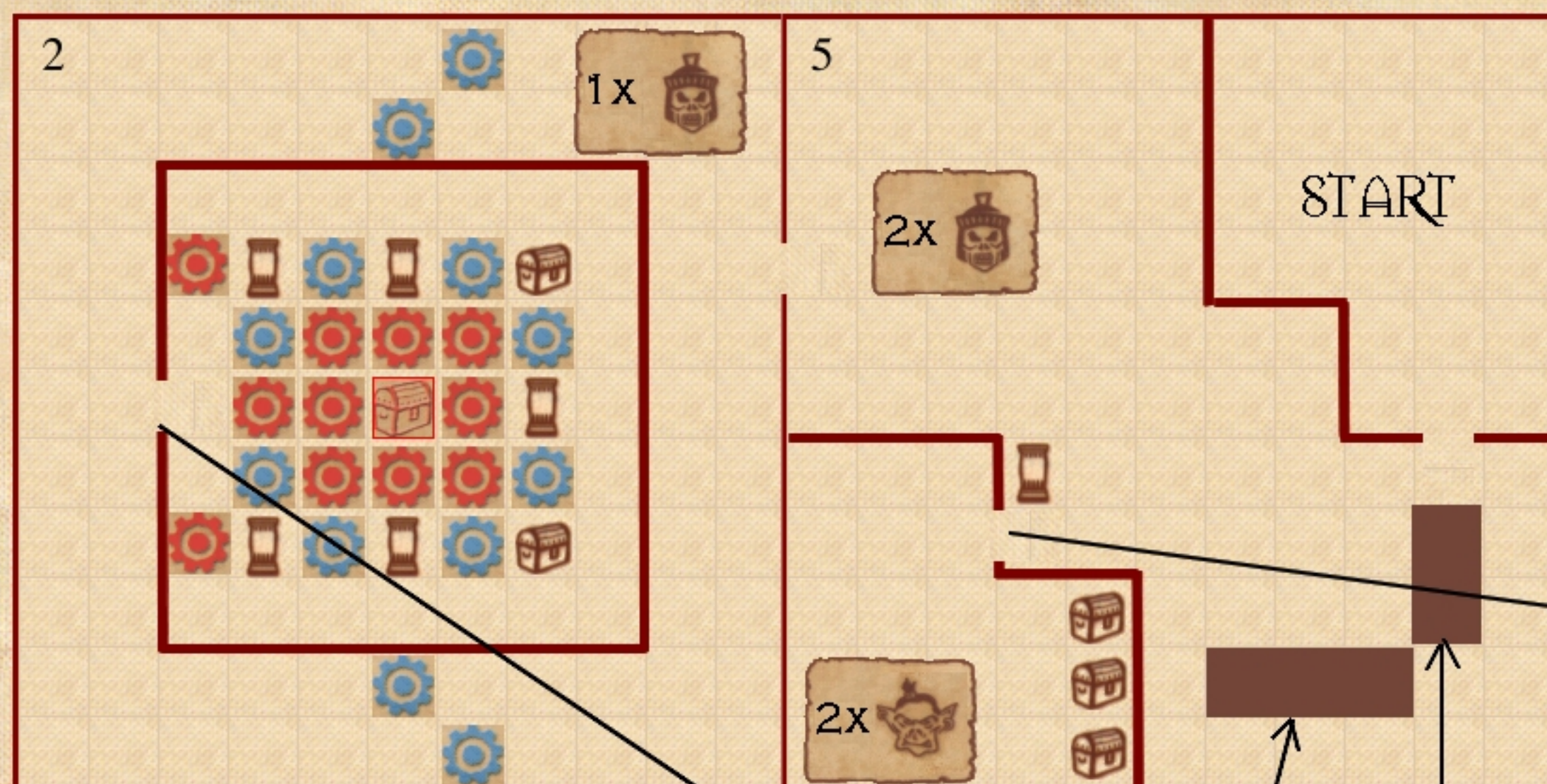
Burning Floor:
All heroes and monsters loses 1 Hit Point.

Curse of Weakness:
Hero now has AC reduced by 1.
(Curse is only removed when another curse is applied, or at the end of mission.)

— **When heroes open this chest, give them a resurrection potion item.**
(if they got it, than this is a normal chest.)

The Crypt

Goal: Find Skeleton Key and escape back to the starting room with all living heroes.
Mission experience: 4



These door can only be opened with Skeleton Key.

Ghost Mind:



Hero that sprung this trap rolls his current weapon's dice and damages the closest hero. (ignore range and vision matter.)(armor is not ignored.)

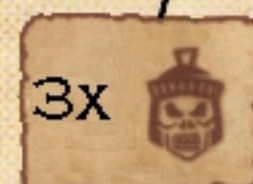
Evil Ressurrection Trap:



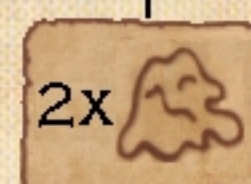
Revive last monster that died anywhere in the room where trap has been sprung.



— When a hero opens this chest, give that hero a skeleton key.



3x



2x

When hero opens that door, these monsters appear in the shown spaces.

Required: Temple of Spades

Start: Wizard sent you to find the skeleton key, which should be in the crypt of Atrans. He told you that the key opens some secret chambers.

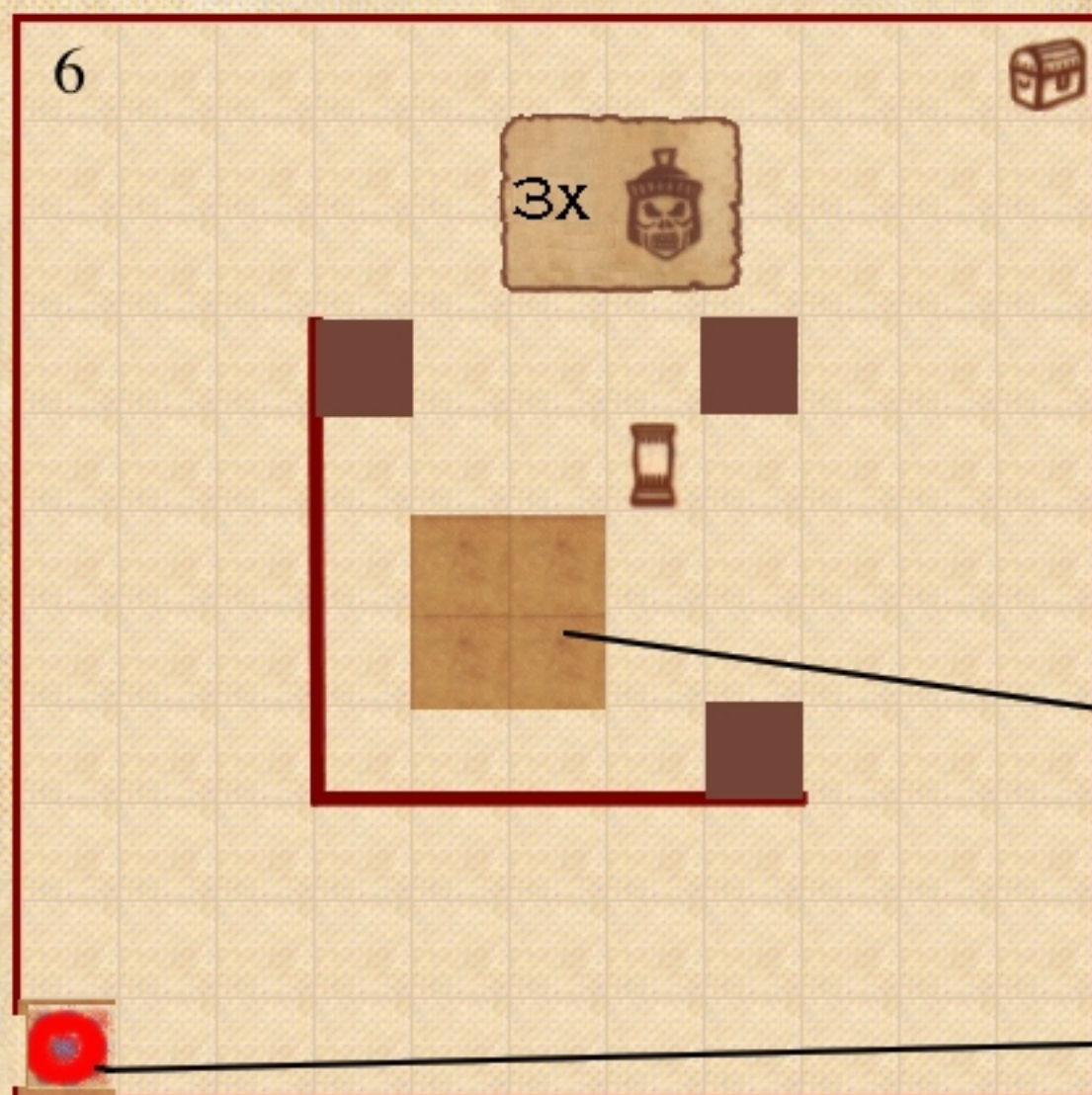
End: Wizard thanks you for retrieving the key. While you were in Crypt a large army of monsters attacked Atrans. You are needed!

(Heroes lose the skeleton key)

Old Tomb

Goal: Loot all chests in the tomb.

Mission experience: 4



Ruined Floor:

Roll Hero loses that many Hit Points. Hero then appears on an off game map (board 6) He can get back to starting room when he leaves the trap room.



Pit Trap - Hero loses 1 Hit Point

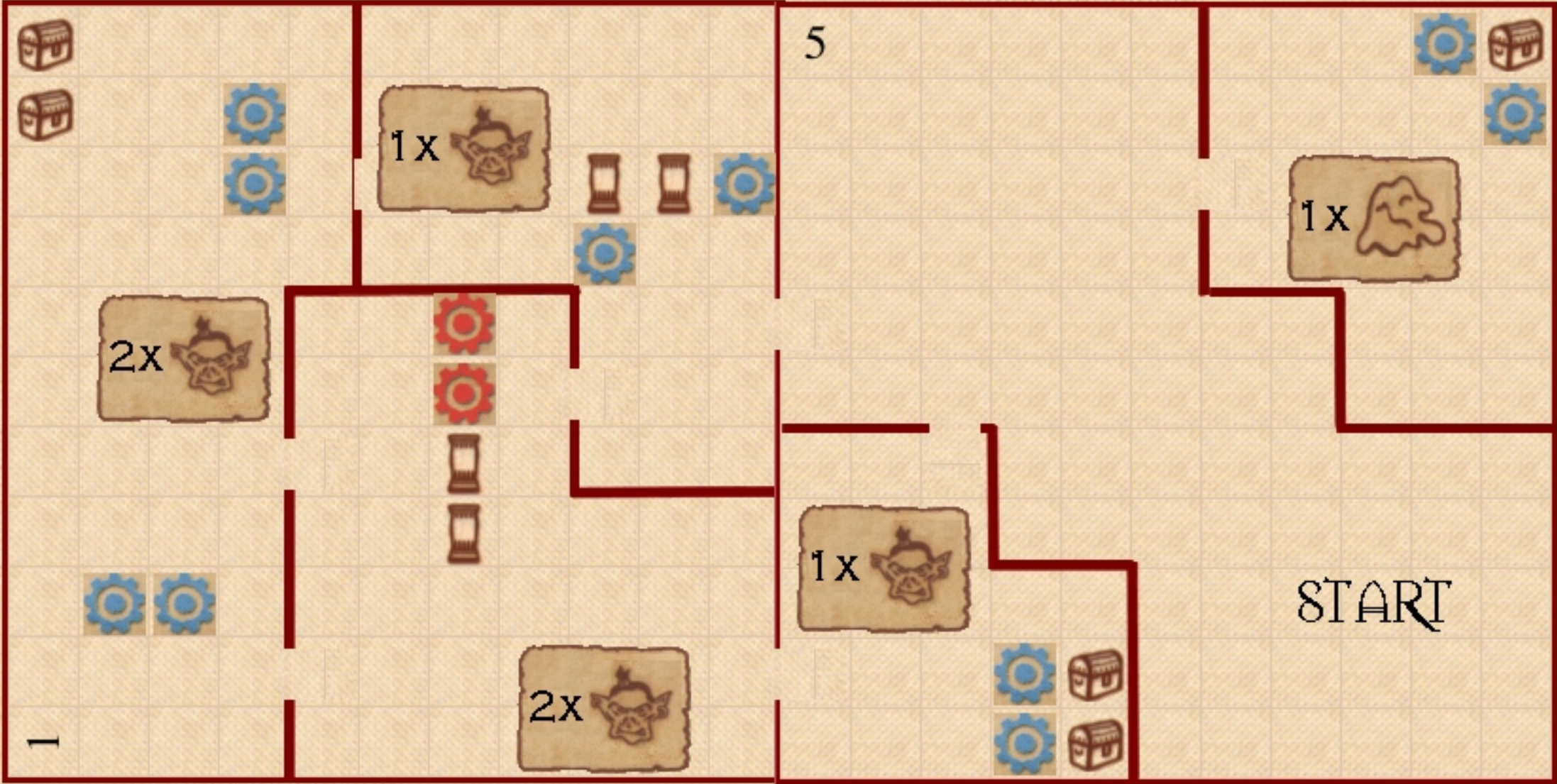
When hero steps on a red trap, he appears on one of these four tiles.

When hero steps on a this spot, he appears here in the start room. This rune floor is always visible for heroes inside the room.

Goblin Caves.

Goal: Loot all Chests!

Mission experience: 3



Pit Trap:

Hero loses 1 Hit Point



Roll  Hero loses that many Hit Points.

Arrow Trap:

Abandoned Forest Estate.

Goal: Loot all chests.

Mission experience: 3

Ghostly hands:

**Hero is stuned this
turn and next turn.**

Pit trap:

Roll   Hero loses that many Hit Points.

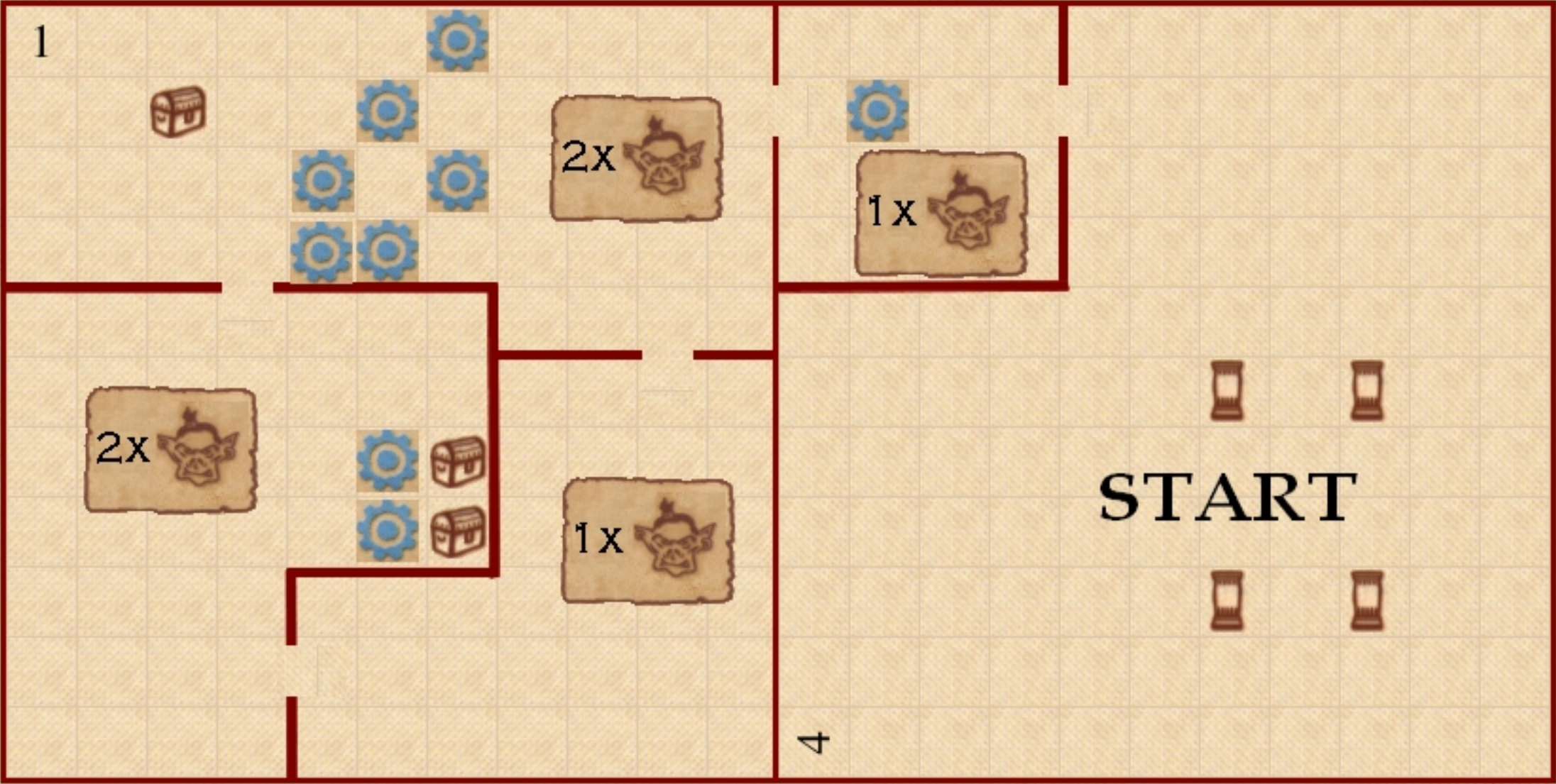
These goblins run in the chest area behind them when heroes enter their room.



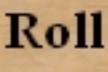
Goblin Outpost.

Goal: Loot all chests and kill all goblins!

Mission experience: 2



Arrow Trap:



Roll Hero loses that many Hit Points.

Start: Sir Marcus sent heroes on a journey to local goblin outpost, to kill goblins that raided a village near city Atrans.

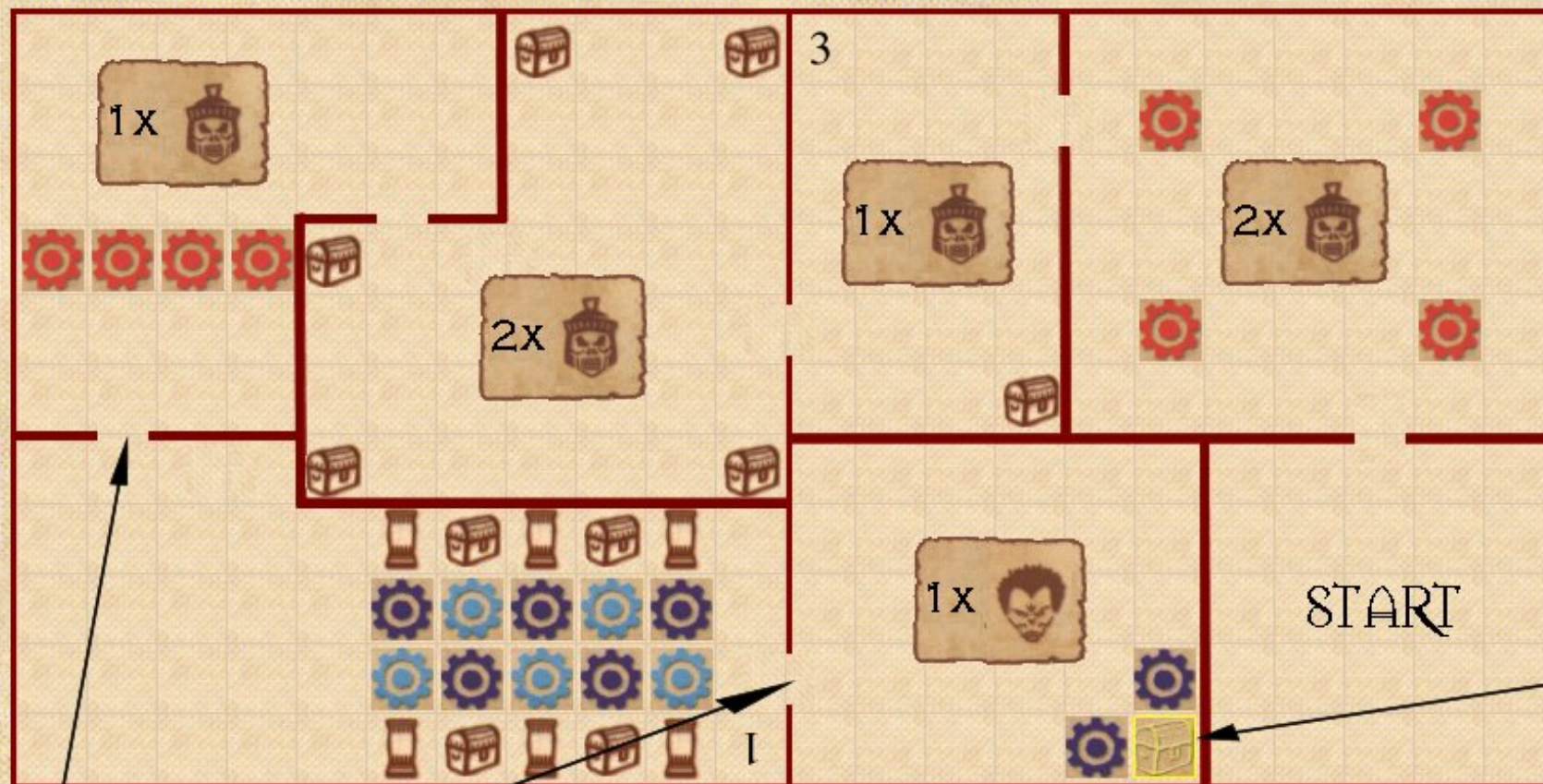
End: After completing the quest Marcus gave, he said that he got three more problems with nerby populace. He asked you to solve it by looting all they have.

Missions opened:

Goblin Caves, Abandoned Forest Estate, Old Tomb.

THE SKELETONS KEY

LEVEL 2



SKELETON KEY

1x



THIS MONSTER APPEARS
IN START ROOM WHEN
THIS DOOR IS OPENED



FIREBALL TRAP

ALL LIVING THINGS IN THE ROOM LOSE 1 Hit Point. DOES NOT AFFECT UNDEAD



FLAGSTONE SLIDE

THE FLOOR DROPS AWAY. HERO REAPPEARS ANYWHERE IN START ROOM



GHOSTLY HANDS

A CHILLING GRIP FORCES THE HERO TO MISS A TURN

THE HEROES FIND THEMSELVES IN A SMALL ROOM DEEP WITHIN A CASTLE DUNGEON.

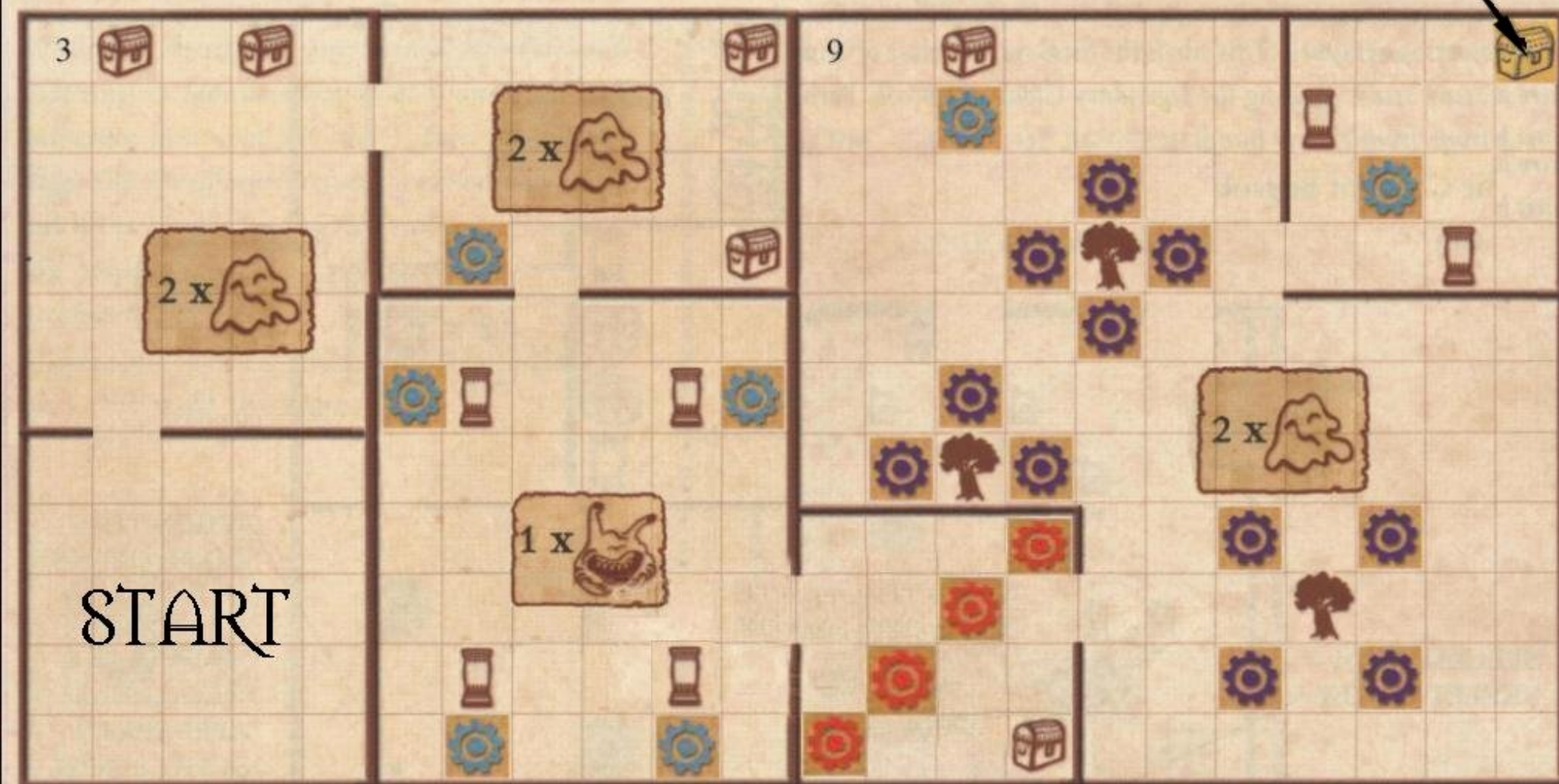
THEIR ONLY WAY OUT IS TO RETRIEVE THE KEY WHICH IS HIDDEN IN A CHEST SOMEWHERE IN THE DUNGEON.

OBJECTIVE:

RETRIEVE THE KEY

WHERE THE SLIME LIVE

SPECIAL ITEM - FLAME STRIKE SPELL



SNARLING ROOTS TRAP

Hero misses next turn.



EVIL RESURRECTION TRAP

last Monster killed reappears anywhere in its starting room.



STRANGLING CREEPERS TRAP

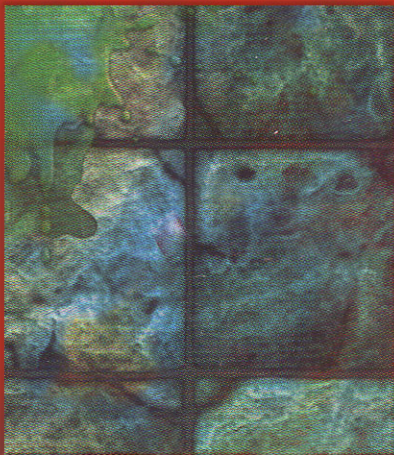
Roll Hero loses that many Hit Points.

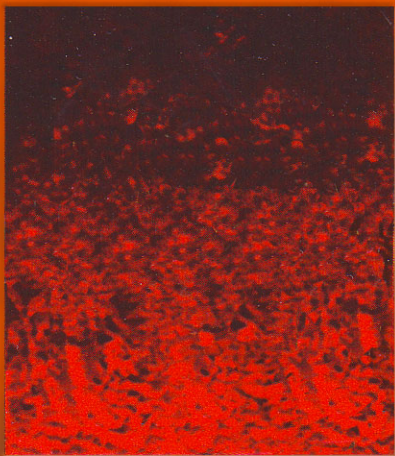
Deciding to venture into the Forest, the Heroes are disturbed to find it is no longer the peaceful glade they once knew. The area has been infested with puddles of living ooze.

OBJECTIVE: FIND THE FLAME STRIKE SPELL AND CLEAR THE AREA OF ALL MONSTERS.

WEAPON

LEVEL





1x WEAPON

1x ARTIFACT

1x SPELL



LEVEL 3
(MAX)



LEVEL 2
(MAX)



LEVEL 1
(MAX)



SPELL POINTS



LEVEL 3
(MAX)



LEVEL 2
(MAX)



LEVEL 1
(MAX)



SPELL POINTS

KNAPSACK



1 x WEAPON

1 x ARTIFACT



512 points



LEVEL 2
(MAX)

LEVEL 3
(MAX)

LEVEL 1
(MAX)

KNAPSACK

LEVEL 3
(MAX)



LEVEL 2
(MAX)



LEVEL 1
(MAX)



hit points

KNAPSACK

3 TRAPS
DISABLED
= 2 hit
points



1 x WEAPON

2 x ARTIFACT

