



LICH



GNOLL



OGRE



OOZE



TROLL



SKELETON



BUGBEAR



WRAITH



GOBLIN



WIGHT



CARRION
CRAWLER



THE FANTASY ADVENTURE BOARD GAME



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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

- 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.
- 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.
- 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.
- 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.
- Read out the Adventure and Objective.
- 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)



Tree



Pillar



Chest

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.

ADVENTURE LAYOUT

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



Adventure layout showing symbols for Door, Tree, Pillar, and 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



Stop searching

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.

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.



This is how a game in progress might look.



Item Deck

Open Door

Hero Card

Item cards 'in use'

Initiative card

Items carried

Pillars

Closed door






Dead Hero Marker Token

Gameboards

Combat Dice

Special Die

Item Symbol Key

-  Chest
-  Trap
-  Special Chest
-  Tree
-  Pillar

Undead Die

Trees

Chests

Trap Dice

Adventure outline and Objective

Traps

Unused Room

Door

No. of Monsters in room

Special Item card

Monsters available

Hit Point Counters

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



PLACING MONSTERS

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.

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!

EXTRA PLAY

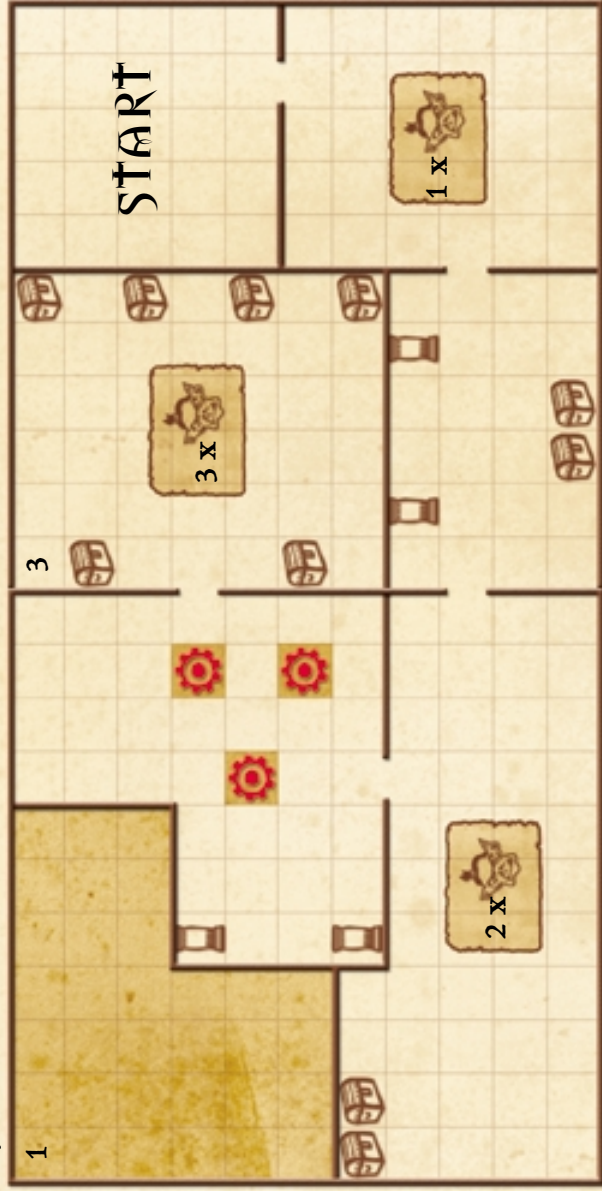
There is a blank layout in the middle of this guide for you to photocopy when you have completed all eleven Adventures. Use it to create more fiendish, devious Dungeons following these tips:

- 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.

LEVEL 1 Adventure 1: The Goblin Bandits

Uncase 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...



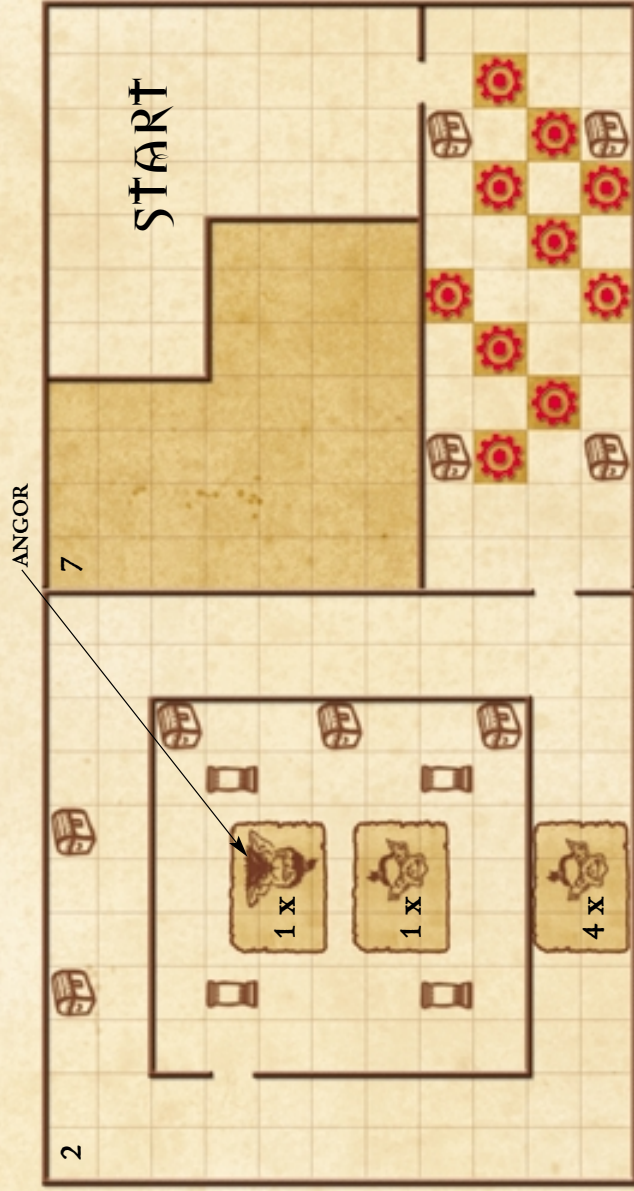
...Congratulations – you have defeated the Goblin bandits. But as the Heroes search their lair they find a disturbing message. It seems the Goblins were just scouts for a larger party. But where is this other group and where is the Sheriff?

PIIT 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.



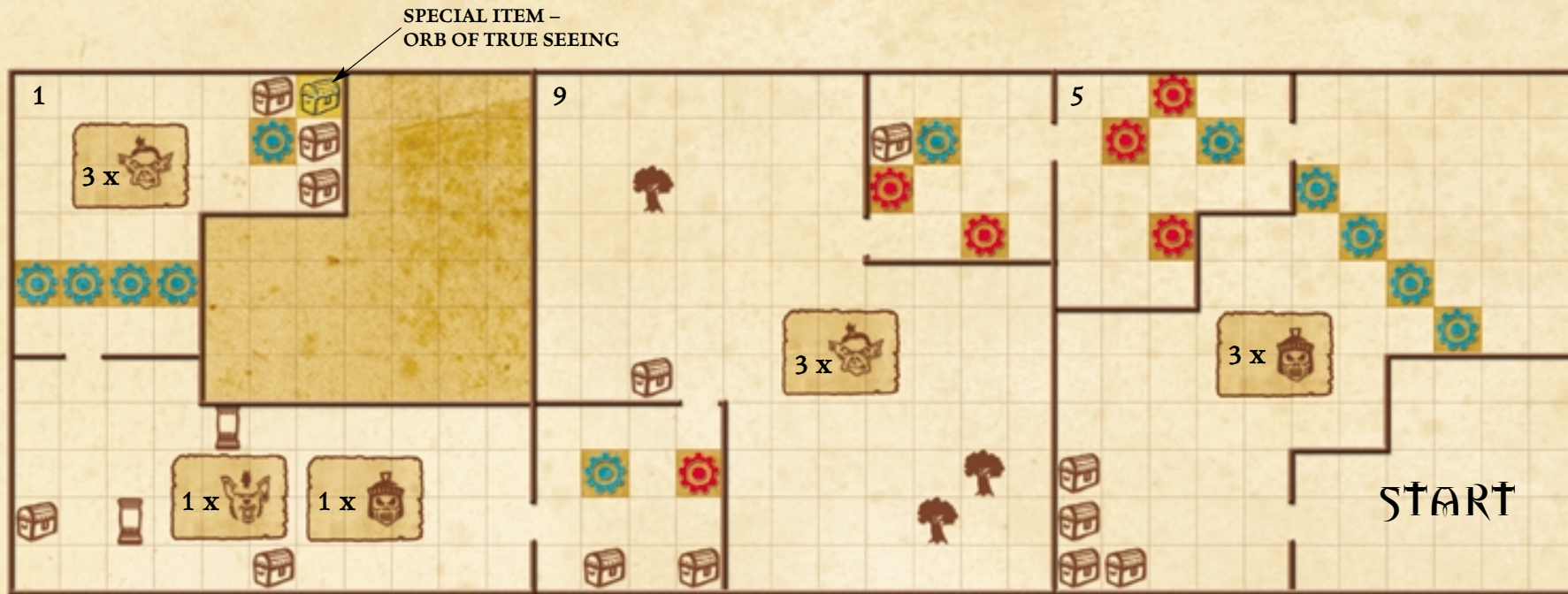
... The Heroes have defeated Angor! Yet as he fell he called to his army to "Find the Orb" and there is still no sign of the Sheriff. Could this Orb be helping the creatures of darkness?


PIIT TRAP
Hero loses 1 Hit Point.


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!

The map shows a grid-based dungeon layout. Key features include:

- Room 3:** Contains a chest (the Skeleton Key) and several purple Poison Darts Traps.
- Room 7:** Contains a red Pit Trap.
- Room 9:** The 'START' room, containing a 'WATCHTOWER' with a 'LOCKED DOOR' and several trees.
- Bottom Room:** Contains a 2x2 grid of blue Fireball Traps and a 2x1 grid of monster icons.
- Central Room:** Contains several chests, a red Pit Trap, and purple Poison Darts Traps.
- Right Room:** Contains several chests and monster icons.

MONSTER PLACEMENT INSTRUCTIONS:

- 1 x [Goblin icon]
- 2 x [Wingless Golem icon]
- 1 x [Goblin icon]
- 1 x [Goblin icon]
- 2 x [Goblin icon]
- 1 x [Wingless Golem icon]
- 2 x [Goblin icon]

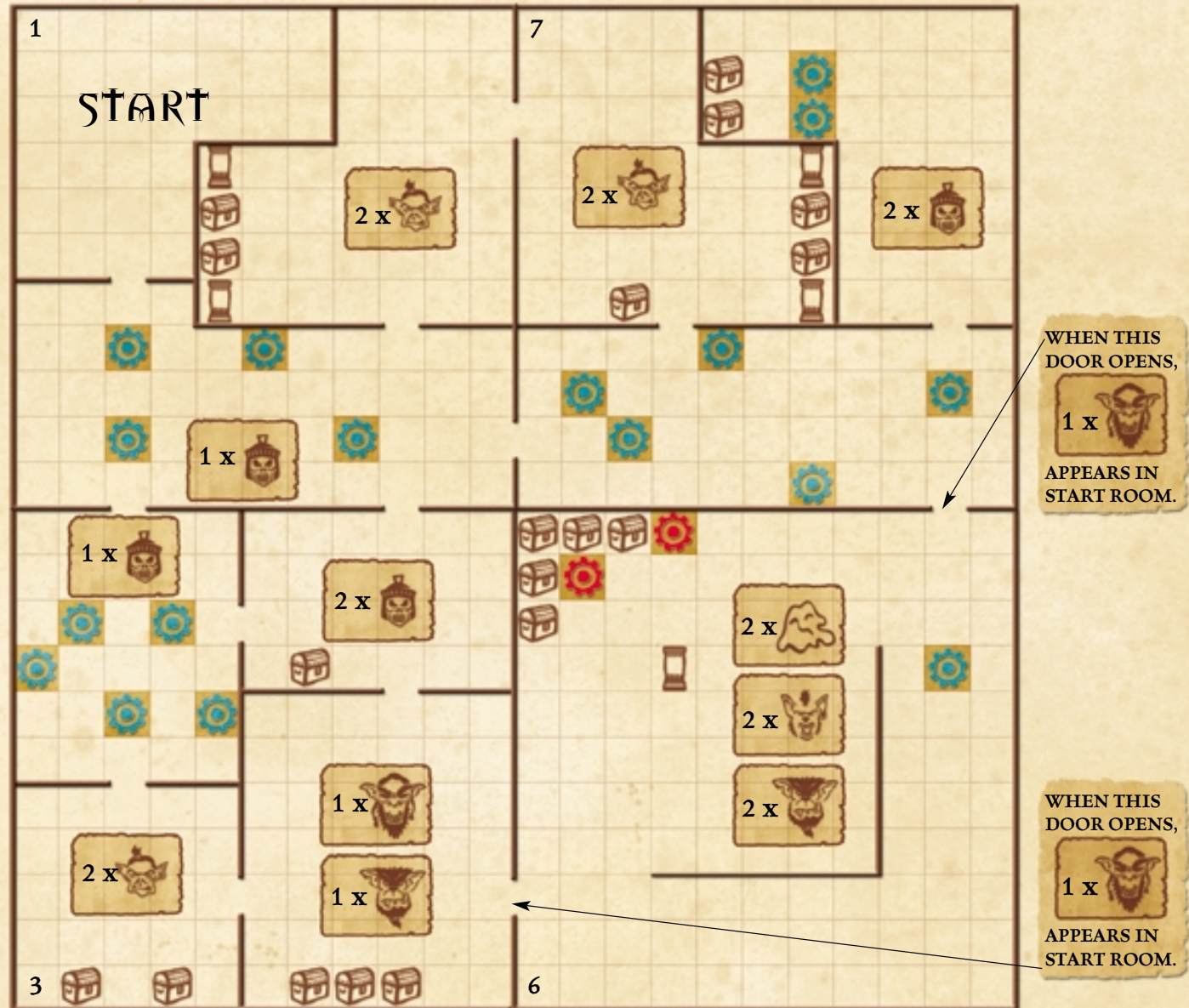
TRAP LEGEND:

- 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 1d6 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...



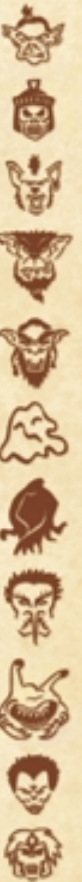
... At last the fort is cleared of Monsters! A fine result. Outside the fort, some movement catches the Heroes' eye. Who could be running off into the forest?

EVIL RESURRECTION TRAP
last Monster killed reappears anywhere in its starting room.

POISON DARTS TRAP
Roll Hero loses that many Hit Points.

CREATE YOUR OWN DUNGEON

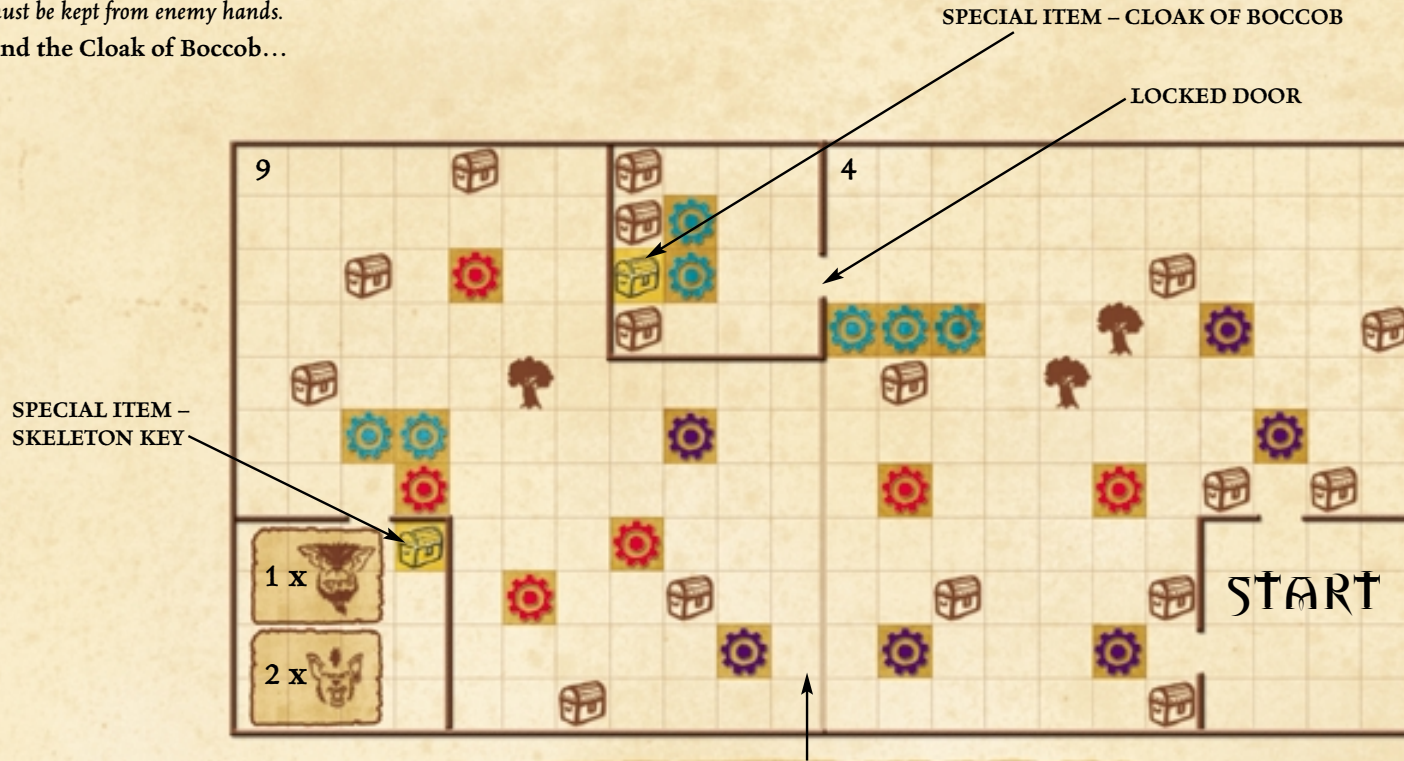
Photocopy this sheet, cut out Monsters and create Adventures of your own by drawing on the Dungeon layouts!









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  1 x  6 x 

TREAT GRASSED 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...

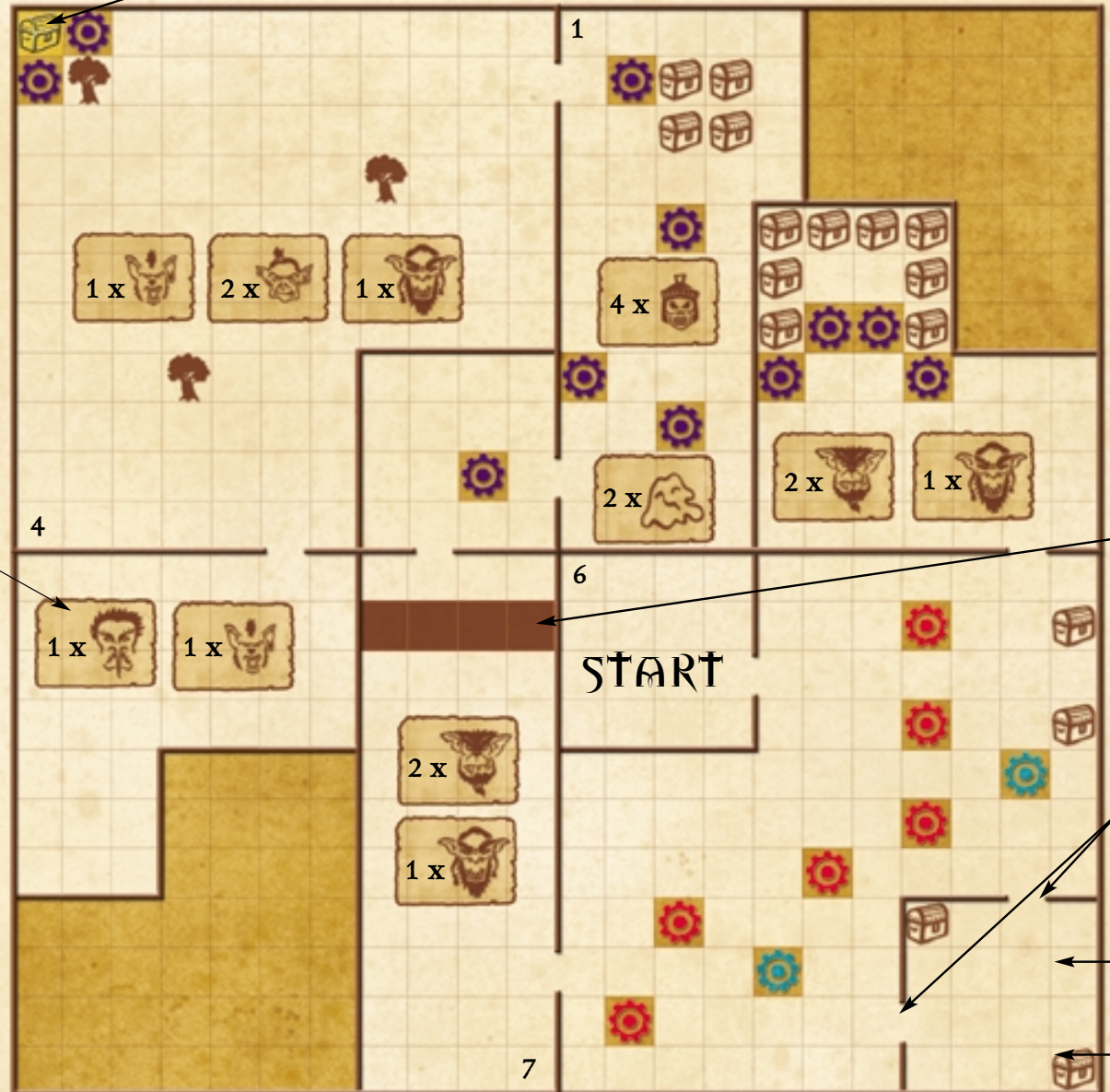
LEVEL 2 Adventure 7:

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 – DISOBEDIANT SERVANT OF KORD (THANGRIN'S SWORD)



SKURDUK

...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!

MONSTERS IN THIS ROOM MUST BE PLACED IN THESE SPACES.

BOTH DOORS OPEN AT THE SAME TIME.

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

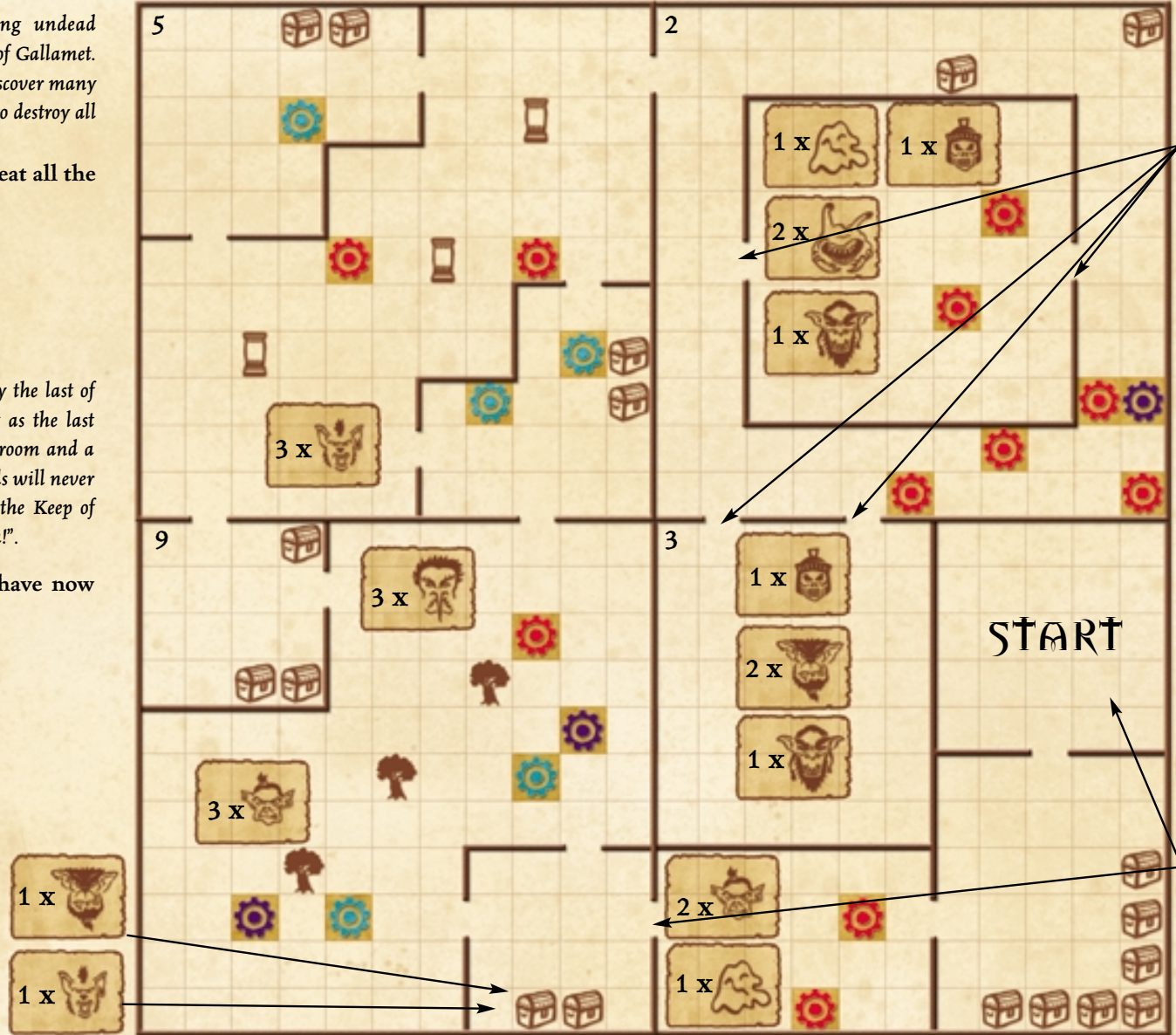
The rotting stink indicates a strong undead presence within the once-holy temple of Gallamet. As the Heroes enter the temple, they discover many Monsters, undead or otherwise, ready to destroy all the villages around the forest.

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.



ALL DOORS OPEN AT THE SAME TIME.




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

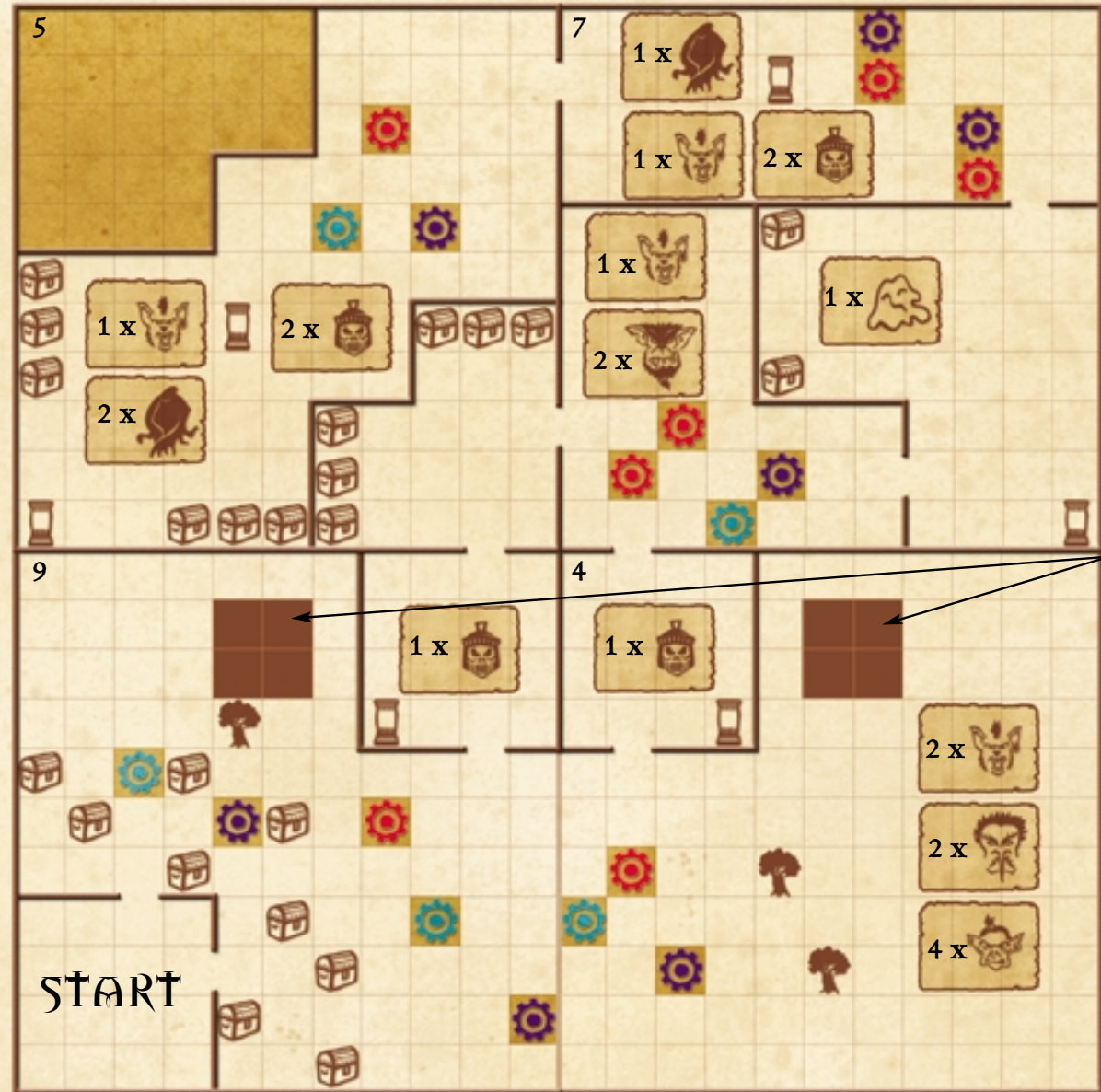
LEVEL 3 Adventure 9: Assault on Castle Borash

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

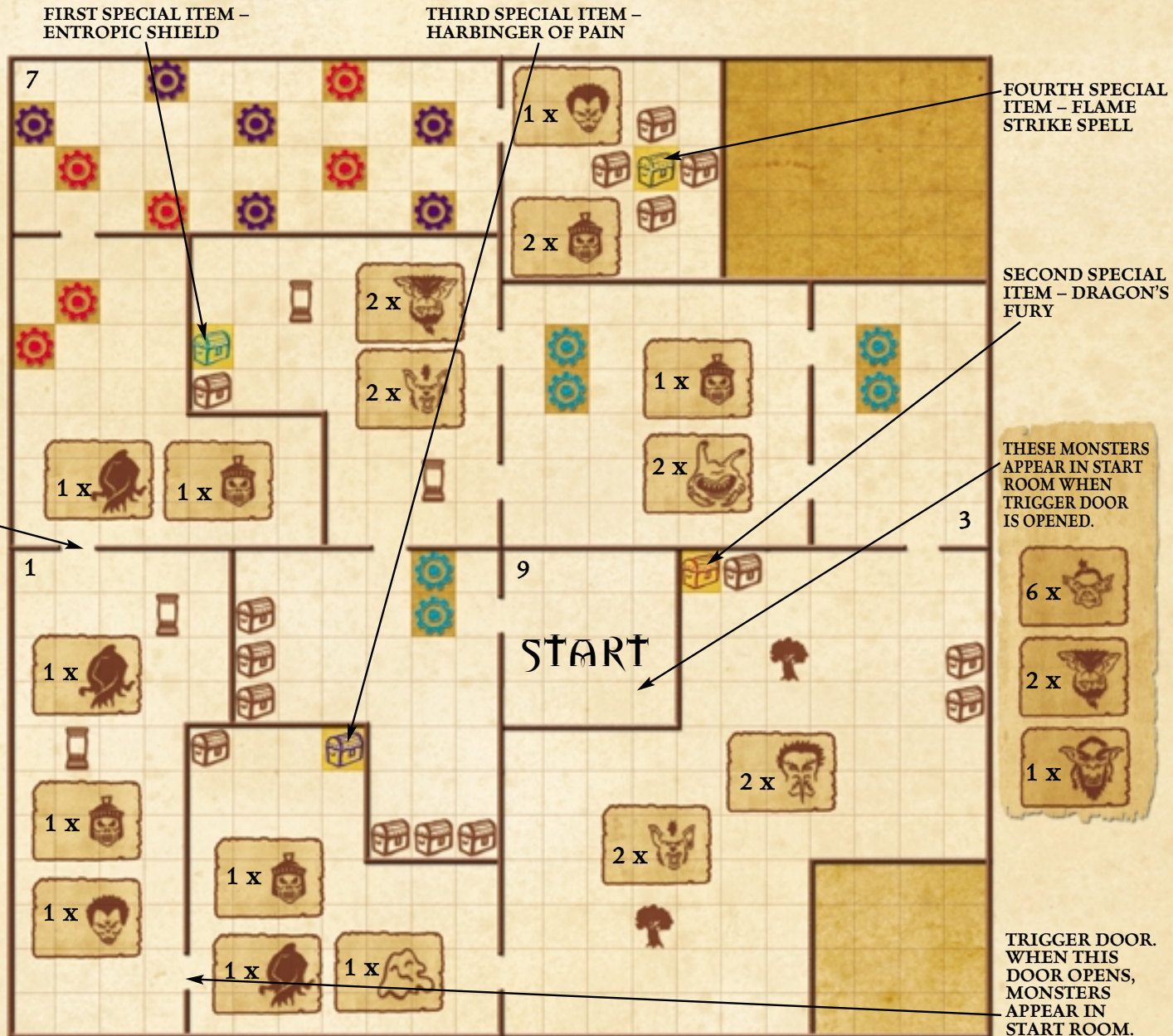
The Heroes find themselves in a small room, deep in the heart of the castle. They stumble across a journal from an unfortunate Hero long lost in the Keep. It mentions four, lost magical Items that together could defeat Necratim.

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.



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...

6

10

8

3

2

START

MONSTERS IN THIS ROOM MUST BE PLACED IN THESE SPACES.

ONCE ALL SURVIVING HEROES ARE THROUGH THIS DOOR IT LOCKS BEHIND THEM.

OPENING ONE DOOR OPENS ALL OTHER DOORS IN THIS ROOM AT THE SAME TIME.

ALL THREE DOORS OPEN AT THE SAME TIME.

Necratim

2 x **2 x**
1 x **1 x**

3 x
2 x **1 x**
2 x **1 x**
1 x **1 x**
1 x **1 x**

1 x
2 x

1 x
1 x

1 x
1 x

1 x
1 x

1 x
1 x

4 x
1 x

1 x
2 x **1 x**

GHOSTLY HANDS
a chilling grip forces Hero to miss a turn.

SKELETAL ARROWS
Roll **11** Hero loses that many Hit Points.

EVIL RESURRECTION TRAP
last Monster killed reappears anywhere in its starting room.