



# The Dragon Lord

A NEW THREAT TO THE EMPIRE HAS APPEARED. A MAGE CALLING HIMSELF THE "DRAGON LORD" IS WRECKING HAVOC ON THE COUNTRYSIDE. HE HAS BEEN TRACKED DOWN TO A FORTRESS IN MERAS-DAN. YOUR JOB IS TO GO IN AND DESTROY HIM, BUT BEWARE, HE HAS MANY DRAGONS AT HIS COMMAND.



A. - Heal Potion

B. - Heal Potion

C. - When the Heroes search for treasure, ask them if they want to open the tomb. If not, all they find is 300 gold in the chest. If they do open the tomb, they find another 100 gold.

D. - As soon as the Lightning Lizard is dead (or as soon as all four Heroes are in the room) the Dragon Lord howls in anger and chants a spell. Immediately, a dragon appears on every square with a red star. The Heroes are told to surrender or die. If the Heroes attempt to use the Ring of Return, the Dragon Lord immediately chants a spell which redirects the ring and ports the Heroes to the room marked "C". If they surrender, the game ends. If they don't, they fight until they are killed or until they have killed everything. The blocks (walls) that are colored red can be demolished by dragons. The Dragon Lord can only be harmed by Fire Spells, the Dragon Sword, the Spirit Blade, MageBane, the Flying Kris, and magical throwing daggers. He knows the following spells: Lightning, Glance, Evil Eye, Ball of Flame, Tempest, and Escape. If the Dragon Lord goes down to low body points, he should try to escape by using the Escape spell. If the spell is invoked the Dragon Lord goes to the circular staircase and leaves the board. The Dragon Lord is unaffected by Dragon Weapons, and has the following stats:

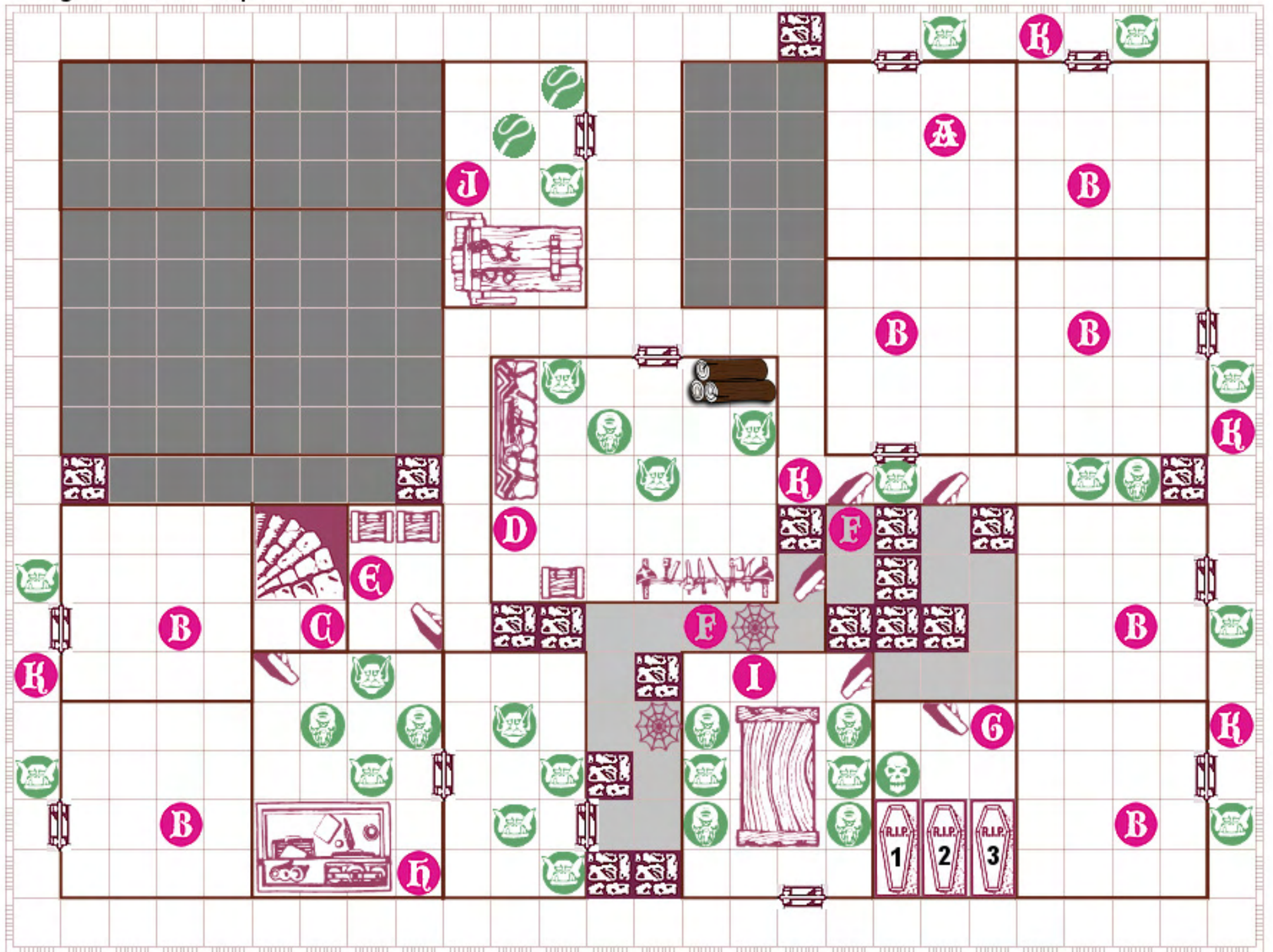
<b>Movement</b>	<b>Attack</b>	<b>Defend</b>	<b>Body</b>	<b>Mind</b>
<b>10</b>	<b>5</b>	<b>6</b>	<b>4</b>	<b>5</b>

The dragons have the following stats:

<b>Movement</b>	<b>Attack</b>	<b>Defend</b>	<b>Body</b>	<b>Mind</b>
<b>7</b>	<b>12</b>	<b>12</b>	<b>8</b>	<b>4</b>

The dragons also have breath weapons and their bite is poisonous. (See Player's Handbook)

# DragonLord II: Captured!



# Captured!

You have been captured by the DragonLord. With Mentor's help, one of your party has broken their bonds, but time is of the essence. You must escape before you are fed to the DragonLord's pets.



\* **NOTE:** *Make sure you read all of the map details before you start the game.* The Dwarf (you may substitute a different Hero if you choose) goes on the spot labeled “A”, and all other Heroes are placed on the letter “B”, but are not placed on the board until their door is unlocked and opened. There are intentionally more rooms (cells) than Heroes. Any cell may be used for any Hero except the Dwarf. The Heroes start out with no weapons, no armor, and no money. They attack with one Combat Die and defend with two. The spellcasters' spells, however, are unaffected.

**A.** The Dwarf starts on this square. When you place him on the board, read the following. “You and your comrades have been captured. Due to your lock-picking skills and a little magic from Mentor, you were able to free yourself from your prison. All your money, your weapons, and your armor are gone. You must find your friends and equipment and get to the spiral staircase.

**B.** These rooms are cells, and any Hero may be placed in any room, as the GM chooses. All of the doors to these rooms are locked. The Orc guards outside the door have the key. (See “K”)

**C.** Do not put the Spiral Stairway on the board until a Hero has opened the door.

**D.** The first Hero to search this room finds 100 gold and the following weapons: spear, mace, 2 shortswords and 6 torches.

**E.** The chest in this room contains all the Heroes' Artifacts.

**F.** These corridors are dark. A Hero without a light source can only see the one space in front and behind them, and can only search for traps and secret doors in spaces they can “see”. Also, the spider webs in these corridors are *invisible* without a light source. Any Hero who steps into a spider webs takes 1 Body Point of damage. The spider webs can easily be knocked down by any Hero who sees them.

**G.** If a Hero searches this room for treasure they get a treasure card *unless* they choose to open one of the tombs. If they open a tomb, they find the following: **1.** 250 Gold, **2.** A Longsword, **3.** a Mummy which immediately attacks the character searching. Only one tomb may be opened per turn.

**H.** 5 Heal potions & 5 Pure potions.

**I.** 5 Heal potions

**J.** 5 Heal potions.

**K.** The Orcs in these hallways are all guards. Each Orc has the key for the door he stands beside.



# Return to Meras-Dan

The DragonLord has, for some unknown reason, abandoned Meras-Dan. In hopes of reclaiming some of your lost treasure, you have returned to search it.



A. Heal Potion

B. Pure Potion

C. Heal Potion

D. Helmet, Shield

E. When the Heroes search this room for treasure, ask if they wish to open the tomb.  
If they do, they find 200 gold. The chest is empty.

F. The chests contain 350 gold and a bottle of **Sacred Water** (Artifact).

G. This corridor is Dark. Characters without a light source can only see one space in front and behind them, and can only *search* one space in front and behind them for both traps and secret doors.



# The Halls of Baran

The Halls of Baran are rumored to hold great treasure and great danger. These halls have recently been taken over by a band of the DragonLord's lizards. Your job is to go in and kill them all. Any treasure found may be kept.



A. Heal Potion

B. Crossbow

C. If the Heroes search this room for treasure, ask them which tomb they want to open. Only one tomb may be opened per character per turn. The tombs contain:

1. 50 gold
2. A Mummy which immediately attacks
3. Pure potion & a **Steel Key**
4. Artifact: **Mercury Sandals**
5. A Mummy which immediately attacks

D. 100 Gold

E. 2 Heal Potions

F. Sacred Water

G. 150 Gold





# Veran's Stronghold

Deep in the mountains lies Veran's Stronghold, an Imperial Champion from days gone by. It is said that deep in the stronghold there lies a secret treasure chamber. The Dragonlord has sent his lizards to claim the treasure. You have been hired to clear them out. You will be paid 200 gold per Hero once the Stronghold is empty.



A. Heal potion

B. Pure Potion

C. 50 gold

D. Heal Potion

E. 100 gold, Spell Scroll: Flight

F. 300 gold, Artifact: **Anguriel**

G. These corridors are dark. A Hero without a light source can only *see* for a one space radius, & likewise can only search for traps in spaces he can *see*. The spiderwebs in the corridor are *invisible* for those without a light source, and the spiderwebs cannot be detected even if you search for traps. The spiders in the web do one Body Point of damage to anyone who walks through the webs. However, the webs can be *easily* knocked down and removed by any Hero who sees them.



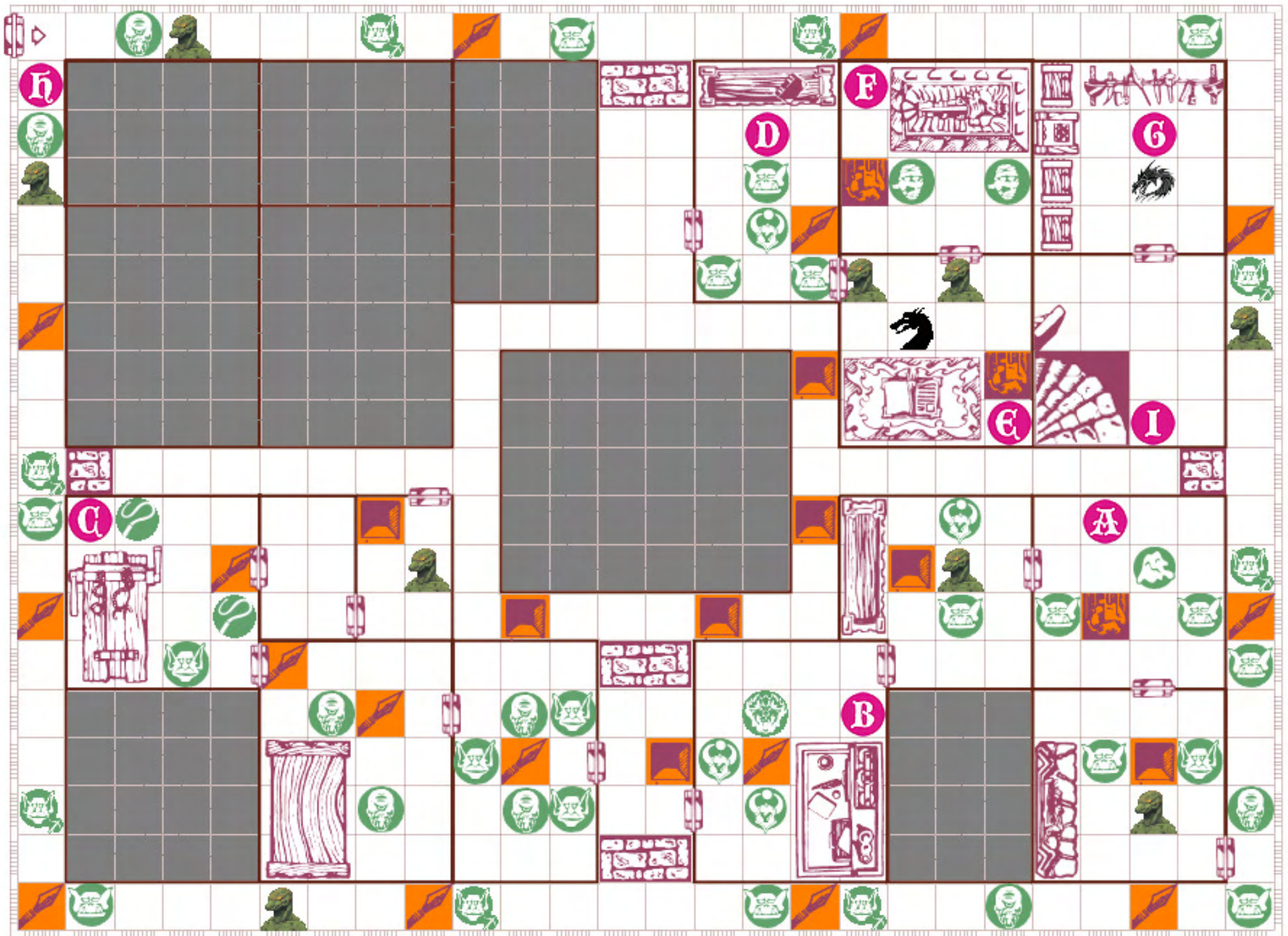
# Questok's Tomb

**Deep in the heart of Sorcerer's Hill lies the Tomb of Questok the black. His tomb is rumored to contain ancient treasure, but it is also filled with hidden dangers. None who sought the treasure have returned... alive.**



- A. When the first Hero searches for treasure in this room, tell him he has found something very odd about the tomb. Around the neck of the reclined figure is a place where an amulet should be, but the amulet is missing. There is no treasure in this room.
- B. The chest in this room has a poison needle trap. If sprung, it does 1BP of damage. The chest contains a small heal potion worth 2 BP.
- C. Artifact: **Flame Shield**
- D. 330 gold
- E. Both of the yellow secret doors located beside the letter "E" are locked. They can only be opened by inserting the missing amulet into the carving in the tomb. (See "A")
- F. The Tomb Guardian in this room is wearing half the missing amulet. There is also a Soft Potion in the room.
- G. Heal Potion
- H. These doors are all false and will not open. If they are forced open, they explode, doing 1 BP of damage.
- I. When the Heroes Search for Treasure, ask them if they wish to open a tomb. If not, hand them a treasure card. If so, the tombs contain:
  1. 100 gold & half of the missing amulet. (See "A")
  2. A Tomb Guardian which immediately attacks.

# DragonLord VII: Decent into Turak-Van



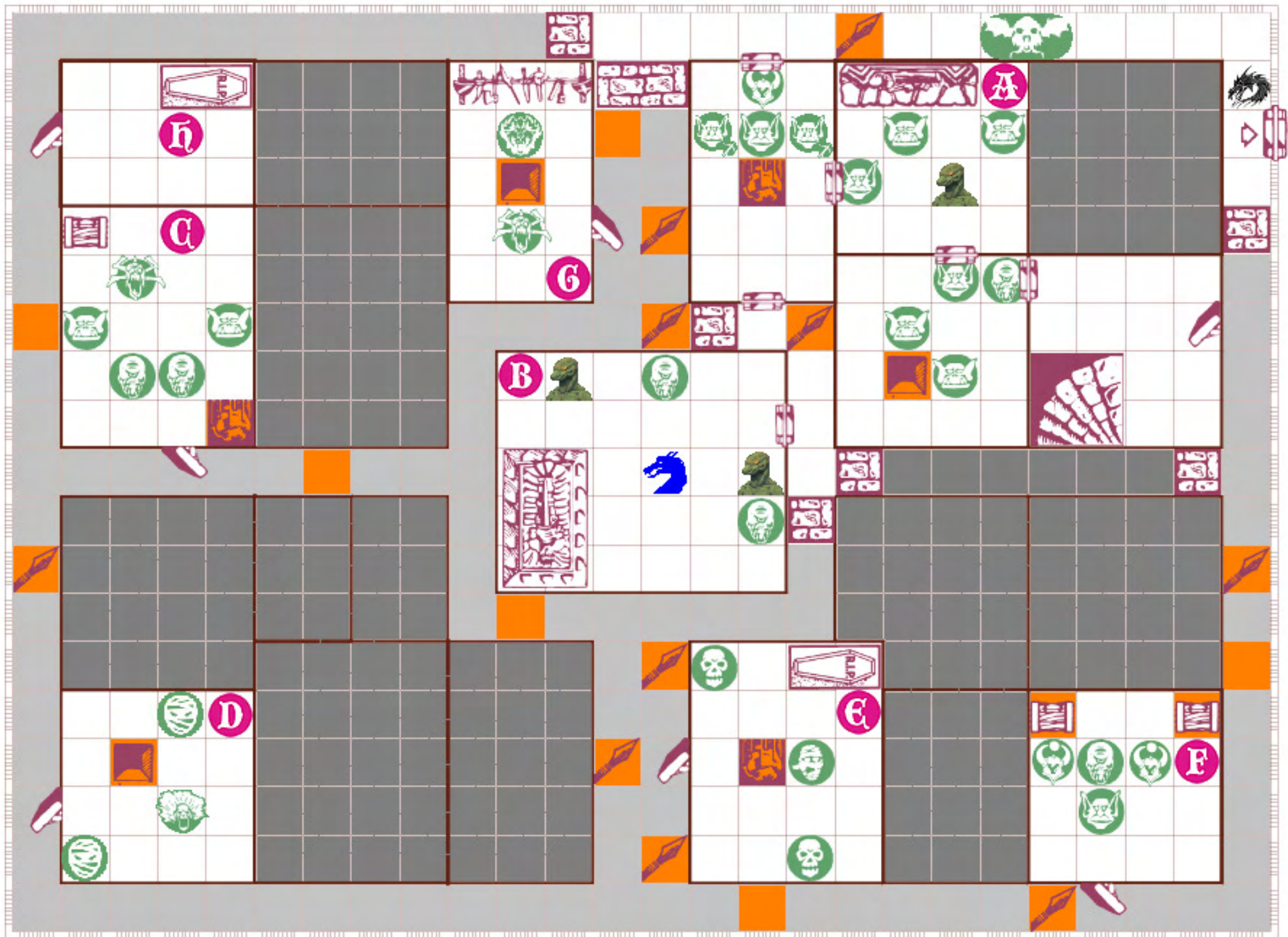
# Decent Into Terak-Van

The DragonLord is rumored to have taken refuge deep in the ancient stronghold of Terak-Van. Your mission is to go in and destroy him. Seek the Spiral Staircase which will take you deeper into the stronghold.



- A: Heal Potion      B. Pure Potion, Heal Potion      C. 100 Gold      D. Heal Potion
- E. The lizard on the left had a **Gold Key** in his pouch.      F. Ornamental Broadsword worth 300 gold
- G. 200 gold, Artifact: **Silver Boomerang**      H. The Heroes enter the map through this door.
- I. The Spiral Staircase is the *exit* to this map. Do not put the tile on the board until the Heroes enter the room.

# DragonLord VIII: Tombs of Terak-Van



# Tombs of Terak-Van

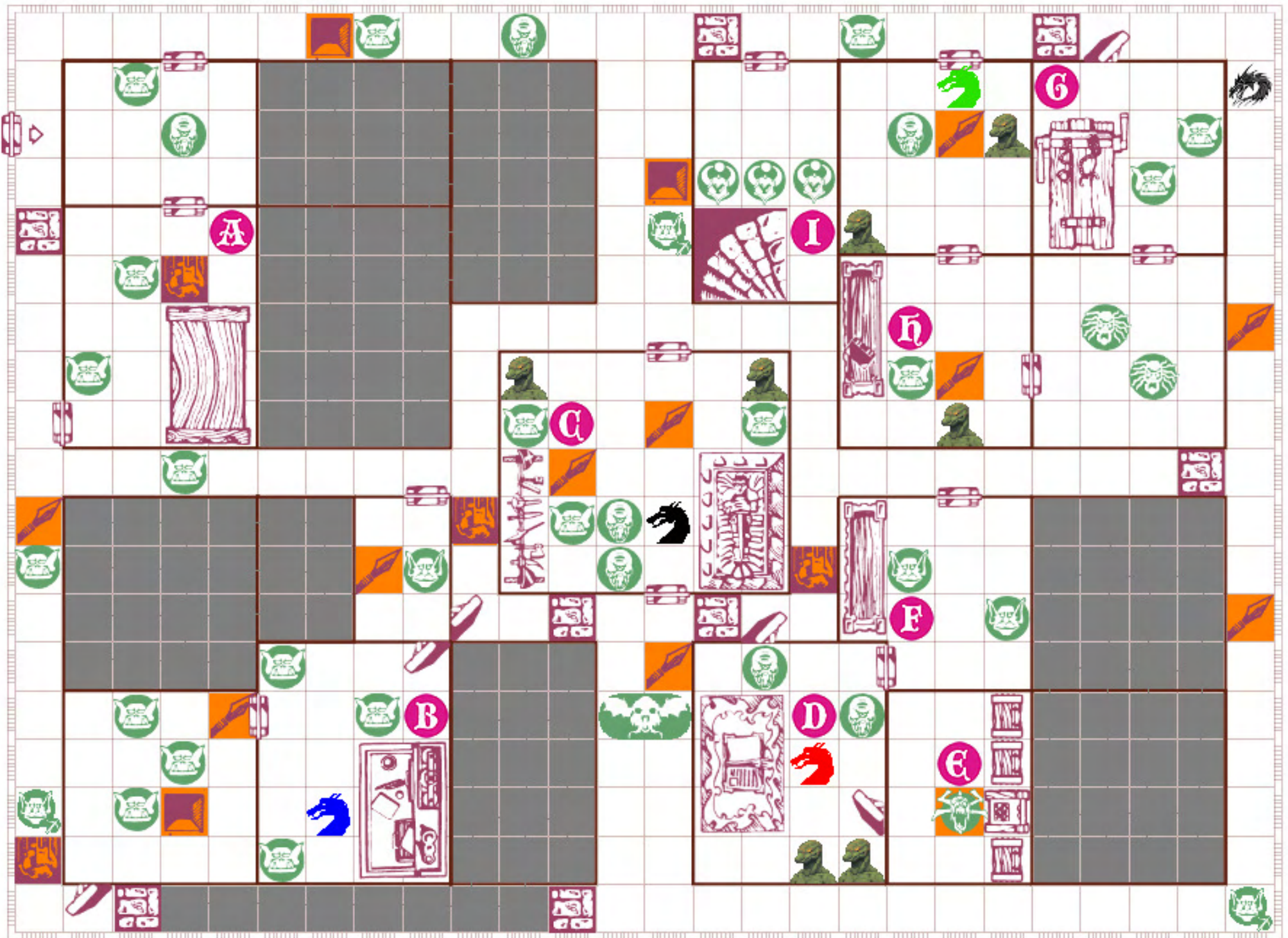
You have now reached the second floor of Terak-Van. There are said to be hidden tombs on this level, but there are also great dangers. Seek the exit door to take you deeper into the fortress.



- A. 60 Gold
- B. When the Heroes search this room, ask them if they want to open the tomb. If they do, they find 100 gold & a **Silver Key**. If they do not open the tomb they get a treasure card.
- C. 50 Gold.
- D. Pure potion
- E. When the Heroes search this room, ask them if they want to open the tomb. If they do, they find 20 Gold. If not, they get a Treasure Card.
- F. The chests are rigged. If the Heroes search for treasure before disarming the traps the chests explode, doing 1 Body Point of damage. Each chest has to be disarmed individually. Each chest contains 20 gold coins.
- G. The only weapon on this rack in decent condition is a mace.
- H. If the Heroes search for treasure in this room, ask them if they want to open the tomb. If they do, they find the **Dragon Shield** (Artifact), but a Spectre also appears in the room and immediately attacks the player who opened the tomb. If they do not open the tomb they get a treasure card.



# DragonLord IX: The Dragonhold



# The Dragon Hold

You have reached the Dragon Hold, the third floor of Terak-Van. It is filled with the Dragon Lord's dragons, as well as many of his orc servants. Seek the spiral staircase which will take you lower into the fortress.



A. Heal Potion

B. 2 Heal potions and a Pure potion

C. When the Heroes search this room, ask them if they want to open the tomb. If they do, they find 100 Gold. The first Hero to search the rest of the room gets: Artifact: **Dragon Sword**

D. Heal Potion and a **Brass Key**.

E. The Gargoyle in this room is a statue. He cannot move or attack until a Hero searches for treasure, at which point he comes to life and immediately attacks. He also cannot be harmed until he comes to life. The chests have 60 gold a piece, and there was a **Copper Key** hanging around the Gargoyle's neck.

F. Heal potion & 25 Gold

G. Pure Potion

H. Heal Potion

I. Do not put the staircase on the board until the Heroes open the door.



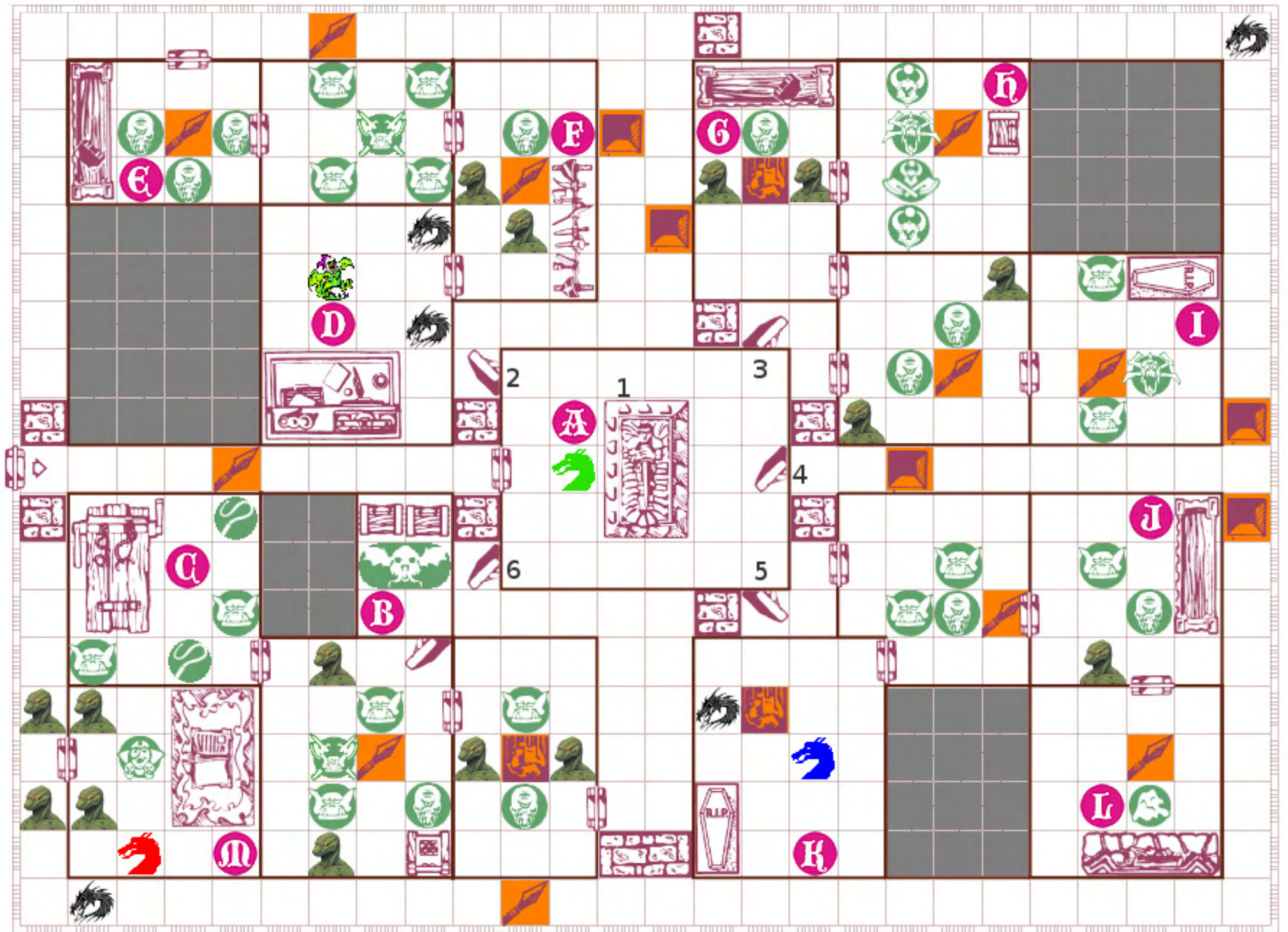
# The Inner Chambers

You have reached the bottom floor of the great stronghold, Terak-Van. Seek the Iron Exit door which will lead you to the DragonLord's chambers. You have come far. Our hopes rest on you.



- A. Heal Potion
- B. Artifact: **Magic Throwing Dagger**
- C. Heal Potion, Pure Potion
- D. 60 Gold Coins
- E. When the Heroes first search for treasure, ask them if they want to open the tomb. If they do, they find a **Crystal Key**. If not, they get a Treasure Card.
- F. 200 Gold Coins
- G. **Zinc Key**
- H. When the Heroes first search for treasure, ask them if they want to open the tomb. If they do, they find 150 Gold Coins. The first Hero to search the rest of the room gets a bottle of **Sacred Water** (Artifact).
- I. 8 Torches

# DragonLord XI: The Final Chapter



# The Final Chapter

Through many trials and dangers you have forged a path to the very heart of the stronghold. You now stand ready to face the DragonLord, now that you have destroyed many of his dragons. He awaits your arrival with eager pride--hoping for another easy defeat. All depends on you now. Tread carefully.



A. When the Heroes search for Secret Doors, none appear. When they search for Treasure, tell them that there is a keyhole in the tomb. Which key they put into the keyhole determines which door opens:

1. The **Steel Key** opens the tomb: 100 Gold Coins & the **Glance Shield** (Artifact).  
2. **Crystal Key**      3. **Brass Key**      4. **Magic Key**      5. **Copper Key**      6. **Zinc Key**

B. To open the chest, you also need keys. The **Iron Key** opens the left chest, which contains a **Ruby**, and the **Silver Key** opens the right chest, which contains 200 Gold Coins.

C. Heal Potion      D. 5 Heal potions, 3 Pure Potions & a **Diamond**      E. Pure Potion

F. Shortsword      G. Pure Potion, Heal Potion      H. The **Gold Key** opens the chest. It contains an **Onyx**.

I. If the Heroes open the tomb they find 150 Gold.      J. 2 Pure Potions & a Heal Potion

K. When the Heroes search for Treasure in this room, tell them that they found a set of three odd indentations in the tomb that look like they once held gem stones. If they put the **Ruby**, **Diamond**, and **Onyx** in the three indentations (in that order), the tomb opens to reveal the **Magic Key**.

L. Artifact: **Spell Scroll – Ball of Flame**

M. This is the DragonLord's chamber. The DragonLord has the following stats:

Mvmnt	Attk	Dfnd	Body	Mind
10	6	6	4	5

The DragonLord can only be harmed by the following: Fire Spells, **Dragon Sword**, **Spirit Blade**, **Mage Bane**, **Flying Kris** & **Magical Throwing Daggers**. The second his Body Points hit "1"--even if the attack that does so lowers him *below* one—he immediately howls a curse and transforms into a Green dragon with **full Body Points**. In *either form* he can cast the following spells: Evil Eye, Lightening, Ball of Flame, Tempest and Wilt.

Once the DragonLord is defeated, upon searching the room the Heroes should be given 400 Gold a piece.

# ARTIFACTS



BRASS KEY



COPPER KEY



CRYSTAL KEY



GOLD KEY



IRON KEY



HEART KEY



SCROLL KEY



SCROLL KEY



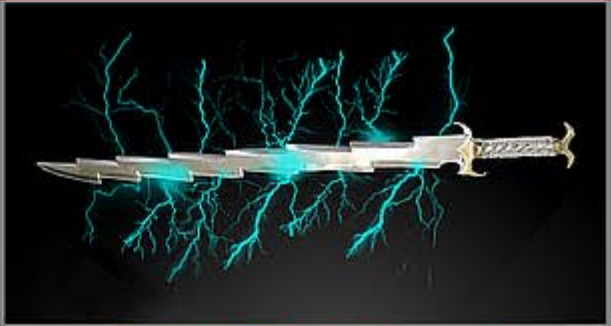


# Wizard Key

## AMGURREL

This longsword gives you the attack strength of 3 Combat Die, both adjacent & diagonal. Additionally, if at any time you roll at least 3 skulls, the sword releases a bolt of electricity, which does 2 Body Points of damage.

*May not be used by Non-proficiency Characters.*



# Dragon Sword



This magical longsword glows with a dull pink light. When using it, roll 3 combat dice to attack. If attacking a reptile, you may roll 4 combat dice to attack, and if fighting dragon-kin, you may attack the same target twice in the same turn.

*May not be used by Non-proficiency Characters.*



# Dragon Shield

This specially formed gold reinforced shield makes the user impervious to acid spells and weapons. In addition, it gives the user 2 extra combat die in defense.

*May not be used in combination with any two handed weapon.*

*May not be used by Non-proficiency characters.*

# Glance Shield



This hand held armor gives you two extra combat die in defense. Due to its highly mirrored and reflective surface, it protects the holder from the "Glance" spell.

*May not be used in combination with any two handed weapon.  
May not be used by Non-proficiency characters.*

# FLAME SHIELD



This hand-held armor gives you two extra combat die in defense. It also gives you one extra red die (D6) in defense to all fire attacks (FireStorm, Ball of Flame, Dragon Flame, etc.).

*May not be used in combination with any two handed weapon.  
May not be used by Non-proficiency characters.*

# WATER



This strange, murky blue liquid can be used to destroy the Undead. It can be thrown at any one Undead monster you can "see", and will do 1D4 Body Points of Damage, undefendable.

# MERCURY SANDALS



These winged shoes will give you one of two powers, and may be used twice per game. They can guarantee you a successful pit jump, or allow you to roll 4 movement dice on a turn.

*Cannot be used with "Rabbit Boots".*



## SILVER BOOMERANG

This long range weapon gives you the attack strength of 2 combat die. You can throw it at any monster you can "see", however, you cannot throw it at any monster that is adjacent to you. If you are throwing it at any winged creature (ex. Bird, Jabberwock, etc.), you may attack twice.