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GAME

The Dragon's Den



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Dungeons & Dragons

Official Game Adventure

League of the Red Serpent

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League of the Red Serpent

Anandak, a red dragon, has taken over an abandoned dwarven stronghold as his lair. He has also assembled together a rough confederation of monsters that acts as his bodyguard.

Anandak is preparing to enter into an alliance with the Black Prince, the March Lord Draven. The plan is for Anandak's monster allies to terrorize the lands north and east of Knacker Knob while the Black Prince, on pretext of marching to the aid of Knacker Knob, takes control of Knacker Knob and the surrounding region. An emissary from the Black Prince, Lord Gonzaga, is currently in the dungeon, and he is in possession of papers that might reveal the Black Prince's treasonous plot.

The lair is horribly overcrowded because monsters of all tribes and gangs are gathered to take counsel with the red dragon. Monsters are sleeping in the hallways because there is so little room, and the antagonism between races is at flash point. The PCs may be able to fan these resentments into intermonster battles.

Adventure Overview

League of the Red Serpent is the third dragon's lair to conquer, and it is recommended that players complete the other two adventures before starting this one.

League of the Red Serpent is designed for four characters of 3rd to 5th levels. If there are more than four players or if the characters are of higher levels, the DM should make some of the encounters more difficult. The DM will need to have the black basic DUNGEONS & DRAGONS® Game so that he or she has the rules and additional stand-ups. Otherwise, the only things needed to play this adventure are a few friends, some paper and pencils, and the desire to rid Knacker Knob of a fiendish red dragon!

DM Notes

Here are some notes for the DM to keep in mind when running this adventure.

- **Boxed text:** Boxed text should be read aloud to give players a basic description of the scenes, events, monsters, and characters they encounter at that point of the adventure. If preferred, the DM can use his or her own words instead as long as the important information in the boxed text is given.
- **Dwarven stonework:** The beautiful dwarven stonework here is obscured by years of torch soot and neglect. The hallway ceilings are low enough to force tall humans and elves to stoop, but the rooms have 10-foot-high ceilings.
- **Doors:** The doors are ancient, alchemically treated oak and virtually indestructible. Each door has two locks, requiring separate keys. Before an alarm is sounded, the doors are unlocked; afterward, the doors are all locked. A thief has some chance of picking these multiple locks, but without keys obtained from wandering monsters, the Guard Captain, or from the armory in Location #4, the PCs will find the many locked doors a serious problem.
- **Light:** All rooms and passages except Locations #20 and 21 are lit by crude, smoky, foul-smelling one-hour torches set in sconces every 20 feet.
- **Orc and bugbear speech:** Elf and dwarf PCs speak orc, so these PCs should normally be told what the orcs are saying. The bugbears speak Common because so many of them have different dialects, so the PCs will understand them.

- **Wererat speech:** PCs cannot understand the wererat dialect. The DM can simulate wererat speech by placing "sky" in front of any vowel sound and ending the vowel sound with any consonant sound—for example, "skvayth-skveesh-skivied-skvtov-skvuk." When speaking to the other races in this dungeon, the wererats speak orc.

- **Monster tactics:** If the PCs are quiet, cautious, and plan their attacks, they will be able to take on one roomful of monsters at a time. If they make a lot of noise or take more than three or four rounds to clear out any one room, monsters in the next room will hear the disturbance and spread the alarm.

If the PCs are fewer than four in number and if they are low-level (1st- or 2nd-level only), the DM may want to assume that the doors and walls are so thick that noise cannot be heard in neighboring rooms. This will give a weak party a better chance to survive.

On the other hand, if the PCs have a large party and if they have several spellcasters who have plenty of *sleep* spells, the DM may want to assume that monsters in neighboring rooms automatically hear any noise and come bursting in to join the combat. This is especially true for the House Guard's rooms (Locations #1-5), the Ready Rats' rooms (Locations #12-13), and Gutrug's Raiders' rooms (Locations #6, 8, 9, and 10).

- **After the alarm has sounded:** Any time a wandering monster or a monster from Locations #1-13 manages to escape from an attack or lives long enough to shout an alarm, the DM may decide that an alarm has been sounded and that the stronghold is on defense alert. Once an alarm is sounded, all doors in the dungeon are double-locked, and keys must be obtained from wandering monsters, the Guard Captain, or from the patrol lockers in Location #2. Further, the three main combat units—the House Guard, the Ready Rats, and Gutrug's Raiders—work together efficiently as combat troops.

If the PCs are numerous, experienced, and well equipped with spellcasters, the DM may need to be aggressive and clever in using these troop units to give the players a challenging fight. On the other hand, if the PCs are few and weak, the monster troops should give the PCs a break by attacking in smaller groups and by retreating to nearby rooms to bind wounds and argue loudly about tactics after a few rounds of melees.

- **Gutrug's Raiders:** This band of orcs, bugbears, and a trained troll lived by raiding other humanoid tribes in the Seatstone Highlands. (Gutrug's bugbears are skilled in training and managing trolls, and as such they are as important as shamans.) They have joined Anandak because the dragon has promised them abundant booty and easy pickings in raids on Knacker Knob. Gutrug doesn't trust Anandak or the other allies, but he does see the advantage of numbers in such a venture. As such, he is trying to control his irritation with the poor housing and Anandak's abusive manner, contenting himself with the prospect of rich loot in a campaign against Knacker Knob.

Orcs grunt and growl a lot to preface and punctuate their statements; for example, "Grrah! Ratmen everywhere! Filthy beasts! Grrah! Dragon ought to bake the lot! Ugh." Bugbears snivel and whine to superiors, then complain bitterly to one another. "Oh, yes, Gutrug, right away your lordship!" (Turns to companion.) "Fat moron. He always picks on me! I'll do it when it suits me."

The troll does not understand anything on the first, second, or even third explanation. "Uhhh . . . what was it you said? The next thing? The one that starts, er, let me see, ahhh, 'Go down the hall . . . you know, that one?'" After decades of training, the troll at least knows immediately to hit back if attacked. This is quite an accomplishment because less-well-trained war trolls often need to be struck two or three times before they go into action.

• **Ready Rats:** For years the Ready Rats have managed a precarious existence on the edge of human society in the Knacker Knob region. Their attempts to recruit (that is, infect humans with lycanthropy) have been unsuccessful; the Churches of Greeland offer to cure disease for free anyone suspected of having been bitten by a werereature.

Because of the alliance with Anandak, Skvakeek hopes to take captives and infect them with lycanthropy. (The human prisoners in Location #15 have been bitten but have not yet begun to show signs of the disease.) The Ready Rats' hunting rat packs are as disciplined and intelligent as trained dog packs. They are as dearly prized by the wererats as hunting hounds are prized by lords and ladies of the realm.

The DM should think long, pointy rat noses and twitching whiskers when speaking or acting out wererat actions. He or she can sniff around, then wrinkle and wiggle his or her nose energetically after each speech.

• **Lord Gonzaga, envoy of the Black Prince:** Gonzaga is a skilled, intelligent, and capable diplomat. If he were not also greedy and ambitious, he could be a good and honorable knight of Greeland. He has already decided to come to an agreement with Anandak, but he is stalling in order to study Anandak and his allies—the better to know them and their weaknesses when they must be destroyed.

Gonzaga has concluded that Anandak's allies will desert him at the first opportunity. He is confident that once Anandak and his forces have ravaged Knacker Knob, the Black Prince will be able to kill Anandak, disperse the dragon's allies, and portray *themselves* as the valiant liberators—and rightful protectors—of the lands of Knacker Knob.

To give him time to think and observe others, Lord Gonzaga often takes a pinch of snuff from a small box he keeps in an inner coat pocket. He pokes the snuff delicately into his nose, pulls a lace handkerchief from his sleeve, pats his nose daintily, tucks the handkerchief back into his sleeve, and then clears his throat noisily before speaking. He performs this elaborate and time-consuming ceremony to provoke impatient characters into rash acts or speech.

• **Gorol, Wortley's polymorphed bugbear agent:** Dregdak, as Gorol is known in his bugbear form, is serving in the bugbear guard that defends the entrance to the stronghold. What Wortley doesn't tell the PCs about Gorol is that the agent accepted this mission as an alternative to a lengthy prison sentence for theft. Gorol is a three-time loser and old enough at 45 that he might die in prison; this extremely dangerous mission seemed pleasant by comparison. If he performs well, Wortley has promised Gorol a pardon. As such, Gorol is highly motivated, loyal to the mission, and will assist the PCs in any way he can. However, Gorol is by nature a scheming, sneaky, and unreliable character. He lies easily and without guilt and makes a great show of acting fearlessly while avoiding danger by volunteering energetically for safe duties. As the most

important NPC in this scenario, the DM should give a special effort to make Gorol a vivid and entertaining character. Here are a few suggestions for the DM to follow:

1. Get a cap or hat (ideally a red one, but any will do). When acting as Gorol, put the hat on to remind the players that the character speaking is Gorol.

2. When speaking as Gorol, take a pencil and bite on it. Speak through the teeth and the pencil. This gives a kind of mumbled speech that fits a sneaky thief, and the action again reminds the players that the DM is in character as Gorol.

3. Make the contrast between what Gorol *says* he will do and what Gorol actually *does* as obvious as possible. When speaking to the PCs, Gorol volunteers for dangerous duty, offering to scout ahead or guard the rear against pursuers. Then, immediately after making such offers, Gorol does something other than what he said he would do. For example, Gorol first offers to check a door for traps ("Oh, no, masters, dangerous! Let me check it for traps! Dangerous, dangerous, and faithful Gorol must take the risk."). Then he makes an elaborate show of examining the door for a very long time—so long that the PCs will get impatient and push past to open the door. Or, if combat threatens, Gorol volunteers for front-line duty, but the DM should place Gorol's stand-up in the rear with the wizards. When challenged on this, Gorol always has good excuses ("Hey dangerous! Must check carefully, carefully!" or "But suddenly I think, 'Oh, the wizards, they are in great danger, great danger, so I go to protect them!'"). In fact, Gorol doesn't realize he is being untruthful—he sincerely believes his offers and excuses.

The players will identify Gorol immediately by three distinct details: 1) he wears a cap, 2) he mumbles when he talks, and 3) he says one thing and does another. The cap and the pencil between the teeth are useful props—not just to show the players who is talking, but to physically remind the DM to shift out of the Dungeon Master role and into the role of Gorol.

• **Dungeon politics:** The dwarves built this stronghold for a guard unit of 20. At present there are over 80 humanoids packed in here, and none of them get along well. The orcs of the dragon's personal guard have been kicked out of their barracks to house the Black Prince's envoy. The bugbear guards have been kicked out of their barracks to house the orcs. The poor bugbears are now forced to sleep on the floor in Location #2.

Gutrug's Raiders, a band of orcs, bugbears, and a single troll, are ruled by a huge, ugly orc chieftain named Gutrug. They are quartered in corridors along the east side of the stronghold; even Gutrug and his shaman are sleeping on the floor, and they're none too pleased with the indignity of their accommodations.

The Ready Rats, a clan of wererats accompanied by giant rat hunting packs, are under the control of a ratman named Skvakeek. They are bivouacked in storage niches along corridors to the west. Their accommodations are as bad as the Raiders' and their tempers as frayed. They insist on letting their giant rat packs run loose in Location #11, which makes Captain Baglips of the Home Guard furious. None of the Home Guard or Raiders members will go down the west passages without threat of severe punishment.

Mort the hill giant is stupid and annoyingly friendly; he wants to have nice, long chats with anyone who comes through his room. He quickly turns nasty if folk are too busy (in his eyes, too rude) to talk with him.

League of the Red Serpent

Haurarra the harpy in a pleasant mood is a vicious, treacherous monster; being stuck in a cramped underground vault has done nothing to sweeten her temper. All the orcs, bugbears, and wererats—even Baglips, Gutrug, and Skvakeek—are unnerved by her silent, glaring malevolence. They all give her a wide berth when summoned to conferences in Location #19.

Luzgar the orc lord is *charmed* by Anandak into believing that he rules the League and that Anandak is simply Luzgar's faithful counselor and assistant. Luzgar is told that he must protect Anandak's life at all costs, since Anandak is responsible for Luzgar's current good fortune. Luzgar now never leaves Location #20; he receives all his reports of events from Anandak. Since the dragon has recently taken direct control of the allies, Anandak now views Luzgar to be little more than an expendable bodyguard.

Anandak has given stern orders to all parties to keep their tempers in check, but he overestimates their fear and subservience to his domineering will. He also underestimates the danger of sudden and impulsive hostilities in natural enemies kept in such close quarters. Anandak believes that the presence of all these fierce allies will impress Lord Gonzaga, the Black Prince's envoy. Gonzaga is impressed, but mostly by Anandak's clumsiness in handling his subordinates.

• **Keeping track of NPC companions:** Five nonplayer characters (NPCs) in this dungeon may join the PC party: Gorol, the polymorphed bugbear; Lord Gonzaga, the Black Prince's envoy; and Blain, Niithi, and Vilbert, the imprisoned adventurers found in Location #15. The DM should be sure to represent any NPC companions on the map with appropriate stand-up counters; these counters serve as reminders to both the DM and the players that the actions of these NPCs must be accounted for. Blain, Niithi, and Vilbert behave like retainers and will follow any reasonable orders. In general, the players may move their counters and direct their actions without guidance from the DM.

However, the DM must personally control the movement and actions of Gorol and Lord Gonzaga. Gorol tries to be friendly and cooperative and usually does what the PCs tell him, but the DM should keep the agent's sneaky and unreliable nature in mind as he or she moves Gorol's counter and declares his actions.

Lord Gonzaga is an enemy pretending to cooperate while waiting for an opportunity to betray the PCs and escape. The DM's movement of Gonzaga's counter and the declarations of his actions should always appear to suit the PCs' requests while actually placing Gonzaga in the best position to make an escape. Gonzaga always tries to move to the front, rear, or side of the party, preferably as close to a door as possible. When combat occurs, Gonzaga declares his intent to defend the party, but he actually moves to escape if possible. To prevent his escape, the PCs will need to guard him carefully.

• **Anandak, the red dragon:** When Anandak wants something from someone (either the envoy Lord Gonzaga or the PCs if they threaten his life), the dragon is sweet and polite in a transparently oily and manipulative manner. With subordinates and allies he is harsh, sarcastic, abusive, and severe, blaming them for all problems. He curses their stupidity, laziness, and cowardice and threatens them with imprisonment, torture, or death for failure to perform satisfactorily. Anandak believes that this is the way all true rulers act, and he will make no attempt to conceal his cruel manner

from Gonzaga or the PCs; in fact, he is proud of his management techniques and brags about how thoroughly he has intimidated his servants and allies into serving his will.

When in human form, Anandak tilts his head back and peers haughtily down his nose at others when he speaks—unless he is buttering someone up, in which case he smiles broadly and nods his head agreeably. When in dragon form, Anandak likes to sit back on his haunches and flap his wings to give an impression of size. To suggest this, the DM can stand up, arch and twist his or her neck, and peer down at the players while lazily flapping his or her arms like huge, ponderous wings.

• **Anandak's tactics:** In his overweening pride, Anandak has never imagined that anyone could penetrate his defenses; therefore he will be totally unprepared when the PCs begin their attacks. Though individually a dangerous opponent, he is a poor general. His idea of a good order is "Go kill them, or I'll kill you!" Each of the three main combat units in the dungeon (the House Guard orcs and bugbears, the Ready Rats, and Gutrug's Raiders) works independently; rather than cooperate, each is likely to take a mixed melee as an opportunity to attack one another. Clever use of Gorol's appearance and magical spells such as *charm person* can be used to trick these groups into fighting one another.

Mort the hill giant, Haurarra the harpy, and Luzgar the orc lord are under Anandak's personal command. Usually his orders are simple: "Stay here and kill anything that comes near me." The giant, harpy, and orc are completely loyal to Anandak and will do anything he says, no matter how dangerous or foolish his commands seem.

One effective tactic Anandak may use is having Haurarra fetch the *charmed* prisoners from Location #15 to the lair where Anandak plans to set a trap. Anandak's use of these *charmed* NPCs as shock troops makes the final battle very difficult and should be considered only if:

- 1) the PCs have been careless in their attacks and have given Anandak time to think and plan his defenses, or
- 2) the PCs are many, experienced, and equipped with several spellcasters.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented as follows.

Name of Monster (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating the monster); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character with a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the character.

Wandering Monsters

Roll 1d6 every other turn to see if a wandering monster enters the room or passage. Wandering monsters are never encountered in Locations #20 or 21. The Dungeon Master should feel free to use whatever monsters he or she thinks appropriate for the scenario, or the DM can use the following table for generating wandering monsters.

Note: All wandering monsters carry the two keys necessary to lock and unlock the doors. Once the alarm has been given, the PCs almost certainly must use a set of these keys to travel through the dungeon.

League of the Red Serpent Wandering Monster Table

1d20 Roll	Monster	No. Appearing
1-4	Bugbear archer	1
5-8	Bugbear team	1d4
9-12	Orc	1
13-14	Squabbling orcs	2
15-16	Wererat and rat pack	1/1d6
17-18	Giant*	1
19-20	Harpy*	1

* If this creature has been killed, 1d4 orcs appear instead.

Some additional notes on the wandering monsters included in the above table are as follows.

- **Bugbear archer:** If no alarm has been given, the bugbear is whistling to himself and twirling his short bow like a baton, which gives him a +2 penalty to surprise. If an alert has been given, however, he sneaks along from cover to cover, scanning warily for ambushes.

- **Bugbear team:** If no alarm has been sounded, the bugbears are complaining about the food, the overcrowding, the rude visitors, the air quality, and the persistent persecution of the bugbear race—a +2 penalty to surprise. If an alarm has been sounded, they move carefully, with one hanging back to give cover fire while the others advance.

- **Orc:** Grumbling to himself, this orc strides angrily through rooms and passages looking for a bugbear to kick. If an alarm has been sounded, he kicks things over and jabs his spear into potential hiding places, looking for intruders to vent frustration and anger on.

- **Squabbling orcs:** One orc, smug and sneering, walks ahead of another orc who shouts and curses angrily. If no alarm has been given, the second orc is protesting an insult and demanding an apology. If an alarm has been sounded, the second orc is blaming the first orc for careless guard patrols.

- **Wererat and rat pack:** The wererat and 1d6 giant rats go sniffing along looking for unfamiliar smells. They are always alert, regardless of whether an alarm has been sounded. Rather than give battle, they retreat and report the location of intruders.

- **Giant:** Mort's supposed to be patrolling, but he thinks of this as an opportunity to have a nice chat with his friends. If he runs into the PCs, he addresses them as old pals and tries to strike up a conversation, quite unaware that he has never seen the player characters before.

- **Harpy:** Haurarra is alert, looking for trouble, and in a foul mood. If she doesn't find trouble, she'll *make* trouble. No matter how quiet and how well hidden the PCs may be, she'll sniff them out and attack, singing her deadly siren song.

DM Reference Map

In addition to the large poster map, which the DM will use with the players so that they can position their stand-ups, a copy of the League of the Red Serpent map is included on the following page. This map, for the DM's use only, shows positions of monsters, traps, and other important features.



The DM should pass out each player's appropriate character stand-up (or have them use the stand-ups that came with the D&D® Game black boxed set). If the players want ready-made PCs, they can use the game cards, which have PC statistics on the back; these cards correspond to stand-ups.

The players should have already read the "Wanted—Bold Adventurers!" handout and know what's in store for them, particularly if they have defeated the other two dragons.

When everything is ready, the DM should tell the players that Bailiff Wortley hands the players a map. (The DM can place the map on the table.) Wortley has the following to say.

"The rolling limestone uplands along the Iron River basin are orc country. The region is rugged, but the land is good. When cleared of monsters, it would be excellent farmland.

"The barbaric humanoid tribes of the region are organized in a loose confederation—the 'League of the Red Serpent' in Common. I've long suspected that the League has secret dealings with the Black Prince, but bringing charges of treason against March Lord Draven—who is King Ganyard's cousin—without irrefutable evidence would be foolish.

"I have planted a spy in the League, a loyal agent of mine who has been *polymorphed* into a bugbear. Gorol, or Dregdak as he is now known, is a guard in the League's headquarters. The headquarters, by the way, are a former dwarven fortress.

"Gorol has sent us this map and the following information: An envoy from the Black Prince is currently in residence at the stronghold. Rumor suggests that the Black Prince and the League are trying to come to terms on some plot." Wortley turns to Sascia and gestures for her to speak.

Sascia clears her throat, then begins. "The three major races represented in the League—orcs, bugbears, and wererats—are openly hostile toward one another. They are only held together by the ambitious schemes and commanding personality of Luzgar the orc lord, the ostensible dictator of the League.

"Luzgar is only a figurehead, however, possibly *charmed* or impersonated in *polymorphed* form. The real power in the League, according to Gorol, is a red dragon—probably the very same red dragon raiding farm settlements north of Knacker Knob. Gorol says it's a small red, no more than 50 years old, but almost certainly a spellcaster.

"Gorol will arrange to be captured by you and will assist you in your quest. You can recognize him by the red cap he wears; please be careful not to slay him.

"Your objectives are as follows: 1) Seek out Gorol, capture him, and get a full report. 2) Get evidence of *any* cooperation between the League and the Black Prince. 3) Slay or subdue the red dragon who rules the League of the Red Serpent."

Wortley provides the party with some equipment to help them on their adventure, explaining as he hands things out.

- **Two *silence 15' radius* scrolls.** "Cast these on a fighter and get him into hand-to-hand combat with the dragon—that'll keep the dragon from casting spells."
- **Six *resist fire* scrolls.** "Provides some protection against red

dragon breath and fireballs."

- **Two *continual light* gems in heavy, opaque leather pouches.** "You've seen these before."

- **Three *potions of healing*.** "Hopefully you will not need more than these three."

- **One *potion of invisibility*.** "Wish I could get you more. If you use it, charge it against your contract fee; that'll be 1,000 gp. If you don't use it, we won't charge you for it. Should last an hour or more for one person, or ten minutes each for six uses."

- **Three *knock* scrolls.** "These should come in handy in a stronghold like you're about to enter."

- **Three *magic missile* scrolls.** "Just in case you spell yourself dry and get in a jam." Each scroll creates one *magic missile* spell that does 1d6 + 1 points of damage.

- **Six *neutralize poison* scrolls.** "Again, just a precaution. If you don't use them, bring them back."

- **One *dispel magic* scroll (clerical).** "With the Deacon's blessing. The Deacon is a 10th-level Patriarch, so the spell should work against anything you encounter."

- **One *raise dead* scroll (clerical).** "I guess you know what this is for. The Deacon wishes you luck and hopes you won't need this." The scroll raises any human, dwarf, halfling, or elf from the dead. The recipient returns to life with 1 hit point; he cannot fight, cast spells, use abilities, carry heavy loads, or move faster than half speed. These penalties disappear after 14 days of bed rest, but recovery cannot be speeded by magical means.



The adventure

The DM will need to use a number of stand-ups from the black basic DUNGEONS & DRAGONS® Game, and he or she should have those ready. If a location calls for more stand-ups than there are monsters, the DM can substitute other monster stand-ups.

When the player characters are ready to begin, the DM should read aloud the following.

You look over the League of the Red Serpent map, noting the stronghold entrance and the landmarks to look for. Your party reaches the entrance after three days of uneventful wilderness travel.

The entrance is a dwarven stonework wall set in a deep depression at the edge of a limestone cliff. In the center of the wall is an ancient, iron-bound oak door. The trails outside the entrance are usually on limestone outcrops. Footprints are muddled by heavy traffic, but you recognize the marks of giants, orcs, and bugbears.

Players can place their stand-ups in the entrance. The DM should put light markers by the PCs carrying light sources.

The door is double-locked to discourage wizards and thieves. The original dwarf lock alarm is rusty and poorly maintained. Each time the lock is picked or *knocked*, a listening character may hear a muffled “clank” within. The bugbear guards are busy squabbling among themselves and don’t notice the noise, but the PCs should be nervous.

Location #1. Entry Chamber

The room is dimly lit by a few sputtering torches. No light can be seen through the seven 4-inch-wide arrow slits on the south wall, but through them you hear several bugbears complaining bitterly about watch assignments. The heavy oak doors to the east and west each have two keyholes set one above the other.

If the PCs *knock* the outer door open, whisper, and attempt to move quietly, the bugbears don’t notice their entry. If the PCs listen carefully for several rounds, they hear one of the bugbears say, “Look, Dregdak, you said you’d take first watch tonight.” If they listen for a full turn, they hear the bugbears grumbling about the “ratboys what’s clutterin’ up the halls” and “Gutrug’s filthy lot what’s muckin’ about and bossin’ like they was kings.” If they listen for more than a turn, one of the bugbears says, “Isn’t it about time for a patrol?” The DM should pretend to roll for wandering monsters behind the DM screen. No matter the die roll, monsters appear, but they appear in Location #2.

A character who has infravision can look through the arrow slits and observe Location #2 (see the description below). Any wandering monsters appearing in this room have come to report the end of their patrol. They knock on the door of Location #3 and shout, “Patrol ended, sir! Transferring the keys.” They then give the keys to two of the bugbears (possibly Gorol/Dregdak, if the DM chooses), who grab their shields and swords and go grumbling off on patrol. The patrol then returns to its appropriate sleeping area.

Sleep spells can be cast through the arrow slits, but if even one bugbear remains awake, he gives the alarm and things should be

very tough for the PCs. Starting a fight in Location #1 is a bad idea, since it almost certainly alerts the dungeon to the presence of intruders and leaves the bugbears to fire arrows at the PCs through the well-protected arrow slits.

Normally the two doors are double-locked and only patrols and the Guard Captain carry keys, but the doors are currently open to permit visitors to travel freely. If an alarm is given, however, all doors are again double-locked; the PCs will need to get keys from wandering monsters, the Guard Captain, or from Location #4.

Location #2. Guard Room

Four bugbears dressed in leather armor are crouched down on the floor playing some sort of game with rocks and sticks. At their sides are their bows and arrow quivers. One of the bugbears wears a jaunty red cap. Some short swords and shields lean against six bedrolls, and six backpacks are stacked along the south wall.

At the first sight of the PCs, Gorol/Dregdak throws his arms wide, gives a blood-curdling scream, cries out in Common, “Aiye! They got me!” and drops to the floor and plays dead (unless, of course, the PCs throw a *sleep* spell over all the bugbears). The other bugbears put up a spirited fight for one round; then, if it looks hopeless, they also scream and play dead.

Two more bugbears are wrapped up in their bedrolls on the floor along the far west wall. They are light sleepers (as is any sensible bugbear in the company of orcs). They are up and armed at the least disturbance, shouting to the Guard Captain in Location #3 and the orc guard in Location #5 for help. However, if the other bugbears are instantly silenced, the two bugbears don’t want to be dead heroes and are easily persuaded to stay silent and surrender.

Once the PCs have Gorol/Dregdak, he insists on joining their party and pretending to be a captive dragged around by the PC intruders. He asks the PCs to tie his hands together with a false knot and to abuse him whenever the League members might be watching.

He reports the following information to the PCs.

- “1. The Black Prince’s envoy, Lord Gonzaga, is in Location #7. He’s nobody’s fool, but he doesn’t look like a fighter.”
- “2. Locations #16–20 and the lair are for bosses only—no underlings permitted. A giant and a harpy guard these rooms, I hear.”
- “3. Some human and demihuman prisoners in Location #15. Don’t know anything about them.”
- “4. Lots of giant rats and wererats in the west corridors. Quiet and alert types, could be dangerous.”
- “5. Orc, bugbear, and troll raiders in the east corridors. Bad-tempered and vicious. Got a shaman, too, so watch out.”
- “6. Doors are locked if there’s a fuss. Need two separate keys, but the keys work for all doors. Watch out for patrols; they come by every 10 or 20 minutes.”

Gorol does not tell the PCs that he is a thief, but he does offer to check for traps and to pick locks when necessary, so the PCs may figure it out. Otherwise Gorol follows PC orders as long as they

don't put him in danger. If given an order that might be dangerous, he pretends to cooperate, but stalls instead.

Bugbears (5): AC5; HD 3 + 1; hp 11, 14, 17, 18, 20; MV 90' (30'); #AT 1, short bow or short sword; THAC0 16; Dmg 1d6 + 1; Save as F3; ML 9; AL C; XP 50; Treasure nil.

Gorol/Dregdak (NPC): AC5; HD 4; hp 21; MV 90' (30'); #AT 1, short bow or short sword; THAC0 19; Dmg 1d6 + 1; Save as T4; ML 12; AL N; XP None; Treasure nil. Although appearing as a bugbear, Gorol has all the abilities of a 4th-level thief.

Location #3. Baglips's Quarters

If the PCs have made a lot of noise in Location #2 or if the alarm has sounded, then Baglips is not here but is hiding in ambush in Location #4. If this is not the case, read the following.

This room is comfortably furnished with a table and chairs, a bed and chest, and a thick bearskin rug on the floor. When the door opens, the huge orc dressed in chain armor sitting at the table looks up with an angry expression and says in orc, "What d'yuh want?"

If the PCs enter and attack, Baglips grabs his sword and shield and defends himself. If the PCs pretend to be on official business of some sort, Baglips is puzzled for one round, then attacks.

Baglips (Orc Guard Captain): AC4; HD 4; hp 25; MV 120' (40'); #AT 1 sword; THAC0 14 (Strength bonus); Dmg 1d8 + 2 (Strength bonus); Save as F4; ML 12; AL C; XP 125; Treasure (see below).

Kept hidden under his chain mail, the Guard Captain has the keys to all the dungeon doors as well as the padlocks to the patrol lockers found in the Armory. Baglips's personal treasures are hidden in the Armory behind the south patrol locker.

Location #4. Armory

Two large cabinets on the north and south walls are barred and secured by padlocks.

The patrol lockers contain special supplies in case of attack by powerful enemies. The lockers are kept locked to avoid pilfering. The south locker contains four flasks of oil and four *potions of healing*. The north locker contains four sets of keys to the dungeon doors, 20 *arrows* + 1, two *daggers* + 1, and a *potion of strength*.

The Guard Captain's treasure is hidden behind the south patrol locker. Only if the PCs specifically state that they are moving the locker—a task requiring four characters—do they find this cache, which includes 50 gp, three gems, and one *potion of healing*.

Location #5. Orc House Guard

Four orcs in leather armor are lounging against the north wall swapping lies while three loudly snoring orcs are flopped on crude mattresses along the south wall.

The snoring orcs may be slain by a single blow if the party gains surprise; otherwise they wake immediately, roll off the mattresses, and come up fighting.

Orcs (7): AC6 (AC7 if just awakened); HD 1; hp 3, 4, 5, 5, 7, 8, 8; MV 120' (40'); #AT 1 sword (dagger if just awakened); THAC0 19; Dmg 1d8 (1d4 if dagger); Save as F1; ML 8; AL C; XP 10; Treasure nil.

Location #6. Troll and Bugbear Corridor

A troll is seated on the floor with its broad green back to you. In front of the troll sit two bugbears on their bedrolls, pointing energetically and encouragingly at a huge club lying on the floor before the troll. The troll scratches its head in puzzlement, then picks up the club and takes a healthy bite out of it. The bugbears curse and slap their foreheads in frustration—then blink curiously at you in the open door.

The bugbears are industriously but futilely trying to teach their pet troll how to use a club. They don't expect company, and they are automatically surprised unless the alarm has sounded. This is only a small troll, but nonetheless a serious threat to the PCs.

One bugbear immediately attempts to head for Location #8 to warn the rest of the Raiders; the other stays to give orders to the troll. So long as a bugbear is present, the troll makes no morale rolls. If the last bugbear is slain or incapacitated, the troll makes morale checks only if attacked by fire or acid.

Troll (1): AC4; HD 5*; hp 25; MV 120' (40'); #AT 2 claws/1 bite; THAC0 15; Dmg 1d4/1d4/1d8; Save as F5; ML 10 (8 if bugbears are dead and if attacked by fire or acid); AL C; XP 300; Treasure nil. Begins to regenerate in third round after being wounded; regains 3 hit points each round.

Bugbears (2): AC5; HD 3 + 1; hp 11, 14; MV 90' (30'); #AT 1, short bow or short sword; THAC0 16; Dmg 1d6 + 1; Save as F3; ML 9; AL C; XP 50; Treasure nil.

Found on the body of a dead bugbear is a *firegoad*, a magic wand usable by any class that causes 1d6 points of fire damage to any victim successfully hit in combat. This wand is being used by the bugbears as an educational tool for training trolls. The *firegoad* has three charges remaining.

Location #7. Envoy's Quarters

If no alarm has sounded, read the following to the PCs.

The dwarven stonework of this room appears to have been hastily cleaned. The furnishings—a table, two chairs, a chest, a bed, and a Ylari rug—are battered but expensive-looking. At the table sits a smartly dressed noble in a tastefully ornamented linen tunic with a rich, high-collared fur cape. He opens a snuff box, takes a pinch, places it daintily in his nose, sniffs sharply, then takes a handkerchief from one sleeve and pats his nose.

"Heavens!" says the dainty fop. "It is almost too much to hope for! Have you come to deliver me from the captivity of these foul horrors?"

This is Lord Gonzaga, envoy of the Black Prince. If the PCs made any noise at all in Location #6 (extremely likely unless they used a *silence 15' radius* spell), Lord Gonzaga is warned of their approach. He pretends to be held prisoner here against his will.

No matter how skeptical the PCs are, no matter how obvious the evidence against him, Lord Gonzaga maintains his pose of being a prisoner. He knows that he enjoys the special privilege and protection of the noble class, and he counts on his connections to support him so long as they have even the thinnest pretext for asserting his innocence. Tucked in his boot, however, is a most incriminating document—the draft of an agreement between Anandak and March Lord Draven to split the lands of Knacker Knob between them.

If the PCs attempt to search Gonzaga or his room, he will curse them for arrogant pirate rabble and demand satisfaction in a duel. If the PCs agree to a duel, he permits them choice of weapons (as is proper), then attempts to slay his opponent to prove his honor.

If the PCs attack Gonzaga or persist in searching him or his room, Gonzaga attacks as if defending himself against impudent thieves, shouting loudly, “Churlish knaves! Take that . . . and that . . . and that!” The shouting is intended to appear as bold challenge, but is actually an attempt to summon nearby monsters.

Lord Gonzaga (NPC): AC5 (*ring of protection* +1, Dexterity bonus); HD 4; hp 25; MV 120' (40'); #AT 1 sword; THAC0 16 (*sword* +1); Dmg 1d8 +1; Save as F5 (*ring of protection* +1); ML 12; AL N; XP 125; Treasure: wears a *ring of protection* +1, fights with a *sword* +1; his jewelry is worth 500 gp, his purse contains 10 gp.

If the PCs manage to surprise Gonzaga, they find him studying the draft agreement and making notes on a separate piece of paper. If surprised, Gonzaga plays it cool, maintaining the pretense of being a prisoner. He smoothly folds the documents and places them inside his tunic as he speaks to the PCs. If they attempt to examine the documents, Gonzaga challenges them to a duel or attacks them as described above.

Regardless of whether he is surprised, Gonzaga refuses to accompany the party, insisting that he is a noble and that he may not endanger his lands and titles on such a dangerous mission as the PCs have undertaken. If the PCs insist, he pretends to come, unwillingly, but then escapes at the first opportunity. If prevented from escaping, he may be turned over to Wortley for questioning at the end of the adventure.

Gonzaga will *not* attack and kill a PC except in a duel or while attempting to escape; he knows that the party will hunt him tirelessly to avenge a fellow's death. The best plan is to tie him up, leave him in a secure place, and pick him up on the way out.

Location #8. Orc Corridor

If the PCs have made any noise in Location #6 or if the alarm has sounded, read aloud the following. The orcs have moved to Location #10 to prepare a defense with the others.

Four bedrolls are stacked in the southwest corner. A pile of sticks and bits of fur lie in the center of the floor.

If the PCs have made no noise approaching this room, read aloud the following to the PCs.

Four bedrolls are stacked in the southwest corner. Four orcs are sitting on the floor in a circle playing a game with sticks and bits of fur. They pay no attention to you as they grumble to each other menacingly. In orc one says, “I’m sick of all the traffic through here.” Another responds, “Yeah, anybody what messes with this game is gonna get a whole lotta hurtin’.”

The orcs think its only more patrols coming to spoil their rest and privacy. The PCs gain automatic surprise.

Orcs (4): AC6; HD 1; hp 3, 4, 7, 8; MV 120' (40'); #AT 1 sword; THAC0 19; Dmg 1d8; Save as F1; ML 8; AL C; XP 10; Treasure nil.

Location #9. Gutrug's Corridor

If the PCs have made any noise in Location #8 or if the alarm has sounded, Gutrug has joined the shaman in Location #10 to prepare a defense and is not here. They see the following.

An animal-skin curtain hanging from a wooden frame blocks the southern part of this room from view.

If the PCs have made no noise approaching this room, they hear a steel blade drawn repeatedly on a whetstone. If they look behind the curtain, they see the following.

A huge, enormously ugly orc in chain armor sits on a comfortable cot sharpening his sword. Around his waist is a braided belt that appears to have been woven from blond human or elfen hair.

If attacked, Gutrug defends himself while bellowing for the shaman in the next room, who arrives in the following round to aid his chieftain.

Gutrug (Orc Chieftain): AC4; HD 4; hp 28; MV 120' (40'); #AT 1 sword; THAC0 13 (Strength bonus); Dmg 1d8 + 3 (Strength bonus); Save as F4; ML 12; AL C; XP 125; Treasure (see below).

Beneath the cot is a chest containing 500 sp and 750 cp. Gutrug wears his other treasure: copper bracelets, a silver torc, and an assortment of gems worth 600 gp.

Location #10. Shaman's Quarters

If the PCs have made any noise in Location #9 or if the alarm has sounded, Gutrug, the four orcs from Location #8, and the shaman have prepared an ambush here. The orcs from Location #8 stand near the south wall and pretend to prepare to charge any PCs who open the door. Actually, they hope the PCs will enter the room, where Gutrug and the shaman, who have been hiding behind the curtain, will attack with surprise.

An animal-skin curtain hanging from a wooden frame blocks the western part of this room from view. Small animal fur, bone, and feather objects are scattered on the floor and strung on the curtain itself. The room smells of sharp, sour incense.

If the PCs have made no noise approaching the room, they hear

murmurs of unintelligible chanting. If they look behind the curtain, they see the following.

A thin, twisted orc in leather armor sits on a pile of animal skins, rocking back and forth and murmuring before a bowl of smoldering incense and a small, grotesque, stone idol.

If he is alone when attacked, the shaman attempts to run away, giving the attackers a +2 to hit him. The shaman runs for Location #16 and the protection of the giant. If the shaman gains initiative, he casts his *darkness* spell on the room to slow pursuit and to prevent spellcasters from targeting him. The *darkness* does not inconvenience PCs who have infravision; other PCs are at a -4 to hit and must roll Dexterity scores or lower on 1d20 for every three squares they move; if the roll is failed, they stumble and movement ends immediately.

Orc shaman (1): AC7; HD 2; hp 12; MV 120' (40'); #AT 1 club; THAC0 19 (Strength penalty); Dmg 1d4 - 2 (Strength penalty); Save as C2; ML 7; AL C; XP 125; Treasure (see below). Spell: *darkness*.

The grotesque idol is carved from onyx and is worth 50 gp to a collector.

Location #11. Giant Rats

Six giant rats are huddled together against the west wall. They are instantly on their feet and alert, snarling and twitching their whiskers in your direction.

These giant rats act like guard dogs. If the PCs attempt to enter the room, the rats attack, squeaking loudly and furiously in their giant rat voices. *Invisibility* does not conceal the PCs from the rats, who rely on their keen sense of smell, but a *silence 15'* radius spell will prevent them from alerting the occupants in Location #12.

If the sound of rats attacking can be heard, all wererats from Location #12 join the attack the second round after the disturbance begins. The wererats appear as huge, 6-foot-long rats. The fourth round brings the ratman from Location #13.

If the alarm has sounded, the giant rats have joined the wererats and the ratman in Location #16 with the giant.

Giant rats (6): AC7; HD 1/2; hp 1, 2, 2, 3, 4, 4; MV 120' (40'); #AT 1 bite; THAC0 19; Dmg 1d3 + disease; Save as NM; ML 8; AL N; XP 5 (6 if diseased); Treasure nil. A 1 in 20 chance of carrying disease. Victim must make saving throw vs. poison; if failed, he dies in 1d6 days (25% chance) or falls sick in 1d6 days (75% chance) and for one month is too sick to adventure.

Location #12. Wererats

If the giant rats were heard attacking in Location #11, the wererats have gone to Location #11 to fight.

If the alarm has been sounded, the wererats have withdrawn to Location #16 to prepare a defense.

If no disturbance was heard in Location #11, the wererats are in human form, discussing the pros and cons of an alliance with Anandak. Read aloud the following to the PCs.

Crates are stacked high against the south wall. Three bedrolls are laid out on the floor along the west wall. Three men, naked except for loose loincloths, sit on crates talking quietly. One notable feature all three men have is their remarkably long, pointy noses. Swords and shields are hung neatly on the wall above them.

The wererats have no chance to surprise; PCs have a normal chance. The PCs are quickly recognized as intruders. One wererat grabs his weapons and attacks while the other two change to animal form. The parentheses indicate while in human form.

Wererats (3): AC7 (8); HD 3*; hp 12, 16, 19; MV 120' (40'); #AT 1, bite or weapon; THAC0 17; Dmg 1d4 (1d8); Save as F3; ML 8; AL C; XP 50; Treasure nil. In animal form harmed only by magical or silver weapons and magical spells. In human form they fight with sword and shield. In either form they speak Common. Only the bite when in animal form causes lycanthropy.

The crates are filled with backpacks, torches, wineskins, sacks, rope, and iron rations stockpiled for the coming campaign against Knacker Knob. If searched carefully, some items are identified by the maker's marks of Castle Kane craftsmen. Though interesting, this is not conclusive evidence of cooperation between the League and the Black Prince, since the goods could have been purchased secretly or stolen.

Location #13. Ratman

A narrow path leads along the north and west walls through a room filled almost to the ceiling with crates.

The DM should place crate counters on the poster map as shown on the reference map, page 6.

The ratman—an advanced form of a wererat—is hiding behind the piled crates. The crates are filled with equipment for the League's Knacker Knob campaign as described in Location #12.

If the alarm has sounded, the ratman has joined the wererats in Location #16 to prepare a defense.

If not alerted by fighting in Location #12, the ratman is resting in human form on his bedroll atop the stacked crates. The ratman surprises the PCs; the PCs have no chance to surprise the ratman. The parentheses indicate while in human form.

Ratman (1): AC7 (8); HD 4 + 1*; hp 27; MV 120' (40'); #AT 1, bite or weapon; THAC0 15; Dmg 1d4 (1d8); Save as F4; ML 8; AL C; XP 200; Treasure nil. In animal form harmed only by magical or silver weapons and magical spells. In human form he fights with sword and shield. In either form he speaks Common and surprises on 1-4 on 1d6. Only the bite causes lycanthropy.

Location #14. Storage Room

A narrow path leads along the west and south walls through a room filled almost to the ceiling with crates.

The DM should place the crate counters on the poster map as

The Adventure

The DM should place four crate counters on the poster map as shown on the reference map, page 6. The crates are filled with equipment for the League's Knacker Knob campaign as described in Location #12.

A secret door on the north wall in the northeast corner leads to a small secret room. PCs searching for secret doors should roll 1d6; on a roll of 1 (1-2 for elves or 1-4 for dwarves—this is a standard design feature of dwarven strongholds), the secret door is found.

A ladder in the secret room leads 100 feet upward to a hidden exit to the outdoors. Anandak and his forces know nothing of this secret door or secret room. This is an excellent place for battered PCs to heal and recover spells before continuing with their mission.

Location #15. Prisoner Cell

The western half of the room is enclosed by bars and a locked door. Inside the bars several figures are slumped against the walls or lying in the straw strewn on the floor. An orc guard rests by the north door.

Anandak keeps three human slaves and three adventurers—two dwarves and a wizard—behind bars. (The DM will want to use stand-ups from the basic D&D® Game.) The slaves are demoralized, feeble, and *charmed* by Anandak; they will not fight.

The dwarves and the magic-user are the survivors of a party captured by Gutrug's Raiders and presented to Anandak as a gift. They are in poor health and *charmed* by Anandak. If freed by the PCs, however, each may immediately make a saving throw vs. spells to resist the *charm*. If the save fails, the NPC is overcome by despair and refuses to fight. If successful, the NPC will fight as a retainer, though he does not ask for a share of the treasure nor does he receive experience points—he is fighting for revenge. The NPCs do not have weapons, armor, or equipment; Anandak keeps their gear in his lair so he can outfit them as needed.

If the alarm has been sounded, the adventurers may have been summoned to Anandak's lair to serve as *charmed* bodyguards (see Location #21).

Orc guard (1): AC6; HD 1; hp 7; MV 120' (40'); #AT 1 sword; THAC0 19; Dmg 1d8; Save as F1; ML 8; AL C; XP 10; Treasure nil.

Human slaves (3): AC9; HD 1-1; hp 2, 2, 2; MV 120' (40'); #AT 1 fist; THAC0 20; Dmg 1d4-2 (Strength penalty); Save as NM; ML 6; AL L; XP none; Treasure nil.

Blain the Dwarf (NPC): AC9; HD 1; hp 7; MV 60' (20'); #AT 1 fist or weapon; THAC0 19; Dmg 1d4+2 (or by weapon; +2 Strength bonus); Save as D1; ML 12; AL L; XP none; Treasure nil.

Nithi the Dwarf (NPC): AC9; HD 1; hp 5; MV 60' (20'); #AT 1 fist or weapon; THAC0 19; Dmg 1d4 (or by weapon); Save as D1; ML 12; AL L; XP none; Treasure nil.

Vilbert the Magic-User (NPC): AC9; HD 1; hp 2; MV 120' (40'); #AT 1 fist or weapon; THAC0 20; Dmg 1d4-1 (or by weapon; -1 Strength penalty); Save as MU1; ML 12; AL L; XP none; Treasure nil.

Location #16. Mort the Hill Giant

The high-vaulted ceiling arches 15 feet overhead. The room is empty except for a hill giant wearing a sour, petulant expression and seated on a crate leaning against the north wall, his club on the floor before him.

This was the main storeroom but Mort's fits of temper forced the Guard Captain to have everything moved out of this room and into adjoining corridors.

Despite his expression, Mort is very friendly. He introduces himself to each PC, requiring a polite introduction from each in return. Mort then asks them about the weather. He keeps a conversation on the weather going far longer than might be thought possible, then moves on to the topic of the PCs' possessions. He wants to look at each of their weapons and shields and is especially interested in any magical weapons they have. The moment the PCs show any sign of impatience or unfriendly intent, he attacks, scolding them for their rude manners.

Silver-tongued and pleasant PCs can talk their way past Mort, provided they flatter him and tell him how much they've enjoyed talking with him, yes indeed, and how much they are looking forward to talking with him again, oh certainly!

Mort the Hill Giant: AC4; HD 6; hp 39; MV 120' (40'); #AT 1 weapon; THAC0 14; Dmg 2d8; Save as F8; ML 8; AL C; XP 450; Treasure (see below).

Mort's treasure is wrapped up in a rug he keeps tucked under his animal-skin garments. The rug contains 5,000 gp, three brightly painted shields, two sets of nonmagical plate mail, and the desiccated corpse of a gnome chieftain wearing *leather armor +2*, a *ring of protection +1*, a *short sword +1*, and a *sling +1*.

Location #17. Storage Passage

A narrow path leads along the south and east walls through a narrow room filled almost to the ceiling with crates.

The DM should place three crate counters on the poster map as shown on the reference map, page 6. The crates are filled with equipment for the League's Knacker Knob campaign as described in Location #12.

Location #18. Haurarra the Harpy

Crates line the walls of the southeast part of the room. In the northwest section, perched in a great nest, is a harpy. The harpy's face—unlike that of most harpies—is of a beautiful woman. When she begins to sing, each listener feels as if a hand has clutched at his or her heart, so sad and sweet is the voice and melody.

When Haurarra sings, all characters must make a successful saving throw vs. spells or be *charmed* as per the *charm person* spell. Unless the doors to Locations #16 and #17 are shut, characters in those rooms must also save or be *charmed*. *Charmed* characters stand still with a rapt expression, listening to the song. If attacked by other PCs or NPCs, the *charmed* characters remain *charmed* and fight

back. Haurarra ignores her *charmed* victims and attacks any characters unaffected by her song.

If Haurarra is slain, affected characters return to normal but they remember nothing of being *charmed*.

Haurarra the Harpy: AC7; HD 3*; hp 19; MV 60' (20'), 150' (50') flying; #AT 4, claw/claw/weapon + *charm*; THAC0 17; Dmg 1d4/1d4/1d6; Save as F6; ML 7; AL C; XP 50; Treasure nil.

Location #19. Audience Chamber

This room is empty except for a handsome, ornamented throne set against the south wall.

A lever hidden in the right arm of the throne disarms the fire trap located in the corridor to the east of this room. (See the DM's reference map on page 6.)

The corridor to the east has a metal grate floor. Directly below the metal grate is a 1-foot-deep pool of oil as long and wide as the corridor. If the latch to the door to Location #20 is touched without disarming the trap, a flint-and-steel device casts a spark into the pool of oil.

All PCs in the corridor suffer 1d8 points of fire damage per round. The fire continues for five rounds, after which the oil supply is exhausted and the fire goes out. The trap is obvious; no roll is needed to detect it. On a roll of 1-3 on 1d6 a dwarf or thief discovers the lighting device and removes it, disarming the trap.

The door to Location #20 is wizard-locked and cannot be opened without a *knock* or *dispel magic* spell.

Location #20. Luzgar the Orc Lord

You see three treasure chests along the east wall. In the southeast corner is a handsome feather bed. Hooks built to hold armor and weapons on the east wall are empty. Under the feather bed you can just see a potion bottle, apparently empty.

Luzgar the Orc Lord has just swallowed a *potion of growth* and is waiting in ambush in the southwest corridor. The potion effect lasts for six turns.

Roll for surprise and go to combat. Luzgar is *charmed* and will fight to the death to defend Anandak. If also *charmed* by the PCs, Luzgar is so bewildered by conflicting demands that he stops fighting; if attacked, Luzgar defends himself, but he will follow neither Anandak's nor the PC's commands.

Luzgar (Orc Lord): AC2 (*chain mail* + 1, *shield* + 1); HD 5*; hp 33; MV 120' (90'); #AT 1 sword; THAC0 12 (+3 Strength bonus from potion); Dmg 2d8 + 3 (+3 Strength bonus and double damage from potion); Save as F5; ML 12; AL C; XP 300; Treasure (see below).

Luzgar's personal treasure includes his *chain mail* + 1, his *shield* + 1, and 200 pp carried in a pouch inside his armor. The treasure chests are empty; Anandak has promised Luzgar that they will be filled during the Knacker Knob campaign.

The door to Anandak's lair is wizard-locked and cannot be opened without a *knock* or *dispel magic* spell.

Location #21. Dragon's Lair

If the PCs are low on spells and hit points, the DM should suggest that they rest, heal, and memorize spells before they take on the red dragon. When they are ready, the Dungeon Master can read aloud the following.

The ceiling of this great hall is 20 feet high. The floor of the west end of the room is covered with the dragon's treasure hoard. There's no sign of the dragon.

Anandak's tactics depend on whether he fights alone or uses the two dwarf and one magic-user *charmed* captives (see Location #15) as shock troops. Alternately, he may escape and counterattack. Anandak does not consider surrender an option. He either fights to triumph or die or escapes to fight another day.

- **Anandak fights alone:** Before the PCs enter, Anandak casts two spells on himself. *Invisibility 10'* radius lasts until he attacks the PCs; *protection from normal missiles* lasts for 12 turns. Anandak is invisible in the southeast corner of the room; if at any time he can move invisibly to the north door without bumping into a character, he does so, where he prepares to attack. If he cannot move, he prepares to attack from where he is. He attacks first with two rounds of breath weapons, then uses his *charm* and *magic missile* spells to pick off survivors. If the battle is going against him, he casts a *web* to block pursuit and attempts to escape (see "Anandak Escapes and Counterattacks," below).

- **Anandak fights with *charmed* NPC shock troops:** Before the PCs enter, Anandak casts two spells on himself. *Invisibility 10'* radius lasts until he attacks the PCs; *protection from normal missiles* lasts for 12 turns. The *charmed* dwarf and magic-user NPCs stand in front of Anandak and are *invisible* (within the radius of his *invisibility 10'* radius spell effect). Anandak has given the NPCs the following order: "When tapped on the back, attack and kill any intruders you find anywhere in my stronghold." The dwarves are outfitted with their own armor, shields, and weapons; the magic-user, who has no spells memorized, has six scrolls: two *light*, one *magic missile*, one *shield*, one *hold portal*, and one *ventriloquism*.

Anandak waits for the right moment, then taps the NPCs on the back. The NPCs charge forward *invisible* and attack the PCs while Anandak remains *invisible*. Roll for surprise; if not surprised, the PCs heard the approaching footsteps. (The PCs have no chance to surprise.) When the NPCs attack, they become visible. Anandak may wait to use his breath weapon until the *charmed* NPCs are slain or disabled, or he may attempt to escape in the confusion. If the dragon attempts to escape, he polymorphs himself into a sprite and flies away *invisible* (see "Anandak Escapes and Counterattacks," below).

- **Anandak escapes and counterattacks:** Anandak is at a disadvantage in his lair since there is enough room for the PCs to surround him and attack collectively. If the DM wishes Anandak to be a more powerful opponent and if the PCs are strong enough, Anandak can escape after the PCs have had a chance to expend most of their spells. The dragon can then select and defend a one-square-wide section of corridor that blocks the PCs' retreat—the narrow southwest passage of Location #20 or the narrow corridor west of Location #20, for example. Here no more than one PC can attack in melee at a time.



Wise PCs will refuse to fight Anandak under these circumstances. Their best option is to withdraw; outfit themselves with the magical weapons and treasures from Anandak's hoard; rest, heal, and regain spells; and then fight their way out to return at a later time. If the PCs choose this option, Anandak realizes the hopelessness of his situation and escapes to create a new lair and to begin collecting a new treasure hoard.

Anandak, red dragon: AC0; HD 8**; hp 47; MV 90' (30'), 240' (80') flying; #AT 3 claw/claw/bite; THAC0 12; Dmg 1d8/1d8/3d8; Save as F8; ML 10; AL C; XP 1,750; Treasure (see below). Spells: *magic missile* (× 2), *charm*, *wizard lock*, *web*, *continual darkness*, *invisibility 10' radius*, *protection from normal missiles*, *polymorph self*. May use breath weapon three times a day. Breath weapon is a 90' × 30' cone of fire starting from the dragon's mouth. The breath weapon may be used in addition to other normal attacks.

Damage is equal to the dragon's current hit points; therefore, damage done to a dragon reduces subsequent damage caused by its breath.

Anandak's treasure is a pile of coins, gems, jewels, weapons, armor, shields, chests, pouches, and art objects. The coins include 11,000 cp; 9,700 sp; 4,000 gp; and 540 pp. The gems are worth 900 gp, the jewels 2,500 gp. Among the weapons are the following magical items: a *sword +1*, *+3 vs. dragons*; a *sword +1*, *cure light wounds 1/day*; and a *mace +1*. The armor includes a *leather +2*, a *chain mail +1*, and a *shield +1*. The chests contain a *potion of healing*, a *potion of growth*, a *scroll of protection from undead*, and six scrolls with one 1st- or 2nd-level spell each (the DM should choose spells he or she wants the players to have). The art objects include two statues of dragons (one worth 400 gp, the other worth 2,000 gp) and a jade carving worth 10,000 gp.

The Journey Back

When Anandak has been slain or driven from the stronghold, any remaining defenders flee, taking their treasures with them. The wilderness trip back to Knacker Knob is uneventful.

Anandak's severed head may be returned to Wortley as proof of the success of the adventurers' mission. The head's encumbrance is 500 cn.

If Gonzaga is captured, he may be turned over to Wortley for questioning. Wortley is convinced of his guilt, but Gonzaga sticks to his story of being a prisoner of Anandak's. As a noble of the West March, Gonzaga may not be questioned by magical means without

his consent or the consent of his ruler, Draven, the Black Prince.

However, if the PCs have the draft of the agreement between Anandak and March Lord Draven to split the lands of Knacker Knob between them, Wortley does not need Gonzaga's testimony. Gonzaga is imprisoned, and the draft agreement is delivered by secret courier to King Ganyard at his castle in Yarrow.

For their service to Knacker Knob, Wortley promises to confer upon each PC the title of "Lord (or Lady) of the March of Knacker Knob"—just as soon as King Ganyard grants Wortley the title of March Lord of Knacker Knob.

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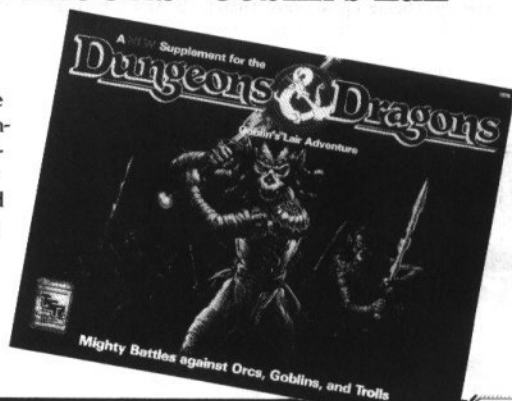
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Dungeons & Dragons

Official Game Adventure

Wild Dragon Den

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Wild Dragon Den

A young black dragon and two hatchling dragons live in an excavated sandstone burrow in the swamp west of Knacker Knob. Connected to the dragon lair is a complex of sandstone tunnels and chambers inhabited by lizard men. Some sandstone tunnels and chambers are partially flooded, and others are filled with nasty things such as slimes, oozes, and gelatinous cubes.

The lizard men revere the dragons as magical spirit guardians. In small groups the lizard men are easily defeated, but if allowed to prepare a common defense, the lizard man tribe with its spellcasters may present a serious threat to the player characters (PCs).

This is the easiest of the dragons' dens to conquer. We strongly recommend that beginning adventurers attempt this lair first before going on to *Wyrmhaven* and the *League of the Red Serpent*.

Adventure Overview

This adventure is designed for three to four characters of 1st to 3rd levels. If there are more than four players or if the characters are of higher levels, the Dungeon Master (DM) should make some of the encounters more difficult. He or she can do this by increasing the number of monsters encountered; by increasing a monster's hit dice, hit points, and/or the amount of damage inflicted by its attack; or by decreasing a monster's armor class, which will make the monster harder to hit.

What's Needed to Play?

Dragon's Den is the first in a series of adventure packs for the new DUNGEONS & DRAGONS® Game. The DM will need to have the black basic D&D® Game so that he or she has the rules and additional stand-ups. Otherwise, the only things needed to play this adventure are a few friends, some paper and pencils, and the desire to rid the swamps west of Knacker Knob of a terrible black dragon!

DM Notes

Here are some notes for the DM to keep in mind when running this adventure.

- **Boxed text:** Boxed text should be read aloud to give players a basic description of the scenes, events, monsters, and characters they encounter at that point of the adventure. If preferred, the DM can use his or her own words instead as long as the important information in the boxed text is given.

- **Hide-skin doors:** The doors in the black dragon's lair are made of heavy flaps of animal hides coated with a mixture of sand and slime. These hide-skin doors look

just like the sandstone bedrock. They cannot be locked and must be held open; they will not stay in an open position like a normal door. In other respects the hide-skin door works just like a normal door.

- **Sandstone walls:** The entire underground complex is carved from sandstone, a relatively soft reddish-brown rock. Causing more than 10 points of damage to a wall in this dungeon will cause the roof to cave in—the ceiling over the square closest to the damaged wall will collapse and fill the square with sand.

A creature standing in such a square when the ceiling collapses will be buried by sand and hunks of sandstone. He must roll his Strength score or lower on 1d20 to free himself of the debris. While buried, he can take no other action other than trying to free himself. For each companion in a square next to the victim who assists the buried character, subtract two points from the die roll check against Strength.

A square buried by a collapsed ceiling is blocked. It takes one character two turns to clear a blocked square if he has a shovel; without a shovel, it takes four turns.

- **Oil lamps:** Unless stated otherwise in the room description, most rooms are dimly lit by crude oil lamps. The oil from Location #2 is collected and burned in sandstone bowls to illuminate all rooms except Locations #1, 2, 8, 9, 10, and 24.

- **Shallow pools and partially flooded passages and chambers:** Water in these places is 1' to 4½' deep, restricting movement to ½ normal. Anything below the surface of the water cannot be seen, even with magical light. Hand-to-hand attacks are at a -2 penalty and missile attacks are at the same. Lizard men and other aquatic creatures, however, suffer no to-hit penalty.

- **Deep pools and flooded passages and chambers:** Water in these places is over a character's head. PCs in any kind of armor at all sink to the bottom and can only move a maximum of one square per round. Unarmored PCs can move three squares per round. Characters traveling underwater must roll their Constitution score or lower on 1d20 each round or take 1 point of drowning damage. Hand-to-hand attacks are at a -4 penalty and missile attacks are impossible to perform. Lizard men and other aquatic creatures suffer a -2 to-hit penalty.

- **Lizardspeak:** The PCs cannot understand lizard man talk, but the DM can make the lizard men seem more real to the players by making lizard man noises when there are scenes of lizard men speaking to one another. The DM can click teeth; hiss; make wet, smacking noises with his or her tongue and lips; and whisper non-

sense syllables through clenched teeth to suggest lizard man speech.

• **Lizard man face stones:** Wealthy members of the Great Dragon lizard man tribe wear their treasure on their faces. Using a glue made from parts of gelatinous cube and green slime, the Great Dragon Tribe members cement colorful bits of quartz and rough precious and semiprecious stones to the thick, leathery skin around their jaws and eyes and in lines along the top of their skulls. Females and whelps wear fewer and less valuable stones; warriors, chieftains, and clerics may wear stones worth several hundred gold pieces. The PCs, if they so desire, may pry these stones from dead lizard men to gather as treasure.

Monsters

Throughout the course of this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating the monster); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character with a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the character.

Wandering Monsters

Roll 1d6 every other turn to see if a wandering monster enters the room or passage. Wandering monsters are never encountered in Locations #13, 20, 23, or 24. The DM should feel free to use whatever monsters he or she thinks are appropriate for the scenario, or the DM can use the following table for generating wandering monsters.

Wild Dragon Den Wandering Monster Table

1d20 Roll	Monster	No. Appearing
1-4	Lesser lizard man and lizard man slave	2
5-8	Lesser lizard men	1d6
9-13	Lizard man warriors	1d4
14-16	Lizard man chieftain*	1
17-19	Dragonscale cleric*	1
20	Dragonscale high cleric*	1

* If this creature has been killed, 1d4 lizard man warriors appear instead.

DM Reference Map

In addition to the large poster map, which the DM will use with the players so that they can position their stand-ups, a copy of the Wild Dragon Den map is included on the following page. This map, for the DM's use only, shows positions of monsters and other important features.

The DM will want to place the large poster map on the table for all the players to see, but he or she will want to refer to the reference map for his or her own use.





DM's Reference Map

- | | | | | | | |
|-------------------------------|--|------------------------------------|----------------------------|-------------------------|----------------------|----------------|
| 1. Crocodile Watchdogs | 8. Snake Nest | 15. Mold Room | 22. Outer Temple | A. Crocodile | H. Shadow | O. Shred |
| 2. Tar Pools | 9. Dump and Compost | 16. Slime Pits | 23. Shrine of the Serpents | B. Lizard Man Warrior | I. Oterkin | P. Green Slime |
| 3. Pool and Leech Trap | 10. Mushroom Farm | 17. Hanging Gardens | 24. Dragons' Lair | C. Dragon Hoard | J. Cleric | Q. Leech |
| 4. Flooded Passage | 11. Smoke Room | 18. Slave Pit | | D. Hatching | K. High Cleric | |
| 5. Mud Room | 12. Salamander and Kingfisher Family Nests | 19. Hall of the Great Dragon Tribe | | E. Haken | L. Lizard Man Slave | |
| 6. Ed and Turtle Family Nests | 13. Vault of Ancestors | 20. Dragonscale Clerics' Chamber | | F. Lesser Lizard Man | M. Giant Racer Snake | |
| 7. Chieftain's Chamber | 14. Guard Room | 21. Trophy Hall of Warriors | | G. Lizard Man Chieftain | N. Galatinous Cube | |

The DM should pass out each player's appropriate character stand-up (or have them use the stand-ups that came with the D&D® Game black boxed set). If the players want ready-made PCs, they can use the Dragon's Den Game cards, which have PC statistics on the back; these cards correspond to the stand-up counter characters.

Then the DM can have the players read the "Wanted—Bold Adventurers!" handout (on the back of the "Read Me First!" sheet loose in the box) while he or she begins setting up the game.

When everything is ready, the DM should tell the players that Bailiff Wortley's agent, Scasia, hands the players the Wild Dragon Den map. (The DM can place the map on the table at this time.) Scasia has the following to say.

"Your map is based on a drawing made by an escaped slave. The poor creature is quite mad. We can't understand a word of her gibberish, but her sketches seem detailed and therefore credible. A scout has confirmed the location of the four entrances.

"Entrance A is partially underwater. Entrance C is sealed by a great stone rolled into a tight opening and is probably wedged from the inside. The other entrances—B and D—are cunningly concealed by heavy flaps of animal hides coated with a mixture of sand and slime. This stuff looks just like the sandstone bedrock, so it will take your party a while to find the openings. The entrances are surrounded by swamp growth.

"The actual complex is tunneled below ground into the sandstone. Be careful—the rock is soft and cave-ins a problem. We suspect some tunnels are flooded.

"One scout observed small parties of lizard men coming and going at various hours through Entrance D. He refuses to guess at their numbers.

"Our knowledge of lizard man culture is limited at best. These primitive tribal humanoids don't wear armor, but their tough skin is hard to penetrate. For weapons they use crude clubs and spears, but they are very strong and can strike powerful blows. In combat, lizard man warriors fight to the death. Evidence suggests that death in combat is sacred to their culture, and they apparently sacrifice captives and slaves to appease their tribal spirits. They use magical power gained from swamp and ancestral spirits. Lizard men may domesticate animals; some scholars believe they train crocodiles much as we train dogs. As far as we know, they don't understand Common, and we cannot understand their lisping, sibilant speech, even with magical aid.

"Friends, we know precious little about lizard men. Any observations you make of them—their skills, their way of life, and their methods of combat—will be of interest to our sages."

Scasia looks around at each of the party members and then nods, apparently satisfied with what she sees. She continues her briefing.

"The dragon is a black—one of the scouts found two pieces of scale and the identification is positive. It's young, a bit below mid-size, but dangerous enough. The black sprays rather than breathes an acid stream at its victims.

"We think that the fighters will have to draw the dragon into using its acid breath weapon while the spellcasters and fleet-footed folk attack the beast's flanks—at least that's the best advice we can give you. Oh, and best to catch it sleeping, of course."

Scasia and her scouts leave, turning the briefing back to Bailiff Wortley. Wortley provides your party with the following items, explaining why as he passes them out.

- **Two black dragonscale shield covers.** "The devil to work this stuff. Very rare, very valuable. Don't lose them, or it comes out of your pay—and they're a 1,000 gp apiece, mind you." Black dragonscale shield covers, which attach to an existing shield, provide some protection from acid breath *only*; they do not increase a shield's power. If the bearer makes a saving throw vs. dragon breath, he takes only 1/4 damage from the breath attack; if he fails, he takes only 1/2 damage. The shield covers are usable only by classes permitted to use shields. They must be returned to Wortley at the end of the adventure.

- **Three waterproof sacks.** "These'll keep the gear and torches dry if you must cross flooded passages or pools."

- **Two continual light gems in heavy, opaque leather pouches.** "The Deacon has blessed them for your use; they'll shed light that won't be extinguished by sudden immersion in water." These are small gems with the clerical spell *continual light* cast upon them.

- **Three healing potions.** "From the Deacon. I hope you won't need more."

- **One potion of giant strength.** "This is from the Luln militia stores. If you use it, you'll pay 500 gp when you return. If you return it intact, there's no charge."

- **Six neutralize poison clerical scrolls.** "Lizard men don't use poisoned weapons as far as we know, but better safe than sorry."

The Adventure

When the player characters are ready to begin, the DM should read the following aloud.

Your party has received a map clearly marking the location of the black dragon's lair. You know what landmarks to look for. The map indicates the location of the four entrances, showing Entrance A as partially underwater, Entrance B as brush-covered with signs of infrequent passage, Entrance C as blocked by a boulder, and Entrance D as well traveled and probably the main entrance to the lizard man colony.

Your party makes the two-day wilderness trek to the Wild Dragon Den without incident. Once there, you must decide which entrance you will enter and whether you want to enter immediately or camp outside and enter later after dark.

What is your decision?

If the PCs choose *Entrance A*, they will find it is a waist-deep pool of muddy water.

If the PCs choose *Entrance B*, a search will reveal signs of occasional passage through the brush covering the door flap.

If the PCs choose *Entrance C*, they will find that the large boulder wedged into the opening is immovable from the outside. Although a faint trace of moving air is detectable around the edges of the boulder, the massive boulder is held in place by ten heavy wedges from the inside. The boulder simply cannot be moved from the outside. Note that if each of the ten wedges inside are removed (by causing 10 points of damage with a weapon or by rolling Strength scores or lower on 1d20 at -6 penalties), the boulder will roll three squares from the opening, permitting easy exit from the lair.

If the PCs choose *Entrance D*, they'll find that though the footprints there are obscured by the soggy ground, the swamp growth reveals frequent travel through this entrance. The hide-skin door doesn't quite close tightly. A rank odor similar to day-old fish rises with the faint passage of air from within.

When the players have decided which entrance they wish to enter, have them place their stand-up counters in the appropriate entrance spaces on the map, one counter to a square.

The adventure of the Wild Dragon Den can now begin! Depending on the PCs' entrance choice, the DM may have to flip through to the correct room location—locations are presented sequentially below. The DM should refer to the DM's reference map on page 4 as needed.

Location #1. Crocodile Watchdogs

This cavern is dark as pitch, and any light you bring into this area is reflected off the black surface of the water that fills this room. Ripples from your disturbance of the water cause gentle slapping sounds against the far chamber walls. The walls and ceiling are damp with condensation. Part of the chamber extends out of sight around a corner.

A pair of crocodile watchdogs rest on the dry bank near the door to Location #2. When the first character enters the room, he or she hears a double splash as the crocodiles propel themselves into the water. The crocodiles attack. Roll for surprise and go to combat.

Crocodiles (2): AC 5; HD 2; hp 12, 13; MV 90' (30'), Swim 90' (30'); #AT 1 bite; THAC0 18; Dmg 1d8; Save as F1; ML 7; AL N; XP 20; Treasure nil.

Location #2. The Tar Pools

A foul, biting odor reminiscent of old lamp oil pours from this room. Like the crocodile den, this room is unlit. Three pools bubble and slurp noisily in the back of the chamber.

Because the gases that continually bubble up from the black tar pools are flammable, any lighted torch brought into this room causes an immediate explosion. Each character in Location #2 takes 2 points of damage as the gas-laden air bursts into flame.

The oil on the surface of the pools is impure and thus cannot be used like flasks of oil; it will, however, burn feebly as a light source. (This is the oil in the sandstone lamps found throughout the complex.)

Location #3. Pool and Leech Trap

The sandstone ceiling hangs very low in this chamber, only 2' from the surface of the black, oily water that fills the room. The film on the surface of the water reflects rainbow colors, like oil in a puddle or water in a stagnant pond.

There are three pools, each with a trap at the bottom. (The traps are marked on the DM reference map, found on page 4.) The traps are 10-foot-deep holes. Cautious

PCs who feel the bottom as they move automatically discover the holes without falling in. However, the giant leeches sitting in the bottom of two of these holes gain automatic surprise.

Young giant leeches (2): AC 7; HD 2; hp 8, 12; MV 90' (30'); #AT 1 bite; THAC0 18; Dmg 1d6; Save as F1; ML 10; AL N; XP 20; Treasure nil.

Location #4. A Flooded Passage

A deep pool fills this entire passage. A hide-skin door is just visible across the still, black surface of the water.

Lizard men leaving the Mud Room (Location #5) wash the mud off in this deep pool. If the PCs try to climb out of the pool and pass through the hide-skin door while dressed in armor, they must roll their Dexterity scores or less on 1d20 with a -10 penalty. Failed saving throws indicate that they have slipped back into the pool.

On the floor of the pool a "half-clever" lizard man warrior has hidden an *elven cloak* under a large stone. Another lizard man would never think to search this pool, but any diver automatically finds the large stone and the cloak under it. The cloak is tattered and torn, but it still bears its enchantment, and an elven brooch worth 200 gp is still fastened to it.

Location #5. The Mud Room

Two light-brown lizard man-sized figures are thrashing about in deep mud. They don't notice you when you open the hide-skin door to this room.

These two lizard man warriors are engaged in a half-serious, half-jesting test of each other's wrestling skills. If the PCs simply leave, the lizard men never know they were in the room.

If the PCs attack, they automatically gain surprise. Before making an attack in this room, a PC must roll his or her Dexterity score or lower on 1d20. Failure means slipping and falling into the mud. A successful check means the PC attacks normally. To rise from the mud, a character must roll his or her Dexterity or lower on 1d20.

The lizard men suffer no penalty in the mud.

Lizard man warriors (2): AC 5; HD 3; hp 15, 20; MV 60' (20'); Swim 120' (40'); #AT 1 claw; THAC0 17; Dmg 1d4 + 1; Save as F3; ML 12; AL N; XP 35; Treasure (see below).

The lizard man warriors in this location wear 1d6 × 50 gps' worth of rough gems cemented to their face, should the PCs collect them.

Location #6. Eel and Turtle Family Nests

This lizard man den is dimly lit by flickering flames rising from a tarry substance poured into a number of odd crude sandstone bowls around the room. Lines of odd piles of cobblestones divide the room into two territories. You see two groups of lizard men—one in the northeast territory, the other in the southwest territory. Fortunately, you seem to have caught the reptile people off guard, for they are scrambling about grabbing their crude clubs.

Two nests of lizard men share this chamber. Only whelps and females are here at present; the warriors are gathered in Location #21. The PCs receive a +2 bonus to surprise. The lines of stones mark the boundaries of family nests. If the PCs stand inside a nest, only those lizard men in that nest can attack because lizard men may not enter the nest of another family.

Lesser lizard men (2 groups of 3): AC 5; HD 1 + 1; hp 4-7 each; MV 60' (20'); Swim 120' (40'); #AT 1 club; THAC0 18; Dmg 1d4; Save as F1; ML 12; AL N; XP 15; Treasure (see below).

Each lesser lizard man wears 1d6 × 10 gps' worth of rough gems cemented to its face.

An investigation of their nests reveal two strange artifacts. The first is a carved stick with thongs of hide tied in odd patterns. The artifact is of unknown purpose, but a sage will pay 25 gp for it. The other is a very rusty dagger blade missing its handle. *Detect magic* reveals the blade to be a +1 dagger; for the cost of a normal dagger, a weapon-maker can replace the missing handle and clean and sharpen the blade.

Location #7. The Chieftain's Chamber

A dim but unwavering light illuminates the rear wall, which is covered with rude paintings of colored clays. A large nest area is surrounded by a ring of heaped stones. The light illuminating the room emanates from inside four lizard man skulls set on posts across the front of the nest. From the door it is impossible to see if anyone is hidden behind the ring of rocks.

The lizard man chieftain lives here with his harem. If the alarm has been sounded in Locations #14 or 17, this room will be empty—the chieftain and his harem will have moved to Location #19 to mount a defense.

If no alarm has sounded, the chieftain is in this chamber, attended to by his harem. A successful *listen* attempt reveals lizard man conversation from the ring of stones.

Lizard man chieftain (1): AC 5; HD 4; hp 30; MV 60' (20'), Swim 120' (40'); #AT 1 *sacred war club*; THAC0 15; Dmg 1d6 + 2; Save as F4; ML 12; AL N; XP 75; Treasure (see below).

Lesser lizard men (3): AC 5; HD 1 + 1; hp 4, 5, 7; MV 60' (20'), Swim 120' (40'); #AT 1 club; THAC0 18; Dmg 1d4; Save as F1; ML 12; AL N; XP 15; Treasure (see below).

The *sacred war club* (+1 to hit and to damage) is carved with arcane symbols and ornamented with colored stones, feathers, and bones cemented to its surface. The chieftain wears 2d6 × 100 gps' worth of stones on his face.

In the center of the chieftain's nest is a large mound of assorted metal bits—pieces of armor, cookware, a steel hoop 2' in diameter, and other rubbish. Amidst the worthless materials are a pewter mug worth 50 gp, a diamond pin worth 1,000 gp, and a metal-shod chestnut walking staff that is actually a *staff of magic detection*.

Each lesser lizard man wears 1d6 × 10 gps' worth of rough gems cemented to its face.

Location #8. Snake Nest

If it is daytime, this chamber is partially lit by sunlight filtering through the ceiling. The floor is covered with small mounds of rotting swamp vegetation. The smell is quite fierce. The rustling in the back of the chamber is caused by any number of small creatures.

The colony of giant racer snakes that lives amidst the decaying compost here is fed trap-caught swamp rats and pampered by the dragonscale cleric and the warrior lizard men. Why? Lizard men think snakes are cute the same way humans think small furry creatures are cute.

Giant racers are not poisonous, but there's no reason to tell the players that until after the combat if the PCs examine the dead snakes. During combat, have each PC bitten by a snake make a saving throw vs. poison; make a careful note of the round in which the PC was bitten. Also make a big deal of keeping track of the passing rounds so

that the player thinks his or her character is about to drop dead of poison at any minute. It's a dirty trick, but certainly less nasty than killing a PC with poison—and it provides for some great gaming.

Giant racer snakes (2): AC 7; HD 2; hp 13, 15; MV 120' (40'); #AT 1 bite; THAC0 18; Dmg 1d6; Save as F1; ML 7; AL N; XP 20; Treasure nil.

Location #9. Dump and Compost

Mounds of rank, steamy refuse are heaped against the north and south walls. A huge glistening cube of translucent jelly reaches to the ceiling in the southeast corner.

Rotting vegetation, clumps of filth, bones, and the odd bit of metal and stone are visible within its semi-transparent bulk. With a rubbery "whubba-whubba-whubba" noise, the cube begins to *squooosh* toward your direction.

The gelatinous cube rids the lizard man lair of refuse. The lizard men take advantage of the cube's presence by slicing hunks from the gelatinous cube's bulk, which are mixed with green slime to produce a cementlike substance.

The lizard men use the glue to bond the unstable sandstone of the lair's walls and ceilings and in the lizard men's primitive crafts.

Gelatinous cube (1): AC 8; HD 4*; hp 24; MV 60' (20'); #AT 1; THAC0 16; Dmg 1d4 + paralysis; Save as F2; ML 12; AL C; XP 125; Treasure (see below).

If slain, searching the creature's bulk yields odds and ends of treasure worth 50 gp as well as a strangely carved wand of ironwood, 6' long and covered with unfamiliar primitive symbols. (The item is a *wand of water breathing* created by creatures called otterkin; the wand permits its bearer to breath in water like a fish.)

Location #10. Mushroom Farm

The room is dark, damp, and rank with the stench of decaying manure. Huge, white, pulpy mushrooms grow thickly in crude, soil-filled box shelves cemented to the walls.

Lizard men cultivate mushrooms here to supplement their diet. If the characters are in need of rest, this would be a safe place for them to recover lost hit points and spells.

Location #11. Smoke Room

As you lift the door flap, a cloud of black, biting smoke puffs through the opening. The room smells of curing meat. A fire smolders in a pit in the center of the room.

If it is daytime, a tiny column of light illuminates the smoky chamber from a small chimney opening high overhead.

From the walls hang the dressed carcasses and cuts of meat from a number of large mammals. In one corner are two headless carcasses—carcasses that may have once been lizard men.

Warn the players that if their characters enter this room, the PCs will risk injury from smoke inhalation. (Lizard men, adept at sealing their nostrils and eyelids underwater, are not affected.) For each round spent in this room, PCs must roll their Constitution scores or lower or take 1 point of smoke inhalation damage.

A description of this room is evidence of lizard man cannibalism and would be worth 25 gp to a sage.

Location #12. Salamander and Kingfisher Family Nests

You see two nests of lizard men along the northern wall in this high-ceilinged chamber. Hesitating only momentarily, the two groups of creatures snatch up club and spear and attack.

Two nests of lizard men share this chamber, but only whelps and females are here at present. Because the warriors are away (they are in Location #21), the PCs receive a +2 bonus to surprise.

Like the Eel and Turtle family nests in Location #6, the Salamander and Kingfisher families here will not attack the PCs if they stand in the others' nest. In other words, if the PCs stand inside a nest, only one group of lizard men will attack since lizard men may not enter the nest of another family.

Depending upon the direction that the characters entered the chamber, the lizard man farthest from the PCs leaves immediately to go to the Outer Temple (Location #22) or the Smoke Room (Location #11) to spread the alarm.

Lesser lizard men (2 groups of 3): AC 5; HD 1 + 1; hp 4–7 each; MV 60' (20'), Swim 120' (40'); #AT 1 club; THAC0 18; Dmg 1d4; Save as F1; ML 12; AL N; XP 15; Treasure (see below).

Each lesser lizard man wears 1d6 × 10 gps' worth of rough gems cemented to its face. Searching the nests reveals two snake-skin pouches filled with coins and odd bits of metal—the total worth 100 gp.

Location #13. Vault of Ancestors

Read the following if the PCs examine the door to this room. They may have encountered these symbols before if they have ventured to Location #20, or they may know what the symbols indicate if they have rescued the slaves in Location #18.

The hide-skin door is marked with dozens of red circles, each circle surrounding a different red snake-squiggle symbol.

If they choose to enter, read the following.

The high-vaulted ceiling of this chamber rises 20' above you. Arrayed around the walls and up to the roof of the chamber are many niches carved in the sandstone, each containing a package wrapped in animal or reptile skin.

The symbols on the door flap indicate that this room is taboo to all but dragonscale clerics. Any creature—including PCs—not wearing a cleric's amulet that enters this room is attacked by a shadow, a magical embodiment of the ancestral spirits guarding this sacred site.

Shadow (1): AC 7; HD 2 + 2*; hp 14; MV 90' (30'); #AT 1 spectral claw; THAC0 17; Dmg 1d4 + drain one Strength point; Save as F2; ML 12; AL C; XP 35; Treasure nil.

Note: A shadow is a spirit guardian and not an undead; it cannot be turned by clerics and can be injured only by magical or silver weapons or by magical attacks.

Location #14. Guard Room

The room is dimly lit by flickering flames rising from shallow stone bowls resting in carved niches along the sandstone walls of this chamber. A sharp, musty odor like an overripe cheese assails your nostrils.

The adventure

This room is directly off Entrance D. The lizard man guard here lurks in the southeast corner of the room and receives a +3 to surprise. If not slain or silenced during the first round of combat, the guard bellows out an echoing alarm that is heard in Locations #17 and 19.

If the alarm is sounded, the two clerics from Location #20, the chieftain and his harem from Location #7, and the warriors from Location #21 rush to join the lizard men in Location #19. There the lizard men will prepare the defense of their lair.

Lizard man warrior: AC 5; HD 3; hp 20; MV 60' (20'), Swim 120' (40'); #AT 1 war club; THAC0 17; Dmg 1d6 + 1; Save as F3; ML 12; AL N; XP 35; Treasure (see below).

The lizard man warrior wears 1d6 × 50 gps' worth of rough gems cemented to his face.

Location #15. Mold Room

Read the following if the PCs examine the eastern door to this room.

The door appears to have been made of thin slabs of sandstone cemented to a wood-and-laminated-hide frame. The seams of the door have been thickly sealed with a gray-green muck; a large jar of the strange substance rests on the floor next to the door. A flickering stone bowl lamp and a pile of torches—the first torches you have seen—rest next to the jar of muck.

Read the following if the PCs enter the room.

The north and south walls are covered with large yellow shelf fungi. The yellow fungi here are perfectly harmless, but the lizard men keep the doors sealed to prevent spreading of the fungus spores.

This room is currently empty and could prove a safe place for PCs to rest and recover lost hit points and spells.

Location #16. Slime Pits

Read the following if the PCs enter this room.

The walls, ceiling, and floor of this chamber are covered with a glistening, slimy, mosslike growth that is thick and green. Every few seconds a small clump falls to the floor from the walls and ceiling with a wet, resounding plop.



The lizard men harvest green slime and combine the clumps with hunks of gelatinous cube to make the cement that seals the sandstone walls and ceilings of the cave's chambers. They also use this substance to laminate hides for hide-skins doors and simple artifacts.

Green slimes move only one square every five melee rounds. However, on the ceiling above each square in this room hangs a green slime—waiting to drop.

The first time each square in this room is entered, a PC must roll his or her Dexterity score or lower on 1d20; if the roll is successful, the slime plops to the floor at the PC's feet. If the roll is unsuccessful, the slime lands on the character and attacks.

Green slimes (13): HD 2; hp 7 each; MV 3' (1); #AT 1; THAC0 18; Dmg—victim turns to green slime in 1d4 + 6 rounds; Save as F2; ML 12; AL N; XP 30; Treasure nil.

Each square of the room represents a single green slime

colony. The Dungeon Master should use the green slime stand-up counter from the D&D® Game black boxed set to represent each slime that attacks the characters.

Location #17. The Hanging Gardens

If it is daylight outside, dim light filters down from small holes in the ceiling. The room's odor is strongly reminiscent of tons of boiled spinach. The high walls of this long chamber are covered by long, ropy strands of thick, green, algae-like growths.

At intervals along the wall are large woven baskets full of harvested, drying vegetation. Two unarmed lizard men are harvesting vegetation from the south wall as another lizard man, armed with a club, stands nearby—apparently supervising them.

If not slain or silenced during the first round of combat, the slave guard bellows out an echoing alarm that is heard in Locations #14, 20, and 21. If this alarm is sounded, the two clerics from Location #20, the chieftain and his harem from Location #7, and the warriors from Location #21 will join the lizard men in Location #14, where the lizard men will prepare the defense of their lair.

Lizard men slaves (2): AC 5; HD 1 + 1; hp 5, 7; MV 60' (20'), Swim 120' (40'); #AT 1 bite; THAC0 18; Dmg 1d4; Save as F1; ML 12; AL N; XP 15; Treasure nil.

Lizard man slave guard/warrior (1): AC 5; HD 3; hp 20; MV 60' (20'), Swim 120' (40'); #AT 1 war club; THAC0 17; Dmg 1d6 + 1; Save as F3; ML 12; AL N; XP 35; Treasure (see below).

The lizard man slave guard wears 1d6 × 50 gps' worth of rough gems cemented to his face.

Location #18. Slave Pit

Read the following if the PCs examine a door to this room and enter.

The hide-skin door to this room is reinforced with a wooden framework, and it is barred from the outside—obviously to keep something inside.

Two lizard men are curled up in the southwest corner, while a naked, filthy elven child with long matted hair huddles in the northeast corner with a child-sized giant otter. The giant otter has delicate webbed fingers

and thumbs much like a human's, and the light of intelligence burns in its eyes as it stares at you.

The lizard men keep captives and slaves here. Sharel, a 10-year-old elf child, was captured as a very young child from an elf settlement and speaks only broken elven and Common. The giant otter—an *otterkin*—was captured more recently; its name is Speckled-White-Chin. Sharel has taught Speckled-White-Chin to speak a little Common. Sharel and the otterkin are thin and haggard because the stronger lizard men slaves get most of the food.

When the PCs enter this chamber, however, the otterkin and elf child rejoice at the prospect of freedom. The lizard men, on the other hand, are confused. They cover in the corner but will attempt to escape or attack and steal weapons (spears or clublike weapons only) if given the chance.

Lizard men slaves (2): AC 5; HD 1 + 1; hp 5, 7; MV 60' (20'), Swim 120' (40'); #AT 1 bite; THAC0 18; Dmg 1d4; Save as F1; ML 12; AL N; XP 15; Treasure nil.

Sharel the elf child: AC 9; HD 1/2; hp 4; MV 120' (40'); #AT 1; THAC0 19; Dmg 1d4; Save as F1; ML 7; AL N; XP 5; Treasure nil.

Otterkin (Speckled-White-Chin): AC 8; HD 1; hp 8; MV 90' (30'), Swim 120' (40'); #AT 1 bite; THAC0 19; Dmg 1d4; Save as F1; ML 7; AL N; XP 10; Treasure nil.

Sharel and Speckled-White-Chin offer to join the PC party and help in any way they can. Speckled-White-Chin is as intelligent as a 10-year-old human; the otterkin speaks broken Common in a high, squeaky voice, much like a giant rodent.

Sharel and the otterkin volunteer information on lizard man culture. An example of Speckled-White-Chin's broken speech begins each explanation of the following items.

- **Taboo:** "Red circles, little mark inside, taboo! No touch, no go! Skveek! Dragonscale cleric only, or bad thing!" Only a creature wearing a cleric's amulet may touch a taboo object or enter a taboo place. Curses protect taboo objects and places, but the captives don't know what the curses may be. The slaves know that Locations #13, 20, and 23 are taboo and that any object belonging to a dragonscale cleric is also taboo.

- **Nests:** "Family make nest, border with stones, lizard man no go in other family nest." Each lizard man family has its own nest. Lizard men will never enter the nest of another family for fear of suffering a curse.

- **Slaves:** "Lizard man catch us, other lizard man, make slave, then give to dragon to eat, make dragon friend. Skveek! Friend Short-Whiskers taken to dragon, last day, maybe not dead, must save, you help, yes?" Lizard men raid human, elven, and otterkin settlements and other lizard man tribes to capture slaves—slaves who are eventually sacrificed to appease the dragons in Location #23. Speckled-White-Chin's otterkin friend, Short-Whiskers, was taken yesterday to Location #23 to be sacrificed. However, sometimes dragons won't take a sacrifice for several days if they aren't very hungry.

Sharel and the otterkin have visited Locations #9, 10, and 14–19 and can describe them to the PCs. In particular they will warn the PCs about the green slime colonies in Location #16.

Location #19. Hall of the Great Dragon Tribe

In the southwest corner, two lizard man slaves crouch at a crude table along the western wall and slather gobs of green paste between layers of animal hide. Another lizard man, armed with a club, stands over the two crouching lizard men. Crude stone bowls full of the green paste rest on the floor next to the table. In the north end of the room, two lizard men lie on their bellies, apparently asleep.

If the alarm has sounded in Locations #14 or 17, the clerics from Location #20, the chieftain and harem from Location #7, and the warriors from Location #21 will be here, ready to defend the tribe's lair.

This is the tribe's common room. The two lizard man slaves are laminating animal hides to make new door flaps. The armed lizard man is their slave guard. The remaining lizard men are sleeping.

If the PCs attack, the lizard men slaves cower in a corner or attempt to escape through the south door while the slave guard attacks the PCs. The two sleeping lizard men are deeply asleep and take two rounds to wake; if attacked while asleep, they are automatically slain by any blow.

Lizard men slaves (2): AC 5; HD 1 + 1; hp 5, 7; MV 60' (20'), Swim 120' (40'); #AT 1 bite; THAC0 18; Dmg 1d4; Save as F1; ML 12; AL N; XP 15; Treasure nil.

Lizard man slave guard/warrior (1) and sleeping warriors (2): AC 5; HD 3; hp 15, 12, 16; MV 60' (20'), Swim 120' (40'); #AT 1 bite; THAC0 17; Dmg 1d6; Save as F3; ML 12; AL N; XP 35; Treasure (see below).

The lizard man slave guard wears 1d6 × 50 gps' worth of rough gems cemented to his face. The green paste is made by mixing chunks of gelatinous cube with green slime—producing an excellent glue. A sample of this green paste delivered to a sage is worth 100 gp.

Location #20. Dragonscale Clerics' Chamber

Read the following if the PCs examine the door to this room and enter. They may have encountered these symbols before if they have ventured to Location #13, or they may know what the symbols indicate if they have rescued the slaves in Location #18.

The hide-skin door is marked with dozens of red circles, each circle surrounding a different red snake-squiggle symbol.

The southeast and southwest corners are marked off by lines of stones. Within the boundaries are small piles of animal hides. The walls and low ceiling of the chamber are covered with thousands of small red circles, each with smaller red marks within.

The walls and ceilings are inscribed with marks and symbols that tell the story of the Great Tribe and its occupancy of this cave complex. A *read languages* spell will yield the following information.

The Tribe came here 112 cold seasons ago, a poor and weak tribe driven from their old cave by evil lizard men. They found only a small cave here, which over many seasons they excavated to create the Great Lair.

Twenty-seven cold seasons ago Mouth-of-Burning-Slime, the black dragon, came and drove the Tribe from the Great Lair. Gresst, spawn of clerics, pleaded with the black dragon, who felt great remorse and tenderly promised to protect the Tribe forever. It said that the Tribe should ever henceforth be known as the Great Dragon Tribe and that the Tribe should enjoy the protection of Mouth-of-Burning-Slime and all its line.

In token of its protection, the black dragon gave Gresst one of its scales to wear as a breastplate, and it said that henceforth Gresst and his spawn should be known as Dragonscale Clerics, and that his line should

grow great with wisdom and magical power.

In the happy seasons that followed, the Great Dragon Tribe has prospered, having extended its caves and grown strong. Now Great Dragon Tribe is rich in treasure and captives-of-raids and is greatly feared and honored among the lizard men of the Great Swamp.

This chamber is considered taboo and may only be entered by a creature wearing a cleric's amulet (see below). Any intruders are attacked by a guardian shadow.

Shadow (1): AC 7; HD 2 + 2*; hp 14; MV 90' (30'); #AT 1 spectral claw; THAC0 17; Dmg 1d4 + drain one Strength point; Save as F2; ML 12; AL C; XP 35; Treasure nil.

Shadows can be injured only by magical or silver weapons or by magical attacks.

If the alarm has sounded in Locations #14 or 17, the dragonscale clerics are in Location #19 with the chieftain, harem, and warriors. Otherwise the clerics are here meditating, which gives a +2 to the PCs' surprise roll.

High dragonscale cleric: AC 4 (5); HD 4***; hp 20; MV 60' (20'), Swim 120' (40'); #AT 1 bite; THAC0 16; Dmg 1d4; Save as C4; ML 12; AL N; XP 200; Treasure (see below). Spells known: All 1st- and 2nd-level clerical spells; can use two 1st-level and one 2nd-level spell per day.

Dragonscale cleric: AC 4 (5); HD 2*; hp 10; MV 60' (20'), Swim 120' (40'); #AT 1 bite; THAC0 18; Dmg 1d4; Save as C2; ML 12; AL N; XP 25; Treasure (see below). Spells known: All 1st-level clerical spells; can use one 1st-level spell per day.

The high cleric wears a dragonscale chestplate that acts as a *shield +1*; he also wears a *gem of protection vs. sleep and charm* (neither *sleep* nor *charm* spells have any effect on the wearer) and a cleric's amulet, a stone ornament marked with a red circle and red snake-squiggles like the markings on the door to this room. A creature wearing a cleric's amulet may enter any taboo area (Locations #13, 20, and 23) without being attacked by a shadow.

The second cleric wears a dragonscale chestplate that acts as a *shield +1*; he also wears a cleric's amulet like the high cleric's.

In combat the clerics use *darkness* (reversed *light*) or *si-*

lence 15' radius to neutralize attacking spellcasters and missile attackers; *hold person* or *cause fear* (reversed *remove fear*) against one or two attackers; or *darkness* against a large group to permit escape.

Both clerics wear all their treasure. Cemented to the skin of their heads are gems and precious stones. The gemstones on the high cleric are worth 1,200 gp, and one stone is the magical *gem of protection vs. sleep and charm*. The other cleric wears 250 gps' worth of gemstones.

Location #21. Trophy Hall of Warriors

The high-vaulted ceiling of this chamber rises 30' above you. Arrayed around the walls and up to the roof of the chamber are hundreds of grim, mummified, lizard man heads—heads that have been painted with vivid red, blue, and green pigmented clays. The skulls stare down on you from niches carved in the sandstone. Along with a mummified head, several niches hold spears, clubs, and artifacts of stone and metal, some of which are decorated with feathers, bones, and glittering stones.

If no alarm has sounded, the warriors are lounging around the chamber, munching dried meats from bowls and boasting idly of battle exploits. At the appearance of the PCs, however, they snatch up their war clubs and attack. If the alarm has sounded in Locations #14 or 17, the warriors have moved to Location #19 to defend their lair from the intruders.

Lizard man warriors (3): AC 5; HD 3; hp 15, 16, 20; MV 60' (20'), Swim 120' (40'); #AT 1 war club; THAC0 17; Dmg 1d6 + 1; Save as F3; ML 12; AL N; XP 35; Treasure (see below).

Each lizard man warrior wears 1d6 × 50 gps' worth of rough gems cemented to his face.

A thorough search of the wall niches for treasure requires six turns for a skilled climber (a thief, a halfling, or a magic-user using the *levitate* spell). Two climbers can complete the search in half the time. Searchers find the following:

- *Turn 1*, a silver chain (worth 200 gp).
- *Turn 2*, a magical war club decorated with precious stones (a *mace +1*; decorations worth 250 gp).
- *Turn 3*, an amulet made from the sternum of a lizard man, marked with a red circle and snake squiggles (a cleric's amulet that also acts as an *amulet of protection +1*).
- *Turn 4*, a staff apparently made from a petrified

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snake (a *snake staff*).

- Turn 5, stones and coins worth 100 gp.
- Turn 6, stones and coins worth 50 gp.

A *detect magic* will reveal the location of all magical items, which can be swiftly gathered by a single climber in one turn. Roll 1d6 each turn the PCs search. On a roll of 1, wandering monsters appear. See the Wandering Monster Table on page 3.

Location #22. The Outer Temple

This passage is lit by a single flickering bowl lamp. The walls are decorated with crude murals depicting lizard men in various activities—harvesting slime and algae, tunneling caves, raiding other lizard man caves, hunting a variety of swamp creatures, and so forth. Most striking are the repeated scenes of a huge black dragon devouring bound lizard men, giant otters, and humans. You notice that in several murals the large dragon is accompanied by two smaller dragons.

There is nothing useful in this room.

Location #23. Shrine of the Serpents

Read the following if the PCs examine the door to this room and enter. They are likely to have encountered these symbols before, and they should know that this is a dangerous taboo area.

The hide-skin door is marked with dozens of red circles, each circle surrounding a different red snake-squiggle symbol.

A 5' × 10' slab of sandstone forms an altar on the west wall. Upon the altar is the figure of a bound-and-gagged, apparently unconscious, giant otter covered with spatters of red-pigmented clay.

The shrine room is taboo and may only be entered by a creature wearing a cleric's amulet (see Location #20). Intruders are attacked by a guardian shadow.

Shadow (1): AC 7; HD 2 + 2*; hp 14; MV 90' (30'); #AT 1 spectral claw; THAC0 17; Dmg 1d4 + drain one Strength point; Save as F2; ML 12; AL C; XP 35; Treasure nil.

Shadows can be injured only by magical or silver weapons or by magical attacks.

The otterkin Short-Whiskers has been left here as a sacrifice to the black dragons. Fortunately, the dragons

have not investigated the shrine looking for food. The otterkin is in shock; he can be awakened, but he cannot speak and can barely move under his own power. He cannot help the PCs in any way.

Location #24. Dragons' Lair

Before the PCs enter the dragons' lair, the DM should ask one or more of the players to make three percentile rolls. The DM can write down the scores without explaining what they are for. These rolls determine whether any of the three dragons are asleep; on a roll of 40 or less, a given dragon is asleep. Read the following when the PCs are ready.

This chamber is absolutely dark, but you sense a large open space. You hear a loud, rattling hissing like a giant snoring from the west side of the room.

Characters who have infravision see a massive, huddled bulk of dragonhide in the northwest corner of the chamber; this is Hakra the elder dragon and her two hatchlings. The eyes of any awake dragon glint like a cat's eyes in the dark; the PCs can at least tell how many pairs of eyes are watching them.

If the PCs withdraw to plan or confer, they are surprised by the sudden appearance and pursuit of the two hatchlings, who can easily fit through the corridors of the lair.

If the player characters advance into the lair, the hatchlings immediately charge forward to attack while the older dragon maneuvers for a clear shot with her breath weapon.

Hakra and her brood immediately attack the PC party as soon as they are aware of its presence. Hakra is fierce in defense of her treasure, but she is most concerned about her hatchlings. If a hatchling is slain or if Hakra is reduced to 10 hp or fewer, she cries out in Common. She will offer to surrender on two conditions: 1) that the PCs promise to spare the lives of her young, and 2) that she be permitted to remove herself to exile in the Peaks of Hof-fam. If the PCs appear to be interested, but not convinced, she also offers to reveal the secret hiding place of her most valuable treasures.

Hakra is absolutely untrustworthy; she will make every attempt to cheat or betray her oath. However, if the PCs keep a constant sword at her throat, she can be trusted to honor any terms of surrender. The hatchlings are completely bestial and unintelligent as yet and make no attempt to surrender under any circumstances, though—at the DM's discretion—they may flee if injured.



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Hakra the black dragon: AC 2; HD 5**; hp 28; MV 90' (30'); #AT 2 claws/1 bite/breath weapon; THAC0 15; Dmg 1d4 + 1/1d4 + 1/2d10/special; Save as F5; ML 8; AL C; XP 425; Treasure (see below). May use breathe weapon three times a day. Breath weapon is a 60' × 5' line of acid starting from the dragon's mouth.

Hatchling black dragons (2): AC 8; HD 1**; hp 7, 8; MV 90' (30'); #AT 2 claws/1 bite/breath weapon; THAC0 19; Dmg 1d4/1d4/1d6/special; Save as F1; ML 4; AL C; XP 16; Treasure (see below). Hatchling breath weapon is as Hakra's, except it may only be used once a day.

The breath weapon may be used in addition to other normal attacks. Damage is equal to the dragon's current hit point score; therefore, damage done to a dragon reduces damage caused by its breath.

The dragon hoard is piled in the northwest corner of the lair and includes the following: 1,500 cp; 750 sp; 2,000 ep; 400 gp; 300 pp; and 15 gems. Hakra's greatest treasure, however, is hidden at the bottom of the pool beneath a sandstone slab. If the PCs think to look there, they will find a *sword +1, locate objects*; a *ring of weakness*; three potions of *ESP*; and a *shield +1*.

The Journey Back

The PCs can leave the Wild Dragon Den the same way they entered and thus encounter little resistance. If they decide to explore any areas they have not visited instead, it would be wise for them to rest in the dragon lair first and regain spells and hit points.

If the PCs made a deal to let Hakra and her brood escape to exile in the Peaks of Hoffam, Wortley will initially refuse to pay for the mission, claiming that the promised evidence has not been presented. Eventually he will agree to pay if the PCs will all submit to a magical interrogation to confirm their story.

If the PCs are successful in the mission, Hakra's severed head may be presented to Bailiff Wortley as proof of success. (The head's encumbrance is 500 cn.) Proof of success, however, isn't limited to Hakra's head. If Hakra surrenders or is subdued and returned to Wortley, that is

proof indeed! Wortley will then gladly pay the 1,000 gp bonus mentioned in his "Wanted—Bold Adventurers!" flyer.

If the hatchlings are slain, Wortley at first resists offering any additional payment, claiming that the hatchlings were not part of the bargain. After a short argument, however, he will offer an additional 300 gp each for the dead hatchlings. If the hatchlings are subdued and delivered for the procession through town, Wortley offers 500 gp apiece.

The PCs and evidence of their triumph (Hakra's severed head, a subdued Hakra, and/or her hatchlings) are paraded through the streets of Yarrow. Folk of all classes gather in the streets to goggle at the spectacle, and the heroes are treated to many free meals at which they are forced to recount the details of their adventures.

Dungeons & Dragons

Official Game Adventure

Wyrmhaven

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Wyrmhaven

A shrewd, spell-using green dragon has taken over the deepest chamber of a limestone cave as his lair. The dragon has persuaded a tribe of troglodytes to live in the outer chambers as a sort of "protective buffer" in return for gifts of magical treasure. The troglodytes cherish these useless bits of magic without realizing their modest worth.

The outer chambers of the cave are protected by the troglodytes, the beetles and centipedes the troglodytes raise as cattle, and wild creatures. The green dragon uses traps, illusions, and magical devices to protect his inner chambers.

Adventure Overview

Wyrmhaven is the second dragon's den to conquer, and it is recommended that players tackle this adventure before attempting the *League of the Red Serpent*.

Wyrmhaven is designed for three to four characters of 2nd to 4th levels. If there are more than four players or if the characters are of higher levels, the DM should make some of the encounters more difficult. The DM will need to have the black basic DUNGEONS & DRAGONS® Game so that he or she has the rules and additional stand-ups. Otherwise, the only things needed to play this adventure are a few friends, some paper and pencils, and the desire to rid Dallow Keep of a green dragon!

DM Notes

Here are some notes for the DM to keep in mind when running this adventure.

- **Boxed text:** Boxed text should be read aloud to give players a basic description of the scenes, events, monsters, and characters they encounter at that point of the adventure. If preferred, the DM can use his or her own words instead as long as the important information in the boxed text is given.
- **Wandering monsters:** There are no wandering monsters in *Wyrmhaven*, so the DM will not need to check for encounters.
- **Monsters, troglodytes, and the dragon:** The dragon allows the less-intelligent monsters to live in his limestone cave so that they can serve as guardians and discourage any would-be dragon slayers. The troglodytes, on the other hand, are actually being paid to stay at *Wyrmhaven*.

The dragon gives the troglodyte cleric simple magical items; in return, the trogs keep intruders from the cave. Unbeknownst to the cleric, however, the dragon only gives him worthless (or even dangerous) magical items. Although the troglodytes don't understand magic, they are nevertheless very proud to own items that glow when the cleric casts his *detect magic* spell. In fact, neighboring troglodyte tribes are quite impressed when the *Wyrmhaven* tribe shows up at big troglodyte gatherings all decked out with their useless or sometimes even cursed magical trappings.

- **Doors:** These doors are made of split logs crudely pegged together. They are extremely bulky, heavy, and durable, with no latches or locks, but they can be barred or wedged.
- **Limestone caverns:** The limestone of these caves is virtually indestructible. Characters have no chance of causing cave-ins or breaking through walls. The walls and ceilings are composed of cool, damp, smooth stone—often steep and irregular and hard to climb. Unless otherwise noted, the floors are bare stone.
- **Light leaks:** During daylight hours, Locations #1-6 are dimly lit by light filtering in from cracks and holes in the ceiling. The light is strong enough to blind infravision, but too weak to permit clear vision for more than 30 feet (six squares). At night, Locations #1-6 are pitch black and infravision is unaffected.

- **Trog fire beetle lamps:** Locations #7-12 are dimly lit by luminous glands taken from fire beetles. The glands give off light in a 10-foot radius and last for 1d6 days.

- **Troglodyte stench:** Each time a PC enters a square next to a troglodyte or a troglodyte enters a square next to a PC, the PC must make a saving throw vs. poison or be nauseated by the foul odor. A nauseated PC suffers a -2 penalty to his or her hit rolls in hand-to-hand combat. Nausea continues as long as the PC is still in a square next to a troglodyte. When the PC (or troglodyte) moves more than a square away, the PC ceases to be nauseated.

- **Sniffing in the caves:** Just as PCs may *listen* for noises, PCs may also *sniff* for distinctive odors. When a character is sniffing, whether in general or at a door, the DM can roll 1d6. If the result is a 1 (or a 1-2 for elves or halflings), any distinctive odors in the area or on the far side of the door may be detected. In particular, a successful *sniff* will reveal whether troglodytes or troglodyte torches are in the area or on the far side of a door.

- **Shallow pools and partially flooded passages and chambers:** Water in these places is 1' to 4½' deep, restricting movement to ½ normal. Anything below the surface of the water cannot be seen, even with magical light. Hand-to-hand attacks are at a -2 penalty and missile attacks are at the same. Aquatic creatures suffer no such to-hit penalty.

- **Deep pools and flooded passages and chambers:** Water in these places is over a character's head. PCs in any kind of armor at all sink to the bottom and can only move a maximum of one square per round. Unarmored PCs can move three squares per round. Characters traveling underwater must roll their Constitution score or lower on 1d20 each round or take 1 point of drowning damage. Hand-to-hand attacks are at a -4 penalty and missile attacks are impossible to perform. Aquatic creatures suffer a -2 to-hit penalty.

- **Trogspcak:** The PCs cannot understand troglodyte speech, but the DM can make the creatures seem more real to the players by making "trog" noises when troglodytes speak to one another. The DM can grunt, gargle, growl, and make deep rumbling noises in the back of his or her throat while speaking nonsense syllables to give the impression of troglodyte speech.

- **Magical items:** The magical treasures of the troglodytes are either worthless or cursed items that the dragon doesn't want in his treasure hoard. The troglodytes, on the other hand, are unaware that the treasures given to them are really trash, and so they will guard these treasures fiercely. The PCs may find these magical items amusing and/or obnoxious, but they can at least be sold to collectors.

- **The green dragon's tactics:** Nefastus is warned of intruders when the illusion in Location #20 is set off. He immediately casts a *mirror image* spell, creating two additional images of himself. In the next round he casts a *darkness* spell on the northern end of his lair. After *mirror image* and *darkness* are cast, he continues to pantomime the actions of a spellcaster until a PC enters his lair, at which point he attacks with his chlorine gas breath. (Nefastus thinks—quite sensibly, too—that the appearance of three spellcasting dragons will unnerve most intruders.) He uses his three breath weapon attacks on any opponent, then his three *magic missile* spells or his claw and bite attacks.

These tactics would normally be very effective, but the PCs' party is unusually well prepared, thanks to Bailiff Wortley. Their *continual light* gem will cancel the *darkness* spell, and the water helms and *potions of water breathing* can make them invulnerable to the dragon's breath weapon.

Heroes who can withstand three dragon-breath attacks without suffering damage and who can cancel *darkness* without effort must seem to be very tough customers indeed in Nefastus's eyes. When the DM acts

out the dragon's responses, he or she should play up the monster's original contemptuous disdain for the puny adventurers, then his growing horror and disbelief as the "puny" adventurers ignore his magical protection and mighty breath weapon. Of course, the PCs get their own nasty surprise when they think they are facing three—not one—green dragons.

Monsters

Throughout this adventure, the characters will confront dangerous monsters. When such encounters occur, information about each monster is presented in the following format.

Name of Monster (number encountered): AC (armor class); HD (hit dice); hp (hit points); MV (movement rate); #AT (number of attacks); THAC0 (see below); Dmg (damage inflicted per attack); Save as (what the monster's saving throw is based on); ML (morale rating); AL (alignment); XP (experience reward for defeating the monster); Treasure (how much treasure the monster has).

One of the entries, THAC0, may be new to beginning players and DMs. It stands for "To Hit Armor Class 0." To determine the roll a monster needs to hit a character with a specific armor class, simply subtract the target's AC from the monster's THAC0 number. Thus, if a monster's THAC0 is 19 and its target is AC 3, the monster needs to roll a 16 or better to hit the character.

DM Reference Map

In addition to the large poster map, which the DM will use with the players so that they can position their stand-ups, a copy of the Wyrmhaven map is included on the following page. This map shows the location of monsters, traps, and other important features.

The DM will want to place the large poster map on the table for all the players to see, but he or she will want to refer to the reference map for his or her own use.

The Briefing

The players should have already read the "Wanted—Bold Adventurers!" handout and know what's in store for them, particularly if they defeated the black dragon from the Wild Dragon Den. They know that Bailiff Wortley needs their help in ridding the countryside of an even more fearsome dragon and his minions.

Wortley's agent, Sascia, hands the players the Wyrmhaven map. Sascia has the following to say.

"The forested hills of Dallow along the lower Iron River are honeycombed with limestone caves. Before Dallow Keep was built, the king surveyed many caves as potential garrison and supply stations. Your map is based on one of these survey maps. Of course, at the time of the survey the caves were uninhabited. Now a dragon and a troglodyte colony have moved into this cave.

"The major rooms and chambers follow the course of a long-dead underground river that once issued from the mouth of the cave. When the local water level dropped, the water course dried up and left spectacular open caverns. The caverns are young, as evidenced by the scarcity of large stalagmites and stalactites. At the time of the survey, seasonal waters still flowed through small streams and pools in the caves.

"Scouts from Dallow Keep confirm the existence of a troglodyte colony of unknown size living in the caverns. Their stench is unbearably distinctive—" here Sascia wrinkles her nose in remembered repugnance, "—and trog footprints have been spotted in the vicinity.

"Troglodytes are intelligent but primitive. They use tools but have not been observed using weapons—perhaps because their own natural weaponry is sufficient for their hunting needs. They have clerics who have rudimentary magical abilities, but we know little of what those powers may be. They shouldn't pose a threat to a well-armed group of your size."

Sascia pauses to clear her throat, looking about the room. "The green dragon itself has been seen in the skies over Dallow Keep, and we have numerous eyewitness reports of the dragon taking cattle from farms in the neighboring Kellshire Dales. We have no confirmed reports of attacks on human, elf, or halfling settlements, but disappearances of travelers and traders along our Westron Road and along the Coastfallow and Wardle River Roads in the Kellshire Dales have been attributed to the dragon.

"By all accounts the dragon is a fairly small green, but shrewd and intelligent nonetheless. It is almost certainly a spellcaster, perhaps with a mastery of illusion and concealment, which might account for the absence of eyewitness reports.

"In short, we believe the dragon to be a very dangerous opponent—and doubly so in its own lair."

Bailiff Wortley turns to the PCs as Sascia leaves. Passing out the equipment on a nearby table, Wortley explains that, like the last adventure, he has some items that may help the PCs with their task.

- **Water helms and potions of water breathing.** "My advisors tell me that chlorine-breathing potions are theoretically possible but as yet unavailable. They've designed these leather bags with glass faceplates instead. You fill the bags with water and wear them over your head—after taking the potions, of course. A bit awkward, I'm afraid, but they should protect you from the chlorine breath weapon. Er, unless the bag or the glass breaks, that is. These contraptions should also provide some protection against the wretched stench of the trogs. A pity they are only effective for an hour."

- One leather bag and one potion are provided for each PC. The device protects against chlorine gas attacks, but it is destroyed the first time a PC takes damage from any other kind of attack. The mask provides no further protection against the chlorine breath weapon then.

- **Three waterproof sacks.** "These'll keep your torches and gear dry if you must cross flooded passages."

- **Two continual light gems in heavy, opaque leather pouches.** "Like last time, these gems will light your way, even under water."

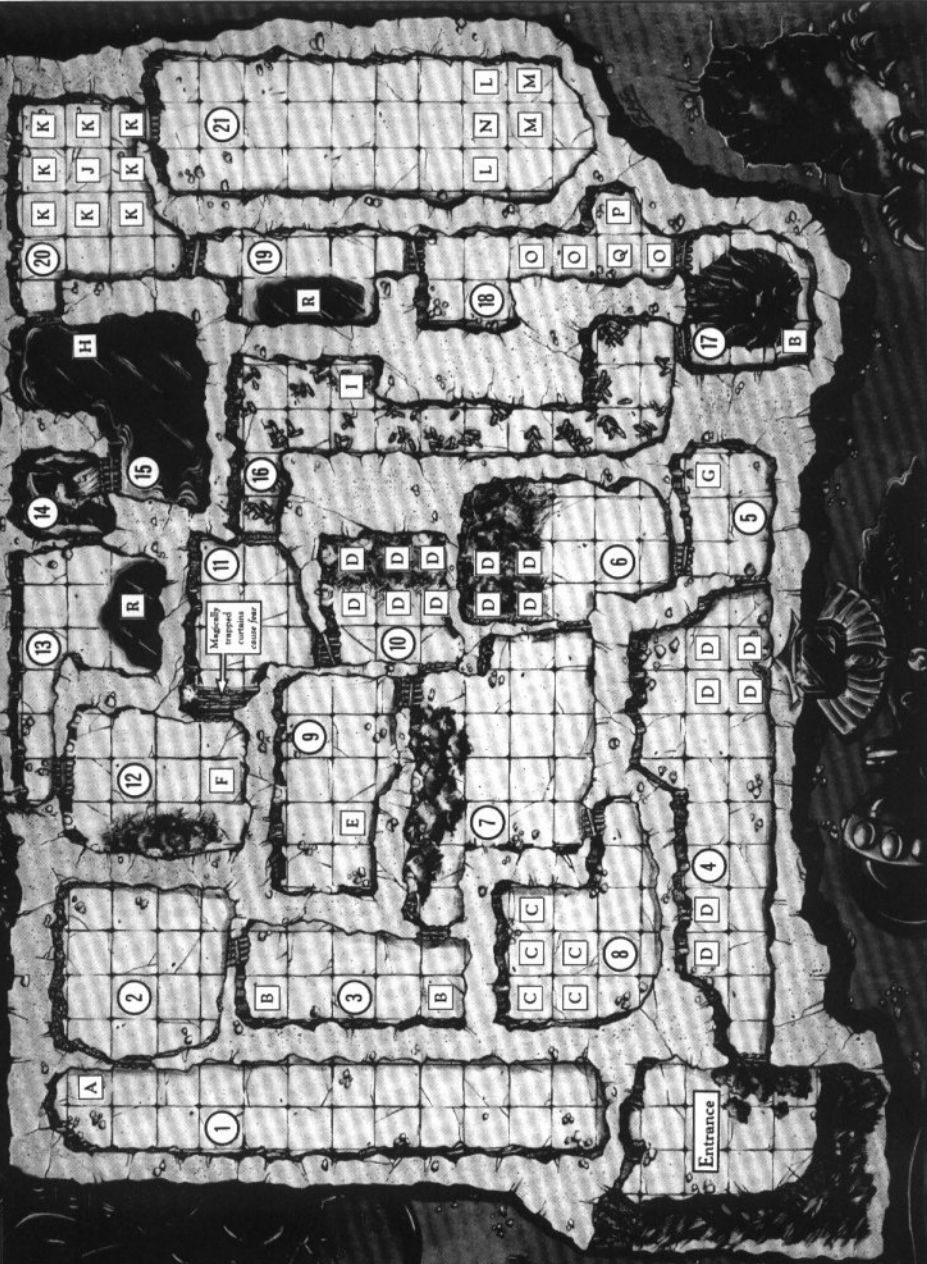
- **Three healing potions.** "Again, I hope these will be sufficient for your needs."

- **One potion of giant strength.** "As before, if you use the potion it'll cost you 500 gp when you return. No charge if you return it intact."

- **Six neutralize poison clerical scrolls.** "Had some extras handy, but I hope you won't need them."

- **One fireball scroll (for magic-users or elves).** "Very dangerous to use these underground in enclosed areas—all the gases trapped below ground, you know." The fireball causes 6d6 points of damage.

- **One detect invisible scroll and one floating disk scroll (for magic-users or elves).** "These may come in handy." The scrolls permit one use of each spell.



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|----------------------|-----------------------|-------------------------|-----------------------|----------------------|--------------------|
| 1. Grizzly Bear Den | 7. Larder | 13. Gas Trap | 19. Gas Trap | G. Troglydye Warrior | M. Dragon Hoard |
| 2. Bat Cave | 8. Beetle Kennel | 14. Water Pit | 20. Spectral Illusion | H. Cave Combo | N. Nefastus |
| 3. Gray Ooze Colony | 9. Centipede Kennel | 15. Water Room | 21. Dragon's Lair | I. Carrion Crawler | O. Web |
| 4. Outer Chamber | 10. Females Dormitory | 16. Carrion Crawler Den | | J. Wraith Illusion | P. Crab Spider |
| 5. Troglydye Warrior | 11. Magical Wards | 17. Deep Shaft | | K. Mist | Q. Web With Victim |
| 6. Males Dormitory | 12. Cleric's Chamber | 18. Spider Room | | L. Dragon Illusion | R. Gas Trap |

When the players are ready to begin, the DM should read aloud the following.

You look over the Wyrmhaven map and note the cavern entrance and the landmarks to find. Your party makes the two-day wilderness trek to the cavern entrance without incident. Once at the entrance, you may enter immediately or camp outside and enter after dark. What do you do?

The entrance is a rocky ledge under an overhanging cliff of exposed bedrock. The ledge itself, the opening on the left, and the door to the right are hidden from an outside observer by dense shrub and forest growth.

Successful *sniff* and *listen* rolls indicate musty, animal odors and low rumbling noises from the left-hand opening, and foul odors but no sound from the door.

If the party waits until after dark, they are likely to run into troglodytes, which are nocturnal creatures and thus more active at night. However, the PCs who have infravision will not be affected in Locations #1-6 by light leaks if it is night. On the other hand, if the party enters during daylight hours, they won't need torches in Locations #1-6. In either case, when they do enter the cave, place light markers by the stand-ups of those characters carrying light sources.

Location #1. Grizzly Bear Den

You see a long cavern about 60 feet deep. There's no sign of troglodyte or dragon traffic, but in the far end of the room you see a large, indistinct form. As you watch, the form moves slightly and grows.

(If viewed with infravision at night, the only thing you see is a pair of yellow eyes glowing in the dark.)

If a PC enters the cavern, the bear charges and attacks. If a PC enters and leaves, the bear charges the length of the room but halts and waits just inside the opening. If the PCs do not enter, the bear does not move at all.

The DM should note that hand-to-hand combat with a grizzly bear is very dangerous; low-level PCs could die here if they are careless. The DM should not direct both paw attacks against one target unless a PC is fighting the bear alone—the additional 2d8 damage from a hug could finish off many characters. The PCs have one turn of missile and magical attacks before the bear is in range for hand-to-hand combat. If the PCs fight the bear, they must make these attacks count.

Grizzly bear (1): AC8; HD 5*; hp 25; MV 120' (40'); #AT 2 claws/1 bite; THAC0 15; Dmg 1d4/1d4/1d8; Save as F2; ML 7; AL N; XP 125; Treasure nil.

If the bear hits one target with both claw attacks, the victim receives an additional 2d8 damage from a hug that same round.

Location #2. Bat Cave

The walls of this room are alive with thousands of tiny glowing eyes, blinking and staring at you from above.

Although bats cannot harm the PCs, if they are disturbed from their rest they will warn the troglodytes of intruders. Bats are automatically disturbed by any noise (even whispered speech) or light brought into this room. If the players specifically tell the DM that they wish to avoid disturbing the bats as they move through this room, each character must

roll Dexterity score or lower on 1d20 to avoid making noise.

If entering the room during daylight hours, modify the PCs' die roll by -4, which will give them a bonus. (Note that the PCs won't need a light because of daylight filtering into the chamber from above.) Casting a *silence 15' radius* spell may automatically avoid disturbing the bats at the DM's discretion.

If the bats are disturbed, they fly around the room in confusion for a full turn until they have all exited through small holes and cracks in the roof of the cave. The noise of their passing is certain to have warned the troglodytes of intruders.

Location #3. Gray Ooze Colony

This chamber is empty—too empty. With cracks in the ceiling, there should be some mosses growing here, but all you see is bare, wet stone and, over in one corner, a mound of tiny bones.

The pile of bones is from birds, bats, and small animals that have blundered into the room and been eaten by the gray oozes. When not moving, gray oozes are invisible in dim normal daylight or torchlight. If the chamber is lit with magical light (a *light* spell or *continual light* gem), the gray oozes shimmer slightly; have the PCs roll Intelligence or lower on 1d20 to identify the shimmering. Once they have moved, however, gray oozes are visible to all.

Gray oozes (2): AC8; HD 3*; hp 15, 19; MV 10' (3'); #AT 1; THAC0 17; Dmg 2d8; Save as F2; ML 12; AL N; XP 50; Treasure nil.

The positions of the oozes are marked on the DM's reference map on page 4. The oozes do not move until someone enters the room, then move at one square per round toward the intruder. The first successful attack does not cause damage to the victim, but it does destroy the victim's armor or clothing. The ooze sticks to the flesh of the victim until slain, causing 2d8 points of damage each subsequent round it is attached. Since the oozes destroy weapons, the safest tactic is to use missile weapons or magical attacks to destroy them.

Location #4. Outer Chamber

A foul odor announces the presence of troglodytes in this long chamber. You see a group in the east and a group in the west end of the room, yet their chameleonlike skin blends so well with the rock that you're not sure just how many you face.

If the PCs enter from the west, the two trogs in the west end of the room attack while the other four attempt to retreat to Location #7 as they croak and grunt to warn of intruders.

If the PCs enter from the east, all six troglodytes will attack.

Troglodytes (6): AC5; HD 2*; hp 4, 8, 10, 11, 13, 14; MV 120' (40'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d4/1d4/1d4; Save as F2; ML 9; AL C; XP 30; Treasure nil. Surprise on 1-4. Save vs. poison or be nauseated for a -2 to hit in combat.

Location #5. Troglodyte Warrior

The foul reek in this room is almost overpowering. A huge troglodyte springs forward to attack your party, brandishing a magic-user's wand like a weapon.



The largest, meanest troglodyte in a tribe gets a private room. The catch is that the private room guards the entrance to the tribe's lair.

The troglodyte warrior fights to the death to preserve his high status in the tribe.

The warrior's high status entitles him to carry two magical items. The wand he attacks with is a *wand of bug repellent*; this wand drives away all normal-sized insects in a 5-foot-radius sphere. However, the warrior is using the wand as a clumsy, too-light club.

The warrior's other magical treasure is a potion wrapped in a leather pouch that dangles from his neck. The potion has gone bad, and though it is still magical it is now a *potion of poison*. A magic-user can normally tell the potion is spoiled by sniffing its contents; however, until the PCs have left Wyrmhaven, the potion's odor cannot be detected because of the troglodyte stench.

Troglodyte warrior (1): AC5; HD 4*; hp 29; MV 120' (40'); #AT 1 claw/1 wand/1 bite; THAC0 16; Dmg 1d4/1d4/1d4; Save as F4; ML 12; AL C; XP 125; Treasure nil. Surprise on 1-4. Save vs. poison or be nauseated for a -2 to hit in hand-to-hand combat.

Location #6. Males Dormitory

If no alarm has been raised, read the following.

You almost fall over because of the hideous stench. Troglodytes are lounging against the cave walls, but they jump up from their reeking pile of animal skins and charge you—croaking and hissing all the while and threatening you with tooth and claw.

Troglodytes (4): AC5; HD 2*; hp 10, 11, 13, 14; MV 120' (40'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d4/1d4/1d4; Save as F2; ML 9; AL C; XP 30; Treasure (see below). Surprise on 1-4. Save vs. poison or be nauseated for a -2 to hit in hand-to-hand combat.

If the troglodytes from Location #4 have raised an alarm or the bats from Location #2 were disturbed, this room is currently empty as the troglodytes that sleep here have moved to Location #7. Read aloud the following.

A stinking mound of straw covered with untanned (and still somewhat raw) animal skins in the northern part of this room is where the troglodytes sleep. The stench is overwhelming.

If the PCs can bear to search the filthy troglodyte "bed," the following magical treasures are found:

- *Bag of Levitation*. When any single object smaller than one foot in cubic volume is placed in this bag, the bag floats upward like a helium balloon. If the user doesn't hold onto the bag or fasten it down, the bag will promptly head for the stratosphere. If a second object is placed in the bag, the levitation effect is canceled and the bag crashes to the ground. Although the bag is useful for carrying any single, small, heavy object, it is useless for carrying coins and larger treasures. It is worth 200 pp to a collector, provided one can be found.
- *Rope of Climbing* (four 5-foot lengths). Unfortunately, the tribal cleric cut up this *rope of climbing* into 5-foot lengths so that many trogs could have a piece. (There are six other pieces in Location #10.) The

bits of magical rope can be spliced together by any ropemaker for the price of a normal length of rope.

Location #7. Larder

If no alarm has been raised, the DM should read aloud the following.

This room is dimly lit by eight luminous objects fastened to the walls around the room at shoulder height. Along the northern walls of this large chamber are heaps of rotting vegetation. Hanging on the walls are dried husks of giant beetles and centipedes.

If the troglodytes from Location #4 have raised an alarm, the DM should read aloud the boxed text below. This room holds the troglodytes that escaped from Location #4, the four from Location #6, the six from Location #10, and the cleric from Location #12. The troglodytes have massed here in the larder to defend their lair.

The stench is absolutely, overwhelmingly, *hideously* obnoxious. The whole troglodyte tribe is packed into this large room to defend its lair. Upon seeing you they press forward, croaking and hissing angrily, pushing past one another to slash you with their sharp claws.

Normally this room is used only for food storage, but, when attacked, the troglodytes gather here to defend the lair. The bright orange cleric stands in the back of the crowd and casts his *hold person* spell at the PCs. Trogs do not slay *held* PCs but they do take captives.

A PC party with *sleep* spells should be able to handle this crowd in one try, but a less well-prepared or an unlucky party may need to retreat, rest, heal, memorize spells, and come back to finish off the troglodytes.

Location #8. Beetle Kennel

Five huge beetles, each with two glowing organs above their eyes and one at the back of their abdomen, scurry across the floor of the cave toward you.

Troglodytes raise fire beetles for food and use their glowing organs to illuminate the lair.

Fire beetles (5): AC4; HD 1 +2; hp 5, 6, 7, 8, 10; MV 120' (40'); #AT 1 bite; THAC0 18; Dmg 2d4; Save as F1; ML 7; AL N; XP 15; Treasure nil.

Location #9. Centipede Kennel

This room is filled with centipedes as long as your arm. Most skitter away up the ceiling, but a total of six dart swiftly toward your party.

The giant centipedes are raised by the troglodytes for food. Only six attack the characters; the rest climb the walls and hide in cracks and crevices.

Giant centipedes (6): AC9; HD 1/2; hp 3, 3, 3, 4, 4, 4; MV 60' (20'); #AT 1 bite; THAC0 19; Dmg poison; Save as F0; ML 7; AL N; XP 6; Treasure nil. Save vs. poison or become ill for ten days; movement is reduced by 1/2; victims are so weak they cannot perform any action other than walking.

Location #10. Females Dormitory

If no alarm has been raised, the PCs automatically gain surprise in this room. Read the following description to the players.

Six troglodytes are huddled together on a straw and animal skin pile, either resting or asleep. One opens an eye and blinks at you with surprise.

Troglodytes (6): AC5; HD 2*; hp 4, 8, 10, 11, 13, 14; MV 120' (40'); #AT 2 claws/1 bite; THAC0 18; Dmg 1d4/1d4/1d4; Save as F2; ML 9; AL C; XP 30; Treasure (see below). Surprise on 1-4. Save vs. poison or be nauseated for a -2 to hit in hand-to-hand combat.

If the troglodytes from Location #4 have raised an alarm, this room is empty. The troglodytes that sleep here will have moved to Location #7.

The room is dimly lit by six luminous objects fastened to the walls at intervals around the room. Along the eastern wall you see a stinking mound of straw covered with untanned, rotting animal hides.

The following magical treasures are found in the pile of filth that serves as the troglodytes' communal bed:

- *Coin of Satisfaction.* In a sealed leather pouch is a single large gold coin bearing the likeness of a wizard (on a roll of 1 on 1d20 the face is recognized as Bargle, an infamous wizard of the Black Eagle Barony). The PC who picks up this coin will refuse to part with it. Further, the PC will be satisfied with this one bit of treasure, believing it the most valuable object in the world, and he will resolutely refuse to accept any other treasure so long as he bears the coin. The coin is *curse*d and can only be taken from the owner by force or by the 3rd-level clerical spell *remove curse*, which a local temple will gladly cast for a donation of, say, 200 gp.

- *Rope of Climbing* (six 5-foot lengths). Unfortunately, the tribal cleric cut up this *rope of climbing* into 5-foot lengths so that many trogs could have a piece. (There are four other pieces in Location #6.) The bits of magical rope can be spliced together by any ropemaker for the price of a normal length of rope.

Location #11. Magical Wards

The room is lit by a single luminous object fastened to the northern wall near the west door. Hanging from the ceiling in front of the west door are two curtains, one in front of the other, made from strings of giant insect parts. These curtains glow faintly with a peculiar light.

The curtains are magically trapped. Any contact with the curtains triggers a *cause fear* spell to be cast upon all creatures in Location #11. Since there are two curtains, anyone trying to pass through the curtains must succeed with *two* saving throws vs. spells. Any PC who makes his or her saving throw can pull down a curtain; when a curtain is removed, its spell is destroyed.

Location #12. Cleric's Chamber

If the troglodytes from Location #4 have raised the alarm, this room is empty. The cleric will have moved to Location #7. If no alarm has been raised elsewhere in the lair, the DM should read the following to the PCs.

The room is dimly lit by ten luminous objects fastened to the walls around the room. Along the west wall is a troglodyte sleeping nest. Hundreds of beetle carapaces are fastened to the southern wall, much like shelving.

A strange, bright orange troglodyte is hunched over, peering into a beetle carapace and stirring smoking compounds with a claw. He turns at your approach, grabs a 6-foot-long staff from the floor, and attacks. He wears a sparkling ring on one hand, a bejeweled amulet on his chest, and a belt studded with gems.

This is the cleric's chamber. The beetle carapaces hold various sacred objects and materials. For example, the cleric is presently mixing a compound he believes will protect the tribe against evil fortune. The cleric will attempt to defend himself with his *hold person* and *cause light wounds* spells, then fight to the death.

Troglodyte cleric (1): AC5; HD 4****; hp 23; MV 120' (40'); #AT 2 claws/1 bite; THAC0 17; Dmg 2d6 (*staff of striking*)/1d4/1d4/1d4; Save as C3 (*cursed ring*); ML 12; AL C; XP 225; Treasure (see below). Surprise on 1-4. Save vs. poison or be nauseated for a -2 to hit in hand-to-hand combat. Spells: two *cause light wounds* and one *hold person*.

The cleric is using or wearing the following:

- *Staff of Striking* (seven charges). This staff inflicts 2d6 points of damage and uses one charge per successful hit. (The dragon didn't realize this staff was valuable and gave it to the cleric thinking it was worthless.)

- *Cursed ring* (-1 penalty to all saving throws).

- *Amulet of Many Colors*. Actually, one color only. The skin of the wearer of this amulet immediately turns bright orange and remains that color permanently unless a *remove curse* is cast. The amulet itself is worth 300 gp as jewelry, if a buyer can be found who doesn't mind turning bright orange after wearing the piece.

- *Girdle of Protection from Wereboars* (ten charges). Acts as a *scroll of protection from lycanthropes*, specifically wereboars. It is studded with gems worth 400 gp.

The following magical treasures are found in the beetle carapace shelving:

- *Helm of Forgetting*. A character who puts on this helm forgets everything he or she knows. The effect lasts for 1d6 turns after the helm is removed. The helm is worth 200 gp to a collector.

- *Boots of Crashing*. The wearer of these boots sounds like an elephant waltzing across a hardwood floor. The bad news is that monsters can hear this character coming—regardless of doors or walls—240 feet away. The good news is that he or she sounds like a giant, and some monsters may need to make morale checks (at the DM's discretion) when they hear the PC coming.

- *Potion of Sleep*. Even tasting this potion causes the user to fall into a magical sleep. The affected user cannot be roused by any magical or physical means for the duration of effect except by a *dispel magic* spell.

Location #13. Gas Trap

This room is dark, with no signs of recent traffic. The surface of a pool glimmers along the south wall. The air *feels* funny—not just a smell, but something that makes your head throb.

The dragon traps chlorine gas from his breath in potion bottles, then places the bottles at the bottom of the pool so that the gas leaks out a little at a time.

Unless a PC holds his breath, he may pass out from the fumes. Anyone entering this room must make a saving throw vs. poison. If the throw is failed, the PC passes out and remains unconscious for one

turn. He or she cannot be revived by any means.

A PC who holds his breath in the room does not need to make a saving throw; he is unaffected by the gas.

Location #14. Water Pit

Most of this chamber is occupied by a steep-sided deep hole. In from the south door is a small stone platform, but it slopes down toward the hole and is covered with a sheet of water that trickles through the bottom of that door. It's only a 5-foot-wide crevasse that must be jumped, but the platform looks very wet and slippery.

Note that if the PCs are coming through the south door, they will not be able to jump across the pit and open the west door in one move.

The PCs may devise many plans to cross this gap and create steady footing on the opposite platform. A few guidelines are as follows:

- Characters who attempt to cross by ropes and spikes without removing chain or plate armor have a 10 percent chance of failure (for example, a spike pulls loose, the rope sags or breaks, etc.).

- Characters wearing a safety rope have no chance of falling to the bottom; even if they do fall off the ledge they only take 1d4 points of damage and may be pulled back up by the safety rope.

- A door may be removed and used as a bridge if it is secured by ropes and spikes.

- If a thief is with the party, the DM may give hints to the thief if a dangerous plan is being considered, since thieves have extensive experience with ropes and climbing.

The shaft is 150 feet deep. At the bottom of the shaft is a pool 20 feet deep. At the bottom of the pool is a *crystal ball* that the dragon dropped and couldn't figure out how to retrieve. A persistent character is certain to find this treasure eventually.

Location #15. Water Room

If the PCs approach this room from Location #14, the DM should read the following.

Water is seeping through the bottom of the door as if the next room were partially flooded. You realize this is where the shaft behind you gets its water.

Opening this door causes a flood of water to rush out and sweep any characters off the stone platform and into the shaft in Location #14. Characters who have secured themselves by ropes and spikes or other means, however, are not affected. Read the following aloud when the PCs enter the room.

This room is flooded. The water is not deep at the western end; you can plainly see several human-sized skeletons—some in armor—lying on the bottom of the pool. The eastern end must be much deeper because, as you look that way, a large, white, reptilian head thrusts from the surface of the water; opens its foul, reeking jaws; and breathes poisonous vapors at you!

A cave cambo is a 10-foot-long aquatic albino cave snake. The cave cambo is blind and senses its prey by sound vibrations. The breath weapon of this monster has a range of 10 feet, affects one target only, and is poisonous. The cambo's bite is not poisonous.

Cave cambo (1): AC8; HD 2*; hp 10; MV 90' (30'); #AT bite or breath; THAC0 18; Dmg 1d6/paralysis; Save as F2; ML 7; AL N; XP 25; Treasure (see below). If the poisonous

breath weapon hits, the victim must make a saving throw vs. poison or be paralyzed for 1d4 rounds. The cave cambo can either breathe or bite; it cannot do both in a single round.

The cambo attacks in the first round with its breath, then attacks with its bite in future rounds. If the target is wearing a water helm and using the *potion of water breathing*, he is not affected by the breath weapon. The water is 4 feet deep. Only one character can attack from dry land (the platform in Location #14). Other PCs will have to jump into the water to attack; their hand-to-hand attacks are at a -2 penalty.

Various plans may be devised to get through this room, including using the water helms and *potions of water breathing*.

The skeletons in the water are captives of past dragon raids abandoned to the cambo. They have all been stripped of treasure by the dragon with the exception of one item, a *dagger +2* that was kept in a lead-lined sheath. The skeletons are of halfling traders taken from the roads of the Five Shires; characters who arrange for a proper burial for these unfortunate victims deserve a bonus of 100 experience points.

Location #16. Carrion Crawler Den

The DM should read the following if the PCs approach this room from Location #11.

The husks of giant beetles cover the floor. The large space in the northern end of the room seems empty. A long narrow passage leads south toward another door.

If the PCs approach this room from Location #17, the carrion crawler is hiding in the northern end of the room. The DM should review the following scenario.

The carrion crawler is hiding in the southern end of the room. A successful *listen* roll reveals faint tapping noises to the south that start and stop abruptly, then total silence. The monster waits until a character has entered the narrow passage, and then it attacks. The DM should roll for surprise and go to combat.

The passage is so narrow that only one PC at a time can fight in hand-to-hand combat with the monster. Missile attacks (including thrown oil) made past this character are at a -4 penalty unless the character has been paralyzed and has fallen to the ground. The carrion crawler normally makes all eight attacks against the single character directly in front of its head. If the PCs retreat to the wide space in the northern end of the room, they can all attack the monster in hand-to-hand combat.

Carrion crawler (1): AC7; HD 3 + 1*; hp 18; MV 120' (40'); #AT 8 tentacles; THAC0 16; Dmg paralysis; Save as F2; ML 9; AL N; XP 75; Treasure (see below).

If the PCs search the beetle husks, near scattered human bones they will find a pouch containing 60 gp.

Location #17. Deep Shaft

In the center of this room is a deep, dark shaft with no bottom in sight. A narrow ledge runs from platforms at either door around the west, south, and east walls. The ledge glistens with moisture and seepage, and the footing looks none too secure.

A gray ooze sits on the ledge at the southern end of the room. It is invisible at a casual glance, but if any player mentions gray ooze, his or her character happens to notice the ooze sitting on the ledge. When



The Adventure

a character moves along the ledge to a square adjacent to the gray ooze's position, the DM can place the gray ooze counter on the map, roll for surprise, and go to combat.

A character attempting to make his way along the ledge must roll his Dexterity score or lower on 1d20 for each square he moves. If the throw is failed, the PC falls into the shaft. The drop down the shaft is 80 feet to a pool of water 30 feet deep.

If the PCs are roped together, each character on the rope may roll his or her Strength score or lower on 1d20 to catch a falling character. If any one of the characters on the rope succeeds, the character is saved from the fall. If all the PCs fail, all characters on the rope fall. If the rope has been secured to a spike, the rope saves all the characters from falling to the bottom of the pit, but each takes 1d6 damage from the fall.

If a thief or dwarf makes the ledge trip first and prepares a spike-and-rope handrail, PCs making the crossing who do not have chain mail or plate armor do not need to make Dexterity throws; characters in chain or plate fall into the pit on a roll of 20.

Gray ooze (1): AC8; HD 3*; hp 17; MV 10' (3'); #AT 1; THAC0 17; Dmg 2d8; Save as F2; ML 12; AL N; XP 50; Treasure nil.

If the area around the deep shaft is searched, a spike is discovered 10 feet below the height of the ledge. From the spike a thin chain descends to the pool in the bottom of the shaft. At the end of the chain is a small casket containing 2,000 sp that the dragon has hidden.

Location #18. Spider Room

Just ahead the passage is blocked by a mass of spider webs. Something wrapped in a cocoon dangles from a web near the 10-foot-high roof of the chamber.

Place the web tile counters as indicated on the DM reference map (see page 4). The crab spider clings to the ceiling as indicated and is invisible until it moves to attack. The DM can roll for surprise and go to combat.

Crab spider (1): HD 2*; hp 10; MV 120' (40'); #AT 1 bite; THAC0 18; Dmg 1d8 + poison; Save as F1; ML 7; AL N; XP 25; Treasure nil. Surprises on 1-4. Victim of bite must save vs. poison or die in 1d4 turns.

Warn the players that the bite of crab spiders is fatal. (Remind them of the *neutralize poison* scrolls if need be.)

The child-sized object in the silk cocoon is a naked, comatose, but still-alive halfling. The halfling, Boslo Tunely, a trader, was captured by Nefastus on the Coastfallow Road in the Kellshire Dales. He managed to escape the dragon lair but was caught by the spider. A *neutralize poison* scroll can revive Boslo, who will warn the PCs about Location #19 ("Poison gas! Hold your breath!"), Location #20 ("A terrible creature appears when you enter that room"), and Nefastus's lair ("He sleeps in the southern end on his pile of treasure, and he's got an egg in a nest").

Boslo refuses to accompany the group if they are going to face the dragon ("No! No! You can't make me go back there!"). He begs the PCs to help him get back home instead.

Boslo (NPC): Halfling 1st level; Strength 9, Intelligence 14, Wisdom 7, Dexterity 13, Constitution 16, Charisma 11; AL L; AC 9; hp 5.

If the PCs help Boslo leave Wyrmhaven, he will send the PCs a 200 gp reward when he reaches home. He will also invite them to enjoy his hospitality for a great feast in their honor. Each PC receives an additional 200 experience points for having done a good deed.

Location #19. Gas Trap

This room is dark, with no signs of recent traffic. The surface of a pool glimmers in a recess along the west wall. There's a smoky haze in the room; a faint, disagreeable odor; and an odd tingling on your tongue.

This is a gas trap; see Location #13 for details.

Location #20. Spectral Illusion

This room is dimly lit by a single luminous object lying on the floor near the east wall. As you open the door a cloud of mist materializes and fills the cave. In the mist forms a sinister spectral figure draped in a white shroud, bearing a jeweled scepter in one skeletal hand and hurling a glowing green skull at you with the other. The skull flies toward you and bursts in a blinding green flash.

The DM should set out the wraith stand-up and the eight mist counters as indicated on the DM reference map while he or she is reading the description above. That more than anything will help fool the players into thinking a wraith is really about to attack them.

This phantasmal illusion forms when anyone opens a door to this room. The illusion serves the dual purpose of distracting intruders while warning Nefastus, thus giving him time to cast his defensive spells. The exploding green skull has no effect, but the DM should keep that a secret. He or she can have each player make a saving throw vs. spells, mark down the names of the characters who failed, and make a big deal of keeping track of passing melee rounds to make the players wonder about when the spell effects will kick in.

Roll for surprise. (If the PCs win surprise, the one closest to the dragon lair can make a *listen* check. If the check is successful, the PC hears something bulky moving nearby.) The illusion cannot win surprise. The DM should call for initiative and go to combat.

The PCs discover the wraith and mist are illusions if anyone makes a successful hand-to-hand attack on the wraith or if any PC tries to move *through* the wraith. Missile and magical attacks appear to affect the illusion as if it were real. The illusion doesn't disappear, however, for three full rounds.

Location #21. Dragons' Lair

At the south end of the room you see three green dragons sitting on a vast mound of treasure. All three are about 8 feet tall at the shoulder, just under medium-sized for green dragons. All appear to be spellcasters, for each is murmuring in an arcane tongue and gesturing with its claws—preparing to cast spells.

See the green dragon's tactics on page 2. If he has had time to cast the *darkness* spell, only PCs who have infravision can see into the lair. Others see only impenetrable, obviously magical darkness.

The DM should place the three green dragon tile counters in the south end of the lair as indicated on the DM reference map. He or she should decide which two are illusions created by the *mirror image* spell and which is really Nefastus. Any successful attack causes the images to disappear. Since the PCs have come through an illusion to reach the

lair, they should naturally be suspicious of three identical green dragons; the DM should permit each PC to make a saving throw vs. spells when he first sees the dragons. If the PC saves, he knows which is the real dragon. If he fails, he is convinced there really are three dragons.

If reduced to ten or fewer hit points, Nefastus may offer to surrender. This is particularly true if the PCs seem to be unaffected by his breath weapon and unimpressed by his illusion. He will offer to serve a spellcaster and call him or her "dragonlord," explaining that any dragon who willingly surrenders is magically bound to serve a "dragonlord" for a year and a day.

This is a cunning lie, however. Despite having pledged to serve the spellcaster faithfully, Nefastus will cheerfully attack or attempt to escape at the first opportunity. In fact, the only way Nefastus can be trusted to surrender is if the PCs can make a credible threat to kill him at the first false move. A spellcaster with a *magic missile* spell or two fighters with swords held to his neck would be very believable threats.

Nefastus, green dragon: HD 6**; hp 42; MV 240' (80'); #AT 2 claws/1 bite; THACO 14; Dmg 1d6/1d6/3d8; Save as F6; ML 9; AL C; XP 1,400; Treasure (see below). Spells: *magic missile* (3), *darkness* (1), *mirror image* (1). May use breath weapon three times a day. Breath weapon is a 50' x 40' cloud of chlorine gas starting from the dragon's mouth. The breath weapon may be used in addition to other attacks. Damage is equal to the dragon's current hit points; therefore, damage done to a dragon reduces subsequent damage caused by its breath.

The dragon hoard consists of the following: 1,000 cp; 2,000 sp; 500 ep; 1,500 gp; 350 pp; 6 gems; 2 pieces of jewelry; 2 *daggers* +1; a *sling* +1; 2 quivers of *arrows* +1; a *shield* +1; *leather armor* +2; a *scroll of*

protection vs. undead; a *crystal ball*; and a *ring of telekinisis*.

But Nefastus's greatest treasure is hidden on a rocky shelf near the cave roof on the wall above the entrance to the room. There Nefastus has placed a single dragon egg, his only offspring, whom he took from his mate. The egg is concealed by an *invisibility* spell, and the ledge itself is too small to attract notice. There are only two possible ways the PCs might discover the egg: 1) an exceptionally detailed and time-consuming search of every inch of floor, wall, and ceiling of the chamber; or 2) the casting of *detect magic* or *detect invisible* spells.

A green dragon's egg is brown and leathery, about 8 inches in diameter, and weighs over 6 pounds. The PCs are unlikely to know anything about dragon eggs and must return the egg to civilization to confer with a sage. A sage can tell the PCs that a green dragon's egg requires no special care and has a remarkably long gestation period—four years! This egg was laid two years ago, so it won't hatch for another two. The sage will offer to purchase the egg for 2,000 gp. If the egg is shown to Wortley, he will offer a bonus of 200 gp if the PCs will carry it with them in a triumphal parade.

If the PCs keep the egg, they have two years to seek out someone who can teach them how to train a baby dragon—a quest that should present endless opportunities for perilous adventures in foreign lands.

The Journey Back

If the PCs decide to check out chambers they have not visited, it would be wise for them to rest in the dragon's lair and regain their spells.

Nefastus's head may be returned to Wortley as proof of the success of the mission. The head's encumbrance is 500 cr. If Nefastus is subdued and returned to Wortley, he pays an additional 1,000 gp bonus.



Dragon's Den Game

Adventurers enter a dragon den to kill fierce monsters, steal the dragon's treasure, and perhaps to slay the dragon himself. But the Great Serpent and his minions are fearsome opponents. Will the heroes emerge from the dragon's lair laden with gold? Or will they end up as the main course for the dragon's feast?

When a hero first snatches a treasure, an alarm is sounded and the heroes have only nine turns to escape or be trapped inside the dragon den, doomed to become food for the dragon. Heroes want to cooperatively gather treasures in the time allowed and escape before they are slain or before the gates to the dragon den are sealed.

The dragon and his monsters want to protect their treasures and slay the nasty heroes who have invaded the dragon den. The more treasure remaining in the lair at the end of the game and the more heroes slain, the happier the dragon will be.

Setting Up the Game

You will need the following to play the Dragon's Den Game:

- These rules.
- The hero cards.
- Game chits.
- Two cups (mugs are perfect).
- Monster and player stand-ups.
- Two dice, 1d6 and 1d10.
- Any one of the three poster maps.

Step 1: Select Hero and Dragon Players

Two to eight people can play Dragon's Den. One person plays the dragon, and the others may choose from seven heroes. Each player rolls 1d10; the person with the highest roll gets first choice at being the dragon or a hero. The player with the second highest roll gets second choice, and so on. If no one has chosen to be the dragon, the person with the lowest roll must be the dragon. Roll again if die rolls are tied.

Each hero player takes the appropriate hero card and stand-up and places both in front of him or her.

The dragon player selects one of the three dragon dens and pulls out the appropriate poster map.

Step 2: Set Up the Heroes

Play goes in order from largest to smallest hero number (for instance, Sam Barleyman, #7, is before Grochek Hammerfist, #1), and each player places his or her hero stand-up in the entrance to the dragon den. If there is more than one entrance, the player may choose which entrance to enter. (Note: Heroes may *not* enter the Wild Dragon Den through Entrance C because that entrance is sealed by the dragon.) Only as many heroes may be placed at an entrance as there are spaces to hold them.

Play begins with the hero who has the largest number.

Step 3: Set Up the Dragon Den

The dragon player should set up the dragon den using the following steps.

3A: Place the Dragon. Put the 12 dragon chits into a cup and draw one chit at random. Look at it, then place it face down in the dragon's lair on the map. Do not reveal this chit to the players. Check the Dragon Notes below to find out which dragon is indicated by the number and to find the information on that dragon's abilities.

Now draw out two more chits and discard those; nine chits should remain in the cup. These chits will be drawn later in the game after the

alarm has sounded; they are used to count off the turns until the entrances are closed.

Note: If the players desire a slightly longer game, do not set aside the two extra chits; use a total of 11 chits instead of nine to count down the turns.

3B: Place Room Chits. There are a total of 40 room chits—half are monsters, the other half are treasures. Put all the chits into the second cup and randomly draw one chit at a time, placing it face down in each of the rooms numbered 1-20. (Do *not* put any chits in rooms numbered higher than 20.) Repeat the drawing until there are two chits in each room. Do not reveal the numbers of the chits to the players. The numbers correspond to Monster Notes and the Monster Treasure Table below.

Note: Random placement will result in some rooms having two treasures and some having two monsters. If the dragon player prefers, he or she can separate the room chits into monsters and treasures and disperse them so that each room has one monster and treasure.

3C: Place Dragon Treasure Chits. Place all ten dragon treasure chits face down anywhere in the dragon's lair. The numbers on the chits correspond to the Dragon Treasure Table below.

The Rules of the Game

Hero Players

You receive a hero card describing your hero's abilities (the reverse includes D&D® game statistics for using the hero as a PC) and the hero's stand-up for moving on the map. Each hero card contains the following information:

- **Hero Number and Name.** Heroes are numbered from 1-7. The high-numbered hero moves first because larger numbers reflect dexterity. Thus, Sam Barleyman (#7), a halfling, moves before Grochek Hammerfist (#1), a dwarf.
- **Speed.** When moving (advancing or running), add this number to the score rolled to determine how many squares your hero may move in one turn.
- **Health Score.** This score represents your hero's spirit and vitality. If reduced to zero, your hero is dead.
- **Special Ability.** You must reduce your hero's health score by one point every time you use his or her special ability.

Dragon Player

Like heroes, monsters and dragons have speed and health scores; some monsters and all dragons also have special abilities. You'll find the information you need for each monster and dragon in the sections on Monster Notes and Dragon Notes below. In addition, for variety's sake, the dragon player can compose his or her own lists of monsters to replace the ones in these rules.

Treasure

Heroes may gain treasure chits from monsters or dragons. Each chit bears a number that corresponds to either the Monster Treasure Table or the Dragon Treasure Table (below). (The dragon player can create new tables with different treasure items as desired.) Hero players keep the treasure chits gained as a record of their loot. Treasure is acquired by:

- **"Attacking" a Treasure.** Heroes can advance and "attack" a treasure just as they do monsters. They automatically pick up the treasure they announce they are taking; there is no need to roll a die.
- **Successfully Attacking the Dragon.** Each time a hero successfully

attacks the dragon, he or she takes one chit from the face-down treasure chits in the dragon's lair.

- **Slaying the Dragon.** The hero whose attack slays the dragon takes all the remaining treasure chits in the dragon's lair.

Movement

Movement consists of advancing or running and stopping. Heroes, monsters, and the dragon can all advance; only heroes may run.

Neither monsters nor the dragon may leave their respective rooms until the alarm has sounded (see below). After that, they may advance normally like heroes.

A hero may leave the dragon den at any time by moving to an entrance square; however, once a hero has left the dragon den, he or she may not return. Remove the stand-up from the map.

1: Advancing. When advancing, players roll 1d6, add their speed number to the die roll, and then move their counters up to that many squares. (They do not need to move the entire score.) All stand-ups may move diagonally, even when entering a room. Monsters and the dragon cannot advance through squares occupied by heroes, monsters, or the dragon; heroes, however, may advance through squares occupied by other heroes, though they cannot advance through squares occupied by monsters or the dragon. Players may choose not to advance at all. Doors do not affect advancing.

2: Running. Only heroes may run. To do so, the hero players roll 1d6 and 1d10, add the results, and then add the hero's speed number for a total. Their stand-ups may run that many squares. Heroes may run diagonally, but they cannot run through squares occupied by heroes, monsters, or the dragon. Doors do not affect running.

3: Stopping. When a hero advances or runs into any room that contains a face-down chit, the hero's movement ends on the first square upon entering that room. The room chits are revealed (see below), and the hero has the option of attacking if the dragon player places a monster or a treasure in an adjacent or a diagonal square.

Attacking

Heroes and monsters must choose their targets before they attack, and they may make only one attack per turn. Heroes and monsters must move to a square that is adjacent or diagonal to the target they wish to attack. Heroes may attack monsters and the dragon; monsters may attack heroes; and the dragon may use his special ability against the heroes.

To attack, a player rolls 1d6. If the score is equal to or less than the attacking player's current health score, the attack is a success. Subtract a health point from the target's health score, and keep track of losses on a scrap piece of paper.

Note: In some instances, the attack roll will be an automatic success, particularly early in the game when the heroes, a few of the monsters, and the dragon are at full health score points.

A hero, monster, or dragon that reaches zero health points is dead. If a hero is slain, any treasures he or she has gathered are lost to the heroes; set the treasure chits aside, taking care not to mix them with other players' chits or with the chits on the map.

The Alarm

An alarm sounds in the dragon's lair when the first treasure chit is garnered by a hero. Once the alarm has sounded, monsters and the dragon may advance outside their respective rooms. During the dragon player's turn, the dragon player draws a chit from the dragon cup to signify the countdown to the end of the game. When the last dragon chit is drawn from the cup, the gates to all entrances slam shut. Heroes

still inside the dragon den are trapped and taken prisoner, certain to face a terrible doom. The game ends immediately.

Special Abilities

Both heroes and dragons have special abilities. Each hero's special ability is listed on his or her hero card. Each dragon's special ability is given in the Dragon Notes (below). See those items for detailed information on using special abilities.

The Order of Play

Each player moves in turn, starting with the player who has the largest hero number (for instance, Sam Barleyman is #7, and if he is used, his hero player goes first). Play goes on in sequence, from largest to smallest hero number, and then the dragon player takes his or her turn. Play begins again with a new turn.

Hero Players' Turn

During his or her turn, a hero player may:

1: Advance and attack. The player rolls 1d6, adds the hero's speed number to the die roll, and moves the counter up to that many squares. The hero must stop on the first square upon entering a room that has face-down chits in it. The dragon player reveals the chits (see below) and places the appropriate monster or dragon counter in the room (or reveals the treasure if it is a treasure chit). If the monster or dragon is placed in an adjacent or diagonal square to the hero, the hero may attack.

If the dragon player places the stand-up away from the hero, the hero will have to wait until the following turn before he or she can advance again and attack.

Attacking is resolved as noted above. The player rolls 1d6; if the roll is equal to or less than the hero's current health score, the attack succeeds. The monster or dragon loses a health point.

2: Run. A hero may choose to run if necessary. (See Movement above.) If a hero runs into a room with face-down chits, his or her movement ends immediately; the chits are revealed (see below).

Dragon Player's Turn

After all the heroes have taken their turns, the dragon player takes his or her turn and may:

1: Draw a dragon chit from the dragon cup. If the alarm has sounded (see above), draw one dragon chit and set it aside. When the last dragon chit has been drawn, the game ends.

2: Move all monsters. Any monsters may advance; monsters advance just like heroes (see above). They may not leave their rooms, however, until the alarm has sounded, which occurs when the first piece of treasure is gained. Once the alarm has sounded, monsters may move freely from room to room. Any treasure in a room with a monster remains in that room. The dragon player may move the monsters in any order.

3: Have monsters attack heroes. When all monsters have advanced, they may attack any heroes in squares adjacent or diagonal to the monsters. The dragon player resolves these attacks in any order.

4: Move the dragon. The dragon may advance just like the heroes (see above). The dragon may not leave its lair, however, until the alarm has sounded. Once the alarm has sounded, he may move freely from room to room. The dragon, unlike the monsters, carries his treasure with him; for convenience, leave the dragon treasure chits lying face down in the dragon's lair.

Dragon's Den Game

5: **Have the dragon attack.** The dragon attacks by using his breath weapon as indicated in the Dragon Notes (see below). All heroes in the same room or lair as the dragon are affected by the dragon's breath, regardless of where they may be in a room.

Revealing Chits

If a hero's stand-up advances or runs into a chamber with face-down chits, the hero must stop and his or her movement is over for that turn. The dragon player turns over the chits.

- If it is a **treasure chit**, the dragon player consults the appropriate treasure table for the type and quantity of treasure. The dragon player tells the hero what the results are.

- If it is a **monster chit**, the dragon player consults the Monster Notes and reads aloud the entry. The dragon player places the stand-up anywhere in the room except on squares occupied by heroes. If there is no free space in the room, the dragon player may move hero stand-ups to squares outside the room up to two squares away.

- If it is a **dragon chit**, the dragon player consults the Dragon Notes and reads aloud the correct entry. The dragon player puts the counter in the lair in any square not occupied by a hero.

Ending the Game

When the last chit is drawn from the dragon cup during the dragon player's turn, the game ends immediately. The hero players and the dragon player total their scores and consult the victory charts (below). Any heroes left inside the dragon den when the gates slam shut are dead and out of the game.

Heroes' Victory

The heroes who escape the dragon den should total the value of all the treasure taken from the dragon den. For each hero slain or trapped inside the dragon den, subtract 1,000 gp for the cost of raising a monument to the hero's memory in his or her hometown. The final figure is the heroes' haul; look on the Heroes' Victory Chart for the result.

Heroes' Victory Chart

Dragon slain!	A great triumph! The Duke invites you all to a hero's banquet.
10,000 + gp	A fabulous success! Songs of your brave deeds are sung throughout the land.
5,000-9,999 gp	A notable feat! Your names are known throughout Karameikos.
2,000-4,999 gp	Quite a haul. Old acquaintances and relatives appear, hoping to borrow money from you.
500-1,999 gp	Not bad. You pay all your expenses and have something left over for a victory celebration.
250-499 gp	Nothing to brag about. Better luck next time.
0-249 gp	Humiliating disaster. Serving maids in taverns snicker behind your backs when you order.
Heroes slain!	Dragon food! If you were all slain or trapped inside the dragon den, your calories go into making the great beast even more terrible.

Dragon Victory

For each hero slain or trapped inside the dragon den, add one dragon happiness point. For each dragon treasure chit still remaining inside

the dragon's lair, add one dragon happiness point. (Such chits held by slain or trapped heroes are counted as still remaining in the dragon's possession.) Total your happiness points and check the Dragon's Victory Chart for the result.

Dragon's Victory Chart

Dragon rules!	Huzzah! If all heroes are slain and/or trapped inside the lair at the end of the game, princes, knights, and wizards throughout the land quake when your name is spoken.
15+ points	That'll teach them a lesson! Daunted by your fierceness, adventurers avoid your lair.
10-14 points	A fearsome monster still . . . but a little nervous. You saved most of your trove, but you worry about other heroes yet to come.
5-9 points	Fie on manthings! You sit upon your now-tiny treasure trove and grumble about heroes.
0-4 points	Shame and desolation. Your monstrous minions turn upon you and drive you from the lair.
Dragon slain!	Total defeat! Your severed head is paraded throughout the great cities of the land.

Dragon Notes

1) Aged Black Dragon

Health Score: 24

Speed: 10

Special Ability: *Greater Acid Breath.* Each hero in the same room as the dragon loses 2 health points unless he rolls his current health score or lower on 1d6, in which case he loses 1 health point only. Costs 1 health point to use.

2) Adult Black Dragon

Health Score: 20

Speed: 8

Special Ability: *Greater Acid Breath.* Each hero in the same room as the dragon loses 2 health points unless he rolls his current health score or lower on 1d6, in which case he loses 1 health point only. Costs 1 health point to use.

3) Young Black Dragon

Health Score: 18

Speed: 6

Special Ability: *Lesser Acid Breath.* Each hero in the same room as the dragon loses 1 health point. Costs 1 health point to use.

4) Yearling Black Dragon

Health Score: 16

Speed: 4

Special Ability: *Lesser Acid Breath.* Each hero in the same room as the dragon loses 1 health point. Costs 1 health point to use.

5) Aged Green Dragon

Health Score: 24

Speed: 10

Special Ability: *Greater Chlorine Gas Breath.* Each hero in the same room as the dragon loses 2 health points unless he rolls his current health score or lower on 1d6, in which case he loses 1 health point only. Costs 1 health point to use.

6) Adult Green Dragon

Health Score: 20

Speed: 8

Special Ability: *Greater Chlorine Gas Breath.* Each hero in the same room as the dragon loses 2 health points unless he rolls his current health

score or lower on 1d6, in which case he loses 1 health point only. Costs 1 health point to use.

7) Young Green Dragon

Health Score: 18 **Speed:** 6
Special Ability: Lesser Chlorine Gas Breath. Each hero in the same room as the dragon loses 1 health point. Costs 1 health point to use.

8) Yearling Green Dragon

Health Score: 16 **Speed:** 4
Special Ability: Lesser Chlorine Gas Breath. Each hero in the same room as the dragon loses 1 health point. Costs 1 health point to use.

9) Aged Red Dragon

Health Score: 24 **Speed:** 10
Special Ability: Greater Fire Breath. Each hero in the same room as the dragon loses 2 health points unless he rolls his current health score or lower on 1d6, in which case he loses 1 health point only. Costs 1 health point to use.

10) Adult Red Dragon

Health Score: 20 **Speed:** 8
Special Ability: Greater Fire Breath. Each hero in the same room as the dragon loses 2 health points unless he rolls his current health score or lower on 1d6, in which case he loses 1 health point only. Costs 1 health point to use.

11) Young Red Dragon

Health Score: 18 **Speed:** 6
Special Ability: Lesser Fire Breath. Each hero in the same room as the dragon loses 1 health point. Costs 1 health point to use.

12) Yearling Red Dragon

Health Score: 16 **Speed:** 4
Special Ability: Lesser Fire Breath. Each hero in the same room as the dragon loses 1 health point. Costs 1 health point to use.

Dragon Treasure

As noted above, the dragon player should feel free to modify the Dragon Treasure Table or to create a new table for variety in play.

Dragon Treasure Table

1	Silver ring	200 gp
2	Amber amulet	300 gp
3	Silver armband	300 gp
4	Gem-studded brooch	500 gp
5	Pearl necklace	500 gp
6	Jade statuette	500 gp
7	Diamond tiara	1,000 gp
8	Sack of diamonds	1,500 gp
9	Jeweled scepter	1,750 gp
10	Crown of glory	2,000 gp

Monster Notes

For variety's sake, the dragon player can create a new list of monsters or replace any on the following list.

1) Fire Beetle

Health Score: 1 **Speed:** 1

2) Giant Rat

Health Score: 1 **Speed:** 4

3) Goblin

Health Score: 1 **Speed:** 6

4) Giant Racer Snake

Health Score: 1 **Speed:** 2

5) Lizard Man

Health Score: 2 **Speed:** 1

6) Troglodyte

Health Score: 2 **Speed:** 2

7) Giant Centipede

Health Score: 2 **Speed:** 3

8) Giant Crab Spider

Health Score: 2 **Speed:** 4

9) Troglodyte Warrior

Health Score: 3 **Speed:** 2

10) Harpy

Health Score: 3 **Speed:** 6

11) Carrion Crawler

Health Score: 4 **Speed:** 4

Special Ability: Paralysis. May use instead of an attack. A hero in a square next to the carrion crawler may not advance, run, or attack for one turn after being paralyzed. Costs 1 health point to use.

12) Grizzly Bear

Health Score: 4 **Speed:** 2

13) Gelatinous Cube

Health Score: 6 **Speed:** 1

14) Lizard Man Warrior

Health Score: 5 **Speed:** 2

15) Troll

Health Score: 4 **Speed:** 1

Special Ability: Regenerate. May use instead of an attack. Regains 3 health points; cannot increase to more than 4 health points. Costs 1 health point to use.

16) Shadow

Health Score: 5 **Speed:** 3

17) Wererat

Health Score: 6 **Speed:** 4

18) Hill Giant

Health Score: 8 **Speed:** 2

19) Lizard Man Chieftain

Health Score: 8 **Speed:** 3

20) Wraith

Health Score: 8 **Speed:** 2

Special Ability: Cause Wounds. May use instead of an attack. Any hero, monster, or dragon in a square next to the wraith loses 2 health points. Costs 1 health point to use.

Monster Treasure

As noted above, the dragon player should feel free to modify the Monster Treasure Table or to create a new table for variety in play.

Monster Treasure Table

1	Small bag of coins	200 gp
2	Small bag of coins	300 gp
3	Small bag of coins	400 gp
4	Small bag of coins	500 gp
5	Small gemstone	500 gp
6	Large sack of coins	500 gp
7	Large sack of coins	1,000 gp
8	Large sack of coins	1,500 gp
9	Jade amulet	1,750 gp
10	Small bag of gemstones	2,000 gp
11-20	Blank	0 gp



Hero #4:
Ren Wardo, Magic-User
Health Score: 7 **Speed:** 4
Special Ability: *Shield Spell*. If desired, if Ren is successfully attacked, roll 1d6. If the result is 1-5, Ren does not lose any health points from that attack. If the result is a 6, the spell fails. Ren loses the health points from the attack and from casting the spell. Costs 1 health point to use.

Special Ability: *Magic Missile Spell*. May use instead of an attack. A monster or dragon within six squares of Ren loses 1d6 health points. Counts as a successful attack. Can be used a maximum of four times. Costs 1 health point to use.

Hero Notes



Hero #1:
Grochek Hammerfist, Dwarf
Health Score: 14 **Speed:** 1
Special Ability: *Dragonsbane Rune Axe*. May use instead of an attack. A dragon in a square adjacent or diagonal to Grochek loses 1d6 health points. Monsters are not affected. Counts as a successful attack. Costs 1 health point to use.



Hero #5:
Talina, Thief
Health Score: 8 **Speed:** 3
Special Ability: *Clever Trickster*. May use instead of an attack. A monster within six squares of Talina is tricked into giving her its treasure. A dragon within six squares is tricked into giving her two treasures. (Select randomly.) Costs 1 health point to use.



Hero #2:
Jared O'loria, Fighter
Health Score: 12 **Speed:** 1
Special Ability: *Deathblow*. May use instead of an attack. A monster or dragon in a square adjacent or diagonal to Jared loses 4 health points. Can be used a maximum of four times. Counts as a successful attack. Costs 1 health point to use.



Hero #6:
Cara Windwright, Elf
Health Score: 8 **Speed:** 3
Special Ability: *Haste Spell*. May use instead of an attack. If desired, when Cara advances or runs, roll 1d6. A result of 1-5 adds that many extra spaces to the movement. A result of 6 indicates the spell fails; Cara may not move extra spaces that turn, and the spell still costs her. Costs 1 health point to use.



Hero #3:
Reverend Elin, Cleric
Health Score: 10 **Speed:** 2
Special Ability: *Heal Spell*. May use instead of an attack. Elin must be in a square next to the hero she heals; she may always heal herself for 2 health points. The hero may regain 2 health points; he never gains health points above his health score. Costs 1 health point to use.

Special Ability: *Cause Wounds Spell*. May use instead of an attack. A monster or dragon in a square adjacent or diagonal to Elin loses 2 health points. Counts as a successful attack. Costs 1 health point to use.



Hero #7:
Sam Barleyman, Halfling
Health Score: 8 **Speed:** 2
Special Ability: *Sneak*. May use instead of an attack. This ability has no effect on monsters. If Sam is in a square adjacent or diagonal to the dragon, it allows him to take one treasure chit from the dragon's hoard. Dragon breath has no effect on Sam for this dragon turn only as Sam is covering under the

great beast's bulk. Costs 1 health point to use.

Rules Summary

Heroes move first, from largest to smallest hero number. Each hero can either:

1. Advance (roll 1d6, add speed number, and move that many squares) **and/or attack** (roll 1d6 equal to or less than the hero's current health score to successfully attack a monster or dragon adjacent to the hero).

2. Run (roll 1d6 and 1d10, add speed number, and move that many squares).

If a hero enters a room with a face-down chit in it, he or she must stop immediately. The dragon player turns over the chit(s) and reveals the monster or treasure; if the hero is next to a chit, he or she may attack the monster or pick up the treasure. Otherwise, the hero's turn is over.

The dragon player goes after all the heroes have moved and attacked. The dragon player:

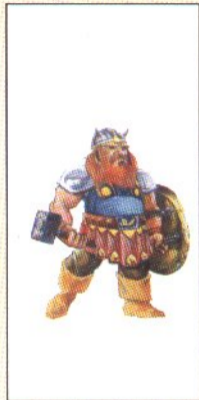
- 1. Draws** a dragon chit from the cup if the alarm has sounded.
- 2. Moves** all monsters (roll 1d6, add speed number, and move that many squares). Note: Monsters may not move out of a room until after the alarm has sounded.
- 3. Attacks** heroes who are in squares adjacent to monsters (roll 1d6 equal to or less than the monster's current health score to successfully attack a hero).
- 4. Moves** the dragon (roll 1d6, add speed number, and move that many squares). Note: The dragon may not move out of his lair until after the alarm has sounded.
- 5. Attacks** with the dragon (the dragon uses its breath weapon as noted under "Dragon Notes" in the rules).

Hero #1: Grochek Hammerfist, Dwarf

Health Score: 14

Speed: 1

Special Ability: Dragonbane Rune Axe. May use instead of an attack. A dragon in a square adjacent or diagonal to Grochek loses 1d6 health points. Monsters are not affected. Counts as a successful attack. Costs 1 health point to use.



PC #1: Grochek Hammerfist, Dwarf

Level:	2	Alignment:	N
Strength:	14	Intelligence:	11
Wisdom:	10	Dexterity:	13
Constitution:	12	Charisma:	9
Armor Class:	2	Hit Points:	14
Money:	8 gp	XP:	3,000

Equipment: Chain mail +1, shield, short sword, crossbow and 30 quarrels, 3 flasks of oil, a 10-foot pole, a 50-foot rope, backpack, small sack, wineskin.

Hero #2: Jared O'loria, Fighter

Health Score: 12

Speed: 1

Special Ability: Deathblow. May use instead of an attack. A monster or dragon in a square adjacent or diagonal to Jared loses 4 health points. Can be used a maximum of four times. Counts as a successful attack. Costs 1 health point to use.



PC #2: Jared O'loria, Fighter

Level:	2	Alignment:	N
Strength:	16	Intelligence:	7
Wisdom:	8	Dexterity:	13
Constitution:	16	Charisma:	10
Armor Class:	1	Hit Points:	14
Money:	4 gp	XP:	3,000

Equipment: Plate mail, shield, long sword, crossbow and 20 quarrels, 6 torches, tinderbox, a 50-foot rope, backpack, small sack.

Hero #3: Reverend Elin, Cleric

Health Score: 10

Speed: 2

Special Ability: Heal Spell. May use instead of an attack. Elin must be in a square adjacent or diagonal to the hero she heals; she may always heal herself for 2 health points. The hero may regain 2 health points; he never gains health points above his health score. Costs 1 health point to use.

Special Ability: Cause Wounds Spell. May use instead of an attack. A monster or dragon in a square adjacent or diagonal to Elin loses 2 health points. Counts as a successful attack. Costs 1 health point to use.



PC #3: Reverend Elin, Cleric

Level:	3	Alignment:	L
Strength:	12	Intelligence:	9
Wisdom:	18	Dexterity:	9
Constitution:	13	Charisma:	9
Armor Class:	3	Hit Points:	12
Money:	3 gp	XP:	3,000

Equipment: Chain mail, *shield* +1, mace, sling, holy symbol, 6 torches, backpack, small sack, lantern, 5 flasks of oil, mirror, waterskin, wolfsbane, tinderbox.

Spells known: Any two 1st-level clerical spells.

Hero #4: Ren Wardo, Magic-User

Health Score: 7

Speed: 4

Special Ability: Shield Spell. If desired, if Ren is successfully attacked, roll 1d6. If the result is 1-5, Ren does not lose any health points from that attack. If the result is a 6, the spell fails. Ren loses the health points from the attack *and* from casting the spell. Costs 1 health point to use.

Special Ability: Magic Missile Spell. May use instead of an attack. A monster or dragon within six squares of Ren loses 1d6 health points. Can be used a maximum of four times. Counts as a successful attack. Costs 1 health point to use.



PC #4: Ren Wardo, Magic-User

Level:	2	Alignment:	N
Strength:	11	Intelligence:	18
Wisdom:	12	Dexterity:	16
Constitution:	15	Charisma:	14
Armor Class:	7	Hit Points:	7
Money:	20 gp	XP:	3,000

Equipment: Dagger, 6 torches, 2 50-foot ropes, backpack, small sack, lantern, 5 flasks of oil.

Spells known: Any two 1st-level magic-user spells.

Spells in spellbook: *Read magic, sleep, shield, magic missile, charm person, read languages.*

Hero #5: Talina, Thief

Health Score: 8

Speed: 3

Special Ability: Clever Trickster. May use instead of an attack. A monster within six squares of Talina is tricked into giving her its treasure. A dragon within six squares is tricked into giving her *two* treasures. (Select randomly.) Costs 1 health point to use.



PC #5: Talina, Thief

Level:	3	Alignment:	N
Strength:	9	Intelligence:	11
Wisdom:	10	Dexterity:	18
Constitution:	13	Charisma:	13
Armor Class:	3	Hit Points:	11
Money:	9 gp	XP:	3,000

Equipment: Leather armor, *ring of protection +1*, short sword, short bow and 20 arrows, thief's tools, 6 torches, backpack, 3 small sacks, wineskin, 10 spikes and hammer, 2 50-foot ropes, tinderbox.

Hero #6: Cara Windwright, Elf

Health Score: 8

Speed: 3

Special Ability: Haste Spell. May use instead of an attack. If desired, when Cara advances or runs, roll 1d6. A result of 1-5 adds that many extra spaces to the movement. A result of 6 indicates the spell fails; Cara may not move extra spaces that turn, and the spell still costs her. Costs 1 health point to use.

Special Ability: Charm Spell. May use instead of an attack. A monster or dragon in a square adjacent or diagonal to Cara is *charmed* into giving her one treasure. The monster or dragon is unharmed. Costs 1 health point to use.



PC #6: Cara Windwright, Elf

Level:	1	Alignment:	L
Strength:	18	Intelligence:	15
Wisdom:	11	Dexterity:	14
Constitution:	16	Charisma:	8
Armor Class:	3	Hit Points:	6
Money:	7 gp	XP:	3,000

Equipment: Chain mail, shield, long sword, long bow and 20 arrows, 6 torches, backpack, 2 small sacks, waterskin, a 50-foot rope, tinderbox.

Spells known: Any one 1st-level magic-user spell.

Spells in spellbook: *Read magic, sleep, magic missile, protection from evil, light, darkness.*

Hero #7: Sam Barleyman, Halfling

Health Score: 8

Speed: 2

Special Ability: Sneak. May use instead of an attack. This ability has no effect on monsters. If Sam is in a square adjacent or diagonal to the dragon, it allows him to take one treasure chit from the dragon's hoard. Dragon breath has no effect on Sam for this dragon turn only as Sam is cowering under the great beast's bulk. Costs 1 health point to use.



PC #7: Sam Barleyman, Halfling

Level:	2	Alignment:	N
Strength:	16	Intelligence:	9
Wisdom:	9	Dexterity:	9
Constitution:	14	Charisma:	8
Armor Class:	4	Hit Points:	10
Money:	3 gp	XP:	3,000

Equipment: Chain mail, shield, short sword, short bow and 20 arrows, 10 silver arrows, 6 torches, backpack, 2 small sacks, wineskin, a 50-foot rope, tinderbox, 2 *potions of healing*.



Read This Sheet First!

Inside are three adventures for the **DUNGEONS & DRAGONS® Game** . . . and a fantasy action-adventure game, too!

The *Dragon's Den Adventure Pack* gives you three challenging **DUNGEONS & DRAGONS** adventures, each featuring the most feared of monsters—a dragon! The game booklets, detailed full-color maps, and stand-up counters are designed to make these three adventures the most exciting, most challenging adventures you've ever played.

Just in case the prospect of all that excitement isn't quite enough, we have also included the rules for a minigame. The *Dragon's Den Game* lets you use the beautiful maps, stand-ups, and dice to play a boardgame-style fantasy adventure game in only an hour or so. The *Dragon's Den Game* features heroes (characters who have special abilities), fearsome monsters, and treasure troves, just like the **D&D®** game. Its easy-to-learn and fast-moving rules let you show friends, neighbors, and relatives what it's like to play a simpler version of the **DUNGEONS & DRAGONS** game. You'll love it!

Contents

In your *Dragon's Den Adventure Pack* you'll find the following components:

- Three 16-page booklets (*Wild Dragon Den*, *Wyrnhaven*, and *League of the Red Serpent*).
- A handout for your friends who will be running characters in the adventures. (This handout is on the reverse of this sheet.)
- Three full-color poster maps, one for each adventure.
- Three sheets of die-cut stand-up monster and character counters (six dozen in all!).
- One sheet of die-cut cards for the *Dragon's Den Game*.
- Three sheets of die-cut cardboard chits for playing the *Dragon's Den Game* and for dressing up the poster maps as you play.
- A six-sided die and a ten-sided die for playing the *Dragon's Den Game*.

The **DUNGEONS & DRAGONS** Game Adventures

To use any of the three separate **D&D** game adventures, read the corresponding booklet for the adventure while studying the full-color poster map that goes with that adventure. Give the "Wanted—Bold Adventurers!" handout (the reverse of this page) to your players to introduce them to the adventures, then read to them the section called "The Briefing," found in the beginning of each adventure booklet. The players will thus be prepared for the dangers involved in their perilous quest.

If your players want to use ready-to-play characters rather than create their own, they can use the PCs on the backs of the hero cards. The players can copy the necessary information onto character sheets, or they can use the cards as they are.

Assemble the stand-ups for characters and monsters as needed for each adventure. Simply detach the counter from the sheet. Then fold it along the score lines, with the color monster outside, to form an "A"-shaped stand-up counter. Lock the tab in the slot. For added durability you may want to glue or tape the tab into the slot.

Use the hollow space beneath the cardboard insert in the box to store your counters.

The *Dragon's Den Game*

You'll find all the rules necessary to play the *Dragon's Den Game* in the second adventure booklet, *Wyrnhaven*. To play the *Dragon's Den Game*, you must assemble the seven stand-up hero counters and the following monsters: 1. Fire Beetle, 2. Giant Rat, 3. Goblin, 4. Giant Racer Snake, 5. Lizard Man, 6. Troglodyte, 7. Giant Centipede, 8. Giant Crab Spider, 9. Troglodyte Warrior, 10. Harpy, 11. Carrion Crawler, 12. Grizzly Bear, 13. Gelatinous Cube, 14. Lizard Man Warrior, 15. Troll, 16. Shadow, 17. Wererat, 18. Hill Giant, 19. Lizard Man Chieftain, and, finally, 20. Wraith.

Read the *Dragon's Den Game* rules and follow the directions there to begin playing the game. You and your players will have a terrific time!

Wanted—Bold Adventurers!

Rid the Wildlands of Fierce Wyrms!

Welcome Noble and Freeman, Native and Foreigner!

Rich Reward!

(Some Experience Preferred.)

Inquire Bailiff Wortley, Alderman of Knacker Knob

I, Bailiff Wortley, Alderman of Knacker Knob, seek to be granted the noble title of "March Lord of Greetland" from the ruler of Greetland, King Ganyard II. With the title comes the rulership of the undeveloped lands north and west of Knacker Knob.

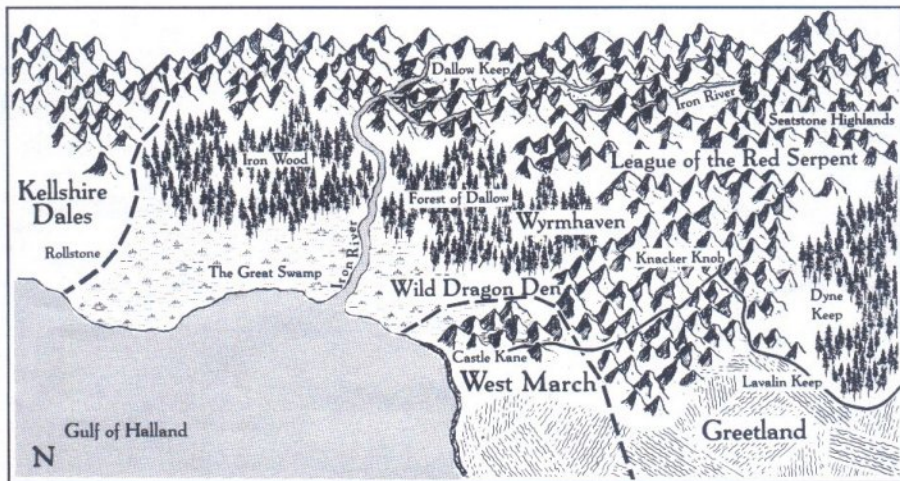
King Ganyard has at last agreed to my pleas, but he has placed conditions on the grant. Before His Majesty will confer the title, I must remove three obstacles to the settlement of the wildlands—and all three obstacles are dragons.

The first, a black dragon, has its den in the swamps west of Knacker Knob. The second, a green dragon, dwells in caves in the Forest of Dallow. The third, a red dragon, is believed to have its lair in the hills south of the Iron River. (Scouting reports offer contradictory evidence on the age of these dragons, but scales collected from the black and green suggest they are immature, no more than 20-30 years old, and therefore far less fearsome than the Great Wyrms of the Peaks of Hoffman.)

You may ask, "Why would adventurers of modest ex-

perience contemplate hunting dragons?" I offer excellent terms in recompense. For each dragon you slay, you will receive 3,000 gold pieces and a grant of land in the soon-to-be-settled wildlands (subject to my installation as March Lord of Greetland, of course). Further, if a dragon is subdued and produced for a triumphal parade through the capital city of Yarrow, I offer an additional bonus of 1,000 gold pieces. (Note: Presentation of the dragon's severed head or the dragon itself is required as evidence of your success. Anything less I will not accept.)

In addition, the slayers of dragons who menace the people of Greetland are legally entitled to the salvage of the beasts' treasure troves. Even young dragons may have substantial hoards of coins, magical wonders, and other precious goods. Further, protecting the people from the predations of these terrible wyrms is a brave and honorable quest and is certain to bring both personal satisfaction and public recognition to any adventurer courageous enough to confront one of these fierce dragons in its own lair.



Legend

- **Greetland:** An independent nation ruled by King Ganyard II.
- **Kellshire Dales:** A hilly region of Waylay, an independent nation populated mostly by halflings.
- **West March:** The border province ruled by Draven of Mylemain, the Black Prince. Draven is a cousin of King Ganyard II.
- **Knacker Knob:** A fortified community of 5,000, populated mostly by refugees who have fled the harsh tyranny of the Black Prince. The alderman, Bailiff Wortley, seeks a noble title to secure the lands of Knacker Knob and the surrounding area from the ambitions of March Lord Draven of Mylemain, the so-called Black Prince and ruler of the West March.
- **Castle Kane:** A gloomy, oppressed farming com-

munity of 10,000 inhabitants under the harsh rule of the Black Prince.

- **The Great Swamp:** Foul fenlands with stagnant waters and blighted forests.
- **Forest of Dallow:** Unexplored dense lowland forests.
- **Iron River:** A major river rising in the highland and draining into the Gulf of Halland.
- **Seatstone Highlands:** Unexplored, rocky, rolling limestone highlands, partially forested.
- **Wild Dragon Den:** Confirmed site of a black dragon den.
- **Wyrmhaven:** Confirmed site of a green dragon den.
- **League of the Red Serpent:** Suspected site of a red dragon den.

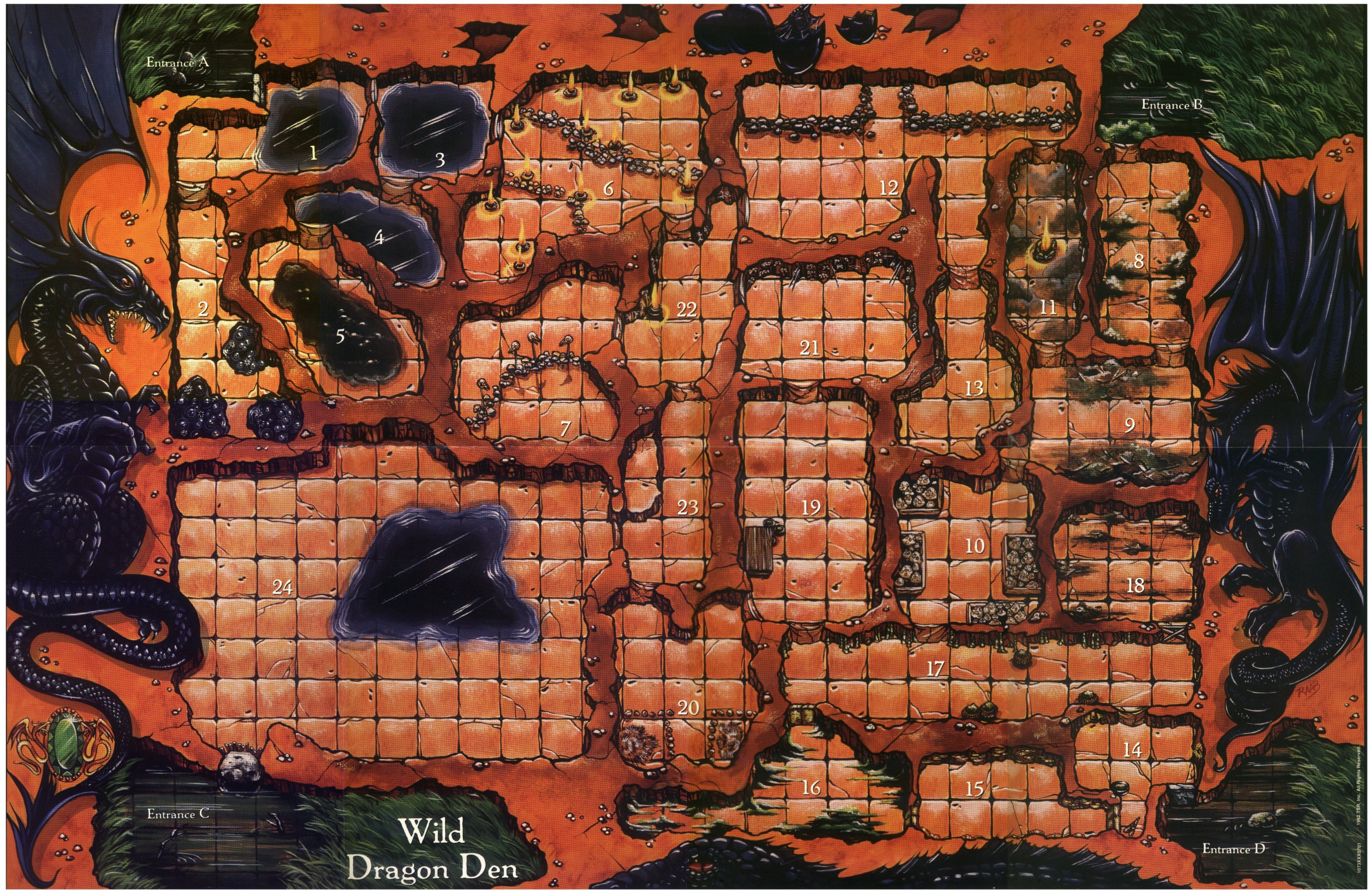
Entrance A

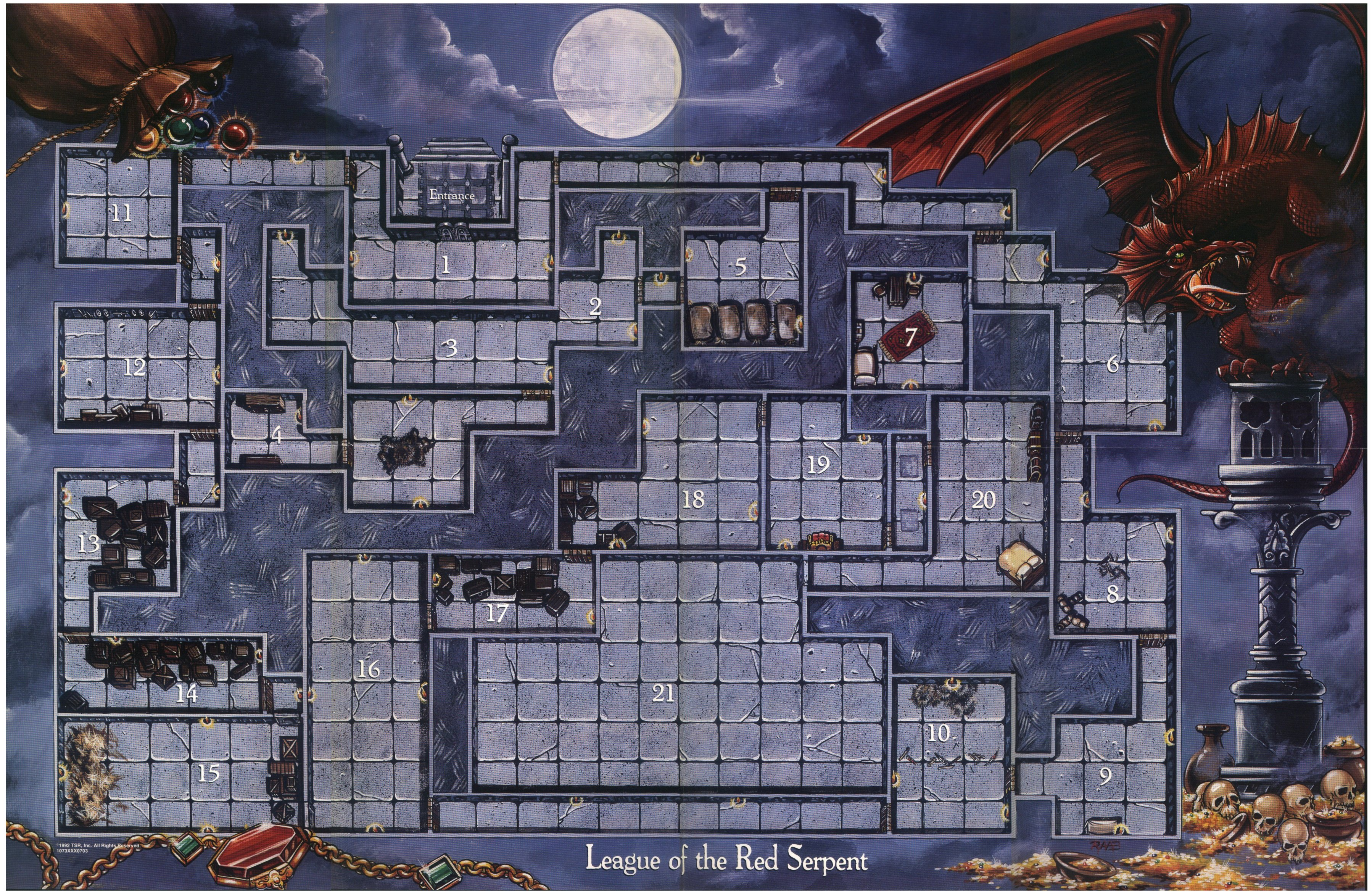
Entrance B

Entrance C

Entrance D

Wild Dragon Den





Entrance

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League of the Red Serpent

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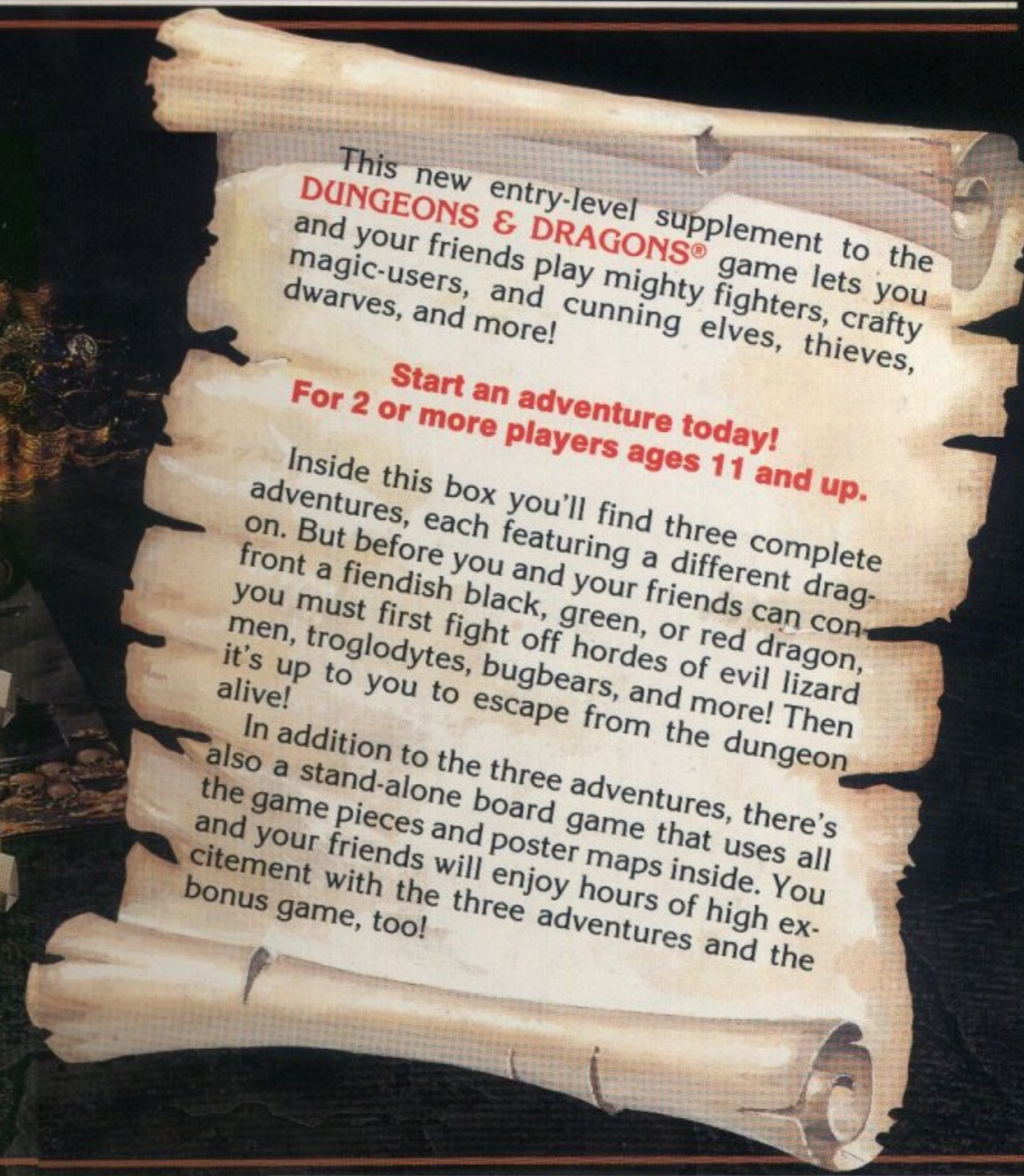
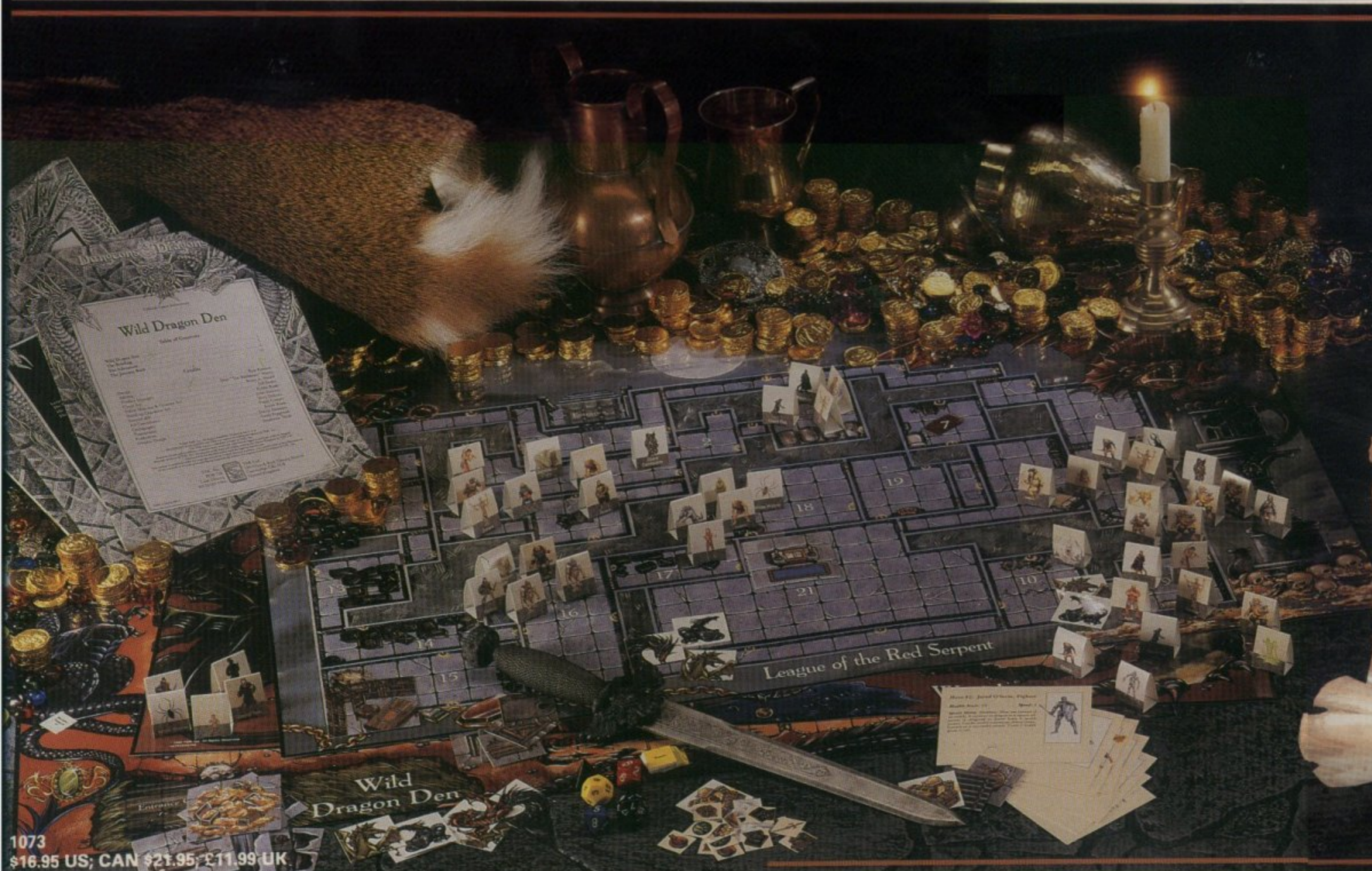
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Wyrmhaven

... The dragon laughs and prepares to strike. But you were nearly defeated by his minions, and you are now too weak to wield your sword. Your magic-user is out of spells; your other comrades, too, have lost their fighting spirit. What hope have you of defeating the vile dragon? Do you run, or do you try one last, desperate plan ... ?



This new entry-level supplement to the **DUNGEONS & DRAGONS®** game lets you and your friends play mighty fighters, crafty magic-users, and cunning elves, thieves, dwarves, and more!

Start an adventure today!
For 2 or more players ages 11 and up.

Inside this box you'll find three complete adventures, each featuring a different dragon. But before you and your friends can confront a fiendish black, green, or red dragon, you must first fight off hordes of evil lizard men, troglodytes, bugbears, and more! Then it's up to you to escape from the dungeon alive!

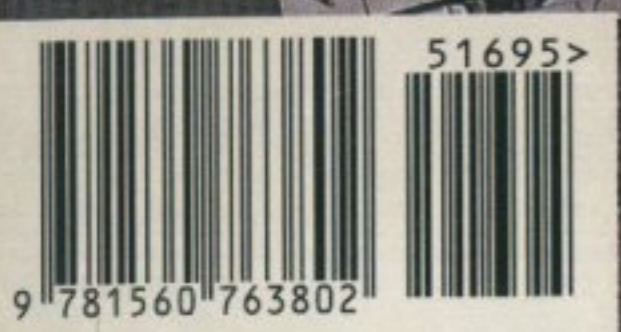
In addition to the three adventures, there's also a stand-alone board game that uses all the game pieces and poster maps inside. You and your friends will enjoy hours of high excitement with the three adventures and the bonus game, too!

This box includes:

- Three separate adventure booklets.
- Three full-color poster-size maps, one for each adventure.
- Six dozen monster and character stand-up counters.
- Sixty-six tiles for dressing up your dungeons.
- A six-sided die and a ten-sided die.
- One sheet of cards and 62 playing pieces for use with the stand-alone mini-game.

Please note: To play the 3 Dragon Adventures in this game, you must own the **DUNGEONS & DRAGONS®** game. The bonus board game is playable immediately.

1073
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