

## The Adventure Continues

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So you've conquered the dungeons and monsters of the DRAGON QUEST™ game. Congratulations, but your adventure is just beginning. New dangers await your heroes, new monsters lurk in dark corners, and new magic is waiting to be learned.

### On to the DUNGEONS & DRAGONS® Game

The DRAGON QUEST game is an introductory version of the famous DUNGEONS & DRAGONS® role-playing adventure games, made by TSR, Inc. Once you've learned the basics of being a DUNGEON MASTER™ or playing a hero, you may well want to move on to the slightly more complex D&D® game. There are more rules to learn, but they help to make the game even more fun.

Actually, you'll find that you've already been using most of the rules for the D&D game while you've been playing the DRAGON QUEST game—some of them just have slightly different names. If you want to learn those official game rules, you'll find them in the big black DUNGEONS & DRAGONS game box with a red dragon on the cover. The D&D game box not only contains all the rules that you need to play dozens of adventures, but it also has a huge, full-color map, lots of stand-up figures, more dice, and a new DM™ screen with all the important information and tables printed on it. Once you own the D&D boxed game, you can make up even more of your own adventures or you can buy any of the many adventure modules that TSR writes. These pre-written games contain maps, stand-up figures, and lots of other extras that keep the game colorful and fun.

### Some Suggestions

There are quite a few adventures for low-level heroes in the DUNGEONS & DRAGONS game system that are already on the market. There's *The Quest for the Silver Sword*, which takes place in the village of Torlynn, just like the DRAGON QUEST game, and there's *Assault on Raven's Ruin*, and *Sword & Shield*. All of these adventures take place in a large valley called Thunder Rift—in fact, there's a *Thunder Rift* accessory that gives you a large map of the whole valley and tells you all about the people and monsters that you can find there. If you like lots of extra gaming aids, you'll find them in the *Dragon's Den*, *Goblin's Lair*, and *Haunted Tower* Adventure Packs. If you can't find all of these products at your local hobby store, you can order them from the TSR Mail Order Hobby Shop by calling 1-800-558-5977.

### Using D&D® Modules to Play the DRAGON QUEST™ Game

As we've mentioned, there are a few extra rules in the D&D game, and some rules have different names, so the DM will have to make a few changes when he reads the D&D adventure before running it. The changes are pretty simple, and if the DM keeps this rules flyer handy, he should have no problems at all.

### Character Classes

In the DUNGEONS & DRAGONS game, heroes are called **player characters** or **PCs**. Monsters and people that the DM pretends to be are called **non-player characters** or **NPCs**.

If you read the *Rule Book* in the DUNGEONS & DRAGONS black box, you'll see that the classes have more basic abilities than the heroes in the DRAGON QUEST game. For example, the cleric has the power to *turn undead* without casting a spell. Sometimes a D&D adventure will call for a PC to use one of those special skills. If you're using DRAGON QUEST rules and the D&D adventure calls for a skill that a hero doesn't already have, just decide which Ability the hero would use in order to complete that action and have the player roll an Ability Check.

The DUNGEONS & DRAGONS adventure game has the same character classes as the DRAGON QUEST game, but two of them have different names: Wizards are called **magic-users** and rogues are called **thieves**.

We call rogues "thieves" not because they're evil or because they steal things, but because they have the same basic skills that a master thief has. While a common thief might climb walls and detect traps (burglar alarms) to steal something, an adventuring thief climbs walls and detects traps in order to help his party find its way through the dungeon and to avoid those nasty, spike-filled pits. The player of a thief character rolls dice to open locks, find and remove traps, pick pockets, move silently, climb walls, hide in shadows, and hear noises through walls. When a D&D game module calls for a thief to make any of these rolls, just make an Ability Check instead.

### Monsters

When you read through a D&D game adventure, you'll see that monsters are listed with a lot of information. The information is always listed in the same order so that DMs can check for anything they need to know at a glance. Here's a typical monster entry (next page):

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**Goblins (5):** AC 6; HD 1 - 1; hp 4 each; MV 90' (30'); #AT 1; THACO 19; Dmg 1d6 (short sword); Save as Normal Man; ML 7; AL C; XP 5 each; Treasure 30 gp.

Here's what it all means: **There are five goblins:** their **Armor Class** (AC) is 6; they have 1 - 1 **Hit Dice** (HD—see below); they each have 4 **hit points**; their **move** (MV) rate is 90 feet (9 spaces) and 30 feet (3 spaces—see below); they are allowed one **attack** per round (turn); their **fighting score** (THACO—see below) is 19; they cause 1d6 points of **damage** (Dmg) when they hit (with their short swords); their **saving throw** (see below) is the same as a normal man's; their **morale** (ML) rating is 7 (see below); their **alignment** (AL) is Chaotic (same as evil); they are each worth 5 **experience points** (see below); and they each have 30 gold pieces of **treasure**.

Some adventure modules may list possible wandering monsters at the beginning without providing any statistics for them. When the DRAGON QUEST™ DM finds a monster in a D&D® game module that is not among the monsters in his cards, he can always substitute a DRAGON QUEST monster for the one in the adventure. If the module lists a monster that is too strong for the heroes to beat, he can do the same thing.

### Hit Dice

The Hit Dice (HD) score gives you a quick way to tell how tough a monster is. Each hit die a monster has is equal to 8 hit points. The more hit dice a monster has, the stronger the heroes need to be in order to beat it. While a DM playing the DRAGON QUEST game can use these numbers to quickly judge how tough a monster is, he can choose to ignore them.

### Movement

The move (MV) rate for monsters and characters in the D&D game lists two numbers. The first one doesn't apply to DRAGON QUEST rules; **use only the second movement number, which is in parentheses**. In the DRAGON QUEST game, 10 feet are equal to 1 square on the game board. The goblins in the above example can move 3 spaces during each turn.

### THACO

THACO literally means "To Hit Armor Class 0." It is *exactly* the same thing as the **fighting score** in the DRAGON QUEST game.

### Saving Throws

You might say that a saving throw (save) is a defensive Ability Check—you make a saving throw in order to avoid certain attacks, such as poison, spells, and dragon breath. If you make a successful saving throw, the damage from these attacks is either halved or avoided altogether. The DRAGON QUEST game doesn't bother with this rule.

You can use Ability Checks instead of saving throws when playing a D&D module with DRAGON QUEST rules. Whenever a D&D product tells you to make a saving throw versus *poison, death, paralysis, or turn to stone*, all you have to do is make an Ability Check on Constitution. If the D&D adventure calls for a saving throw versus *magic wands, staves, (staff) or spells*, just make an Ability Check on Wisdom. Finally, if the D&D rules require a saving throw versus *rods or dragon breath*, just make an Ability Check on Dexterity.

### Morale

Morale (ML) ratings are used to tell if a monster panics and runs when the battle goes against it. This number can be ignored until you are ready to learn the rules in the black DUNGEONS & DRAGONS® boxed game. Just use the Monster Reaction Table.

### Experience Points

Experience points (XP) are gained each time the heroes defeat a monster or solve a problem, or they can be awarded at any time that the DM thinks that they have done well. The DM usually keeps track of the experience points as the heroes earn them during the adventure, then he divides them between the heroes when the adventure is over. When a hero earns enough experience points, he moves up a level.

In the DRAGON QUEST game, a hero moves up a level just by completing an adventure. If you play the game a lot, your hero will become very powerful, very fast. Using a system with experience points makes it take longer to gain levels, so the game lasts a lot longer and everybody can have a lot more fun along the way. You can ignore experience points until you're ready to play the DUNGEONS & DRAGONS game. The black box will explain everything you need to know to use them when the time comes.

### Magical Spells

There are more spells in the D&D game than there are in the DRAGON QUEST game. If the DM comes across a spell that he doesn't recognize in a D&D game adventure, he can substitute any

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DRAGON QUEST™ spell that he wants in its place, or he can just leave it out.

The rules for the magical spells (of both clerics and wizards) are a bit different in the D&D® game—they are a little more complex, but they also are more complete. The DM can gradually get his gaming group to use the D&D rules if he wants to add a little more realism to the game, but it's easy to use D&D spells with DRAGON QUEST rules. Just watch for the following things:

### Range

The range on the D&D spells is measured in **feet** instead of **spaces**. To use a D&D spell in the DRAGON QUEST game, just remember that 10 feet are equal to 1 space.

### Area of Effect

The D&D game can be much more specific about who or what area is affected by a certain spell. If the DM wants to use these rules, that's fine. Otherwise, treat all spells with a non-touch area of effect as if they affect the entire room.

### Duration

D&D spells have a set amount of time during which they continue to work. Because of this, some spells may run out before the fight is over, and this can change the way the battle comes out. In the DRAGON QUEST game, spells either work immediately and stop, like a *fireball* spell, or they continue to work as long as the fight lasts, like a *haste* spell. If you see a duration listed for a spell in a D&D game adventure, you can just ignore it.

If you want to work D&D rules into your DRAGON QUEST game, you need to know how time is measured in the D&D game. In D&D rules, time is measured in **rounds** and **turns**. A round is about a minute long, and a turn is equal to 10 rounds. **Remember that "turn" has a different meaning in the two games.**

### Alignments

Like the DRAGON QUEST game, the D&D game has three alignments. However, two of them have different names. Evil is called *chaotic* in the D&D game, while good is known as *lawful*. Other than that, they mean the same thing.

### Equipment

As you play a D&D game adventure, the heroes will find lots of equipment along the way. Be sure that they keep track of what they carry, and that they don't carry more than they are able to. Sometimes, they'll have to make decisions about what to keep and what to leave behind. If he likes, the DM can let each hero find a *Skain's Satchel* (from the Treasure Deck) so they can carry more of the other things they find.

### Treasure

In the DRAGON QUEST game, every treasure that the heroes might find has a card to represent it. In the D&D game, most treasure is given either as coins, or as gems and jewelry that are worth a certain amount of coins, and players keep track of exactly how much money they have gathered. You'll have to keep track of this too when you use a D&D product. Every 500 gold pieces that a hero finds is equal to 1 treasure card at the end of the adventure.

### Magical Items

D&D game modules are often filled with magical treasure for the heroes to find and keep. Sometimes there are so many items included that the heroes can't even carry it all home. The DM should think carefully about every magical item that is included in the adventure, and he should decide if he wants his heroes to have all of them.

If the adventure includes a magical item that is not among the DRAGON QUEST treasure cards, the DM can either make up rules for how the item works or he can substitute a treasure from the Treasure Deck.

### In Closing

These quick steps should allow you to use many of the various D&D game products. As always, the DM can make up rules to resolve situations that aren't covered in the *Rule Book* or this flyer. He can make up new monsters and items, change old ones, or do anything else that makes the game more fun.

As long as the game keeps moving and everyone is having a good time, you're doing a good job. You'll find hours of fun in each and every one of these games. The road to adventure is yours. Be quick and careful, and you'll live in the legends of heroic deeds!

# Dragon Quest™

GAME

