

Advanced  
Dungeons & Dragons

# First Quest



THE MUSIC





gorrim

fenial fields

River Osgorrim

gnome Lands

hobgoblin  
kingdom

# FIRST QUEST

## PART ONE

### Information for running the adventure

This information is for those who are familiar with the **ADVANCED DUNGEONS & DRAGONS®** Fantasy Adventure Role-Playing Game. Those who are not familiar with the game will find rules for it (and its sister — the **DUNGEONS & DRAGONS®** Fantasy Adventure Role-Playing Game) in games shops and good toy shops everywhere. It is not presented in the same way as in most adventure modules but is simply a structure to allow you, the DM, to create an adventure that follows the storyline told on this album.

### DM's Introduction to Part One

In Part One the party will be continually harassed by the minions of the Old Gods (Shades) as it makes its way across the Fenial Fields and follows the River Osgorrim upstream to the Goblin Kingdom in search of the Entrance to the Underworld. Legends tell that the Chalice can be found by passing through the Entrance to the Underworld, and local enquiry (in Gorrim and beyond) will reveal that only the Gnomes know where this Entrance is. In order to gain the Gnomes' trust the party will have to vanquish nests of Xorn who have been gradually forcing the Gnomes out of their underground homes. Unfortunately (for the Hobgoblins) the Entrance is in the middle of a Hobgoblin Kingdom — although there are 250 of them, a quick party may only meet a few. No scale is shown on the map — it is only a rough representation of the lands crossed. From Gorrim to the Entrance to the Underworld is many days travel. Similarly, the caravan is not listed as the party may meet it whenever you feel they need aid and succour.

Along the way the party will be joined by monks and elves (see NPC stats — you will need to be familiar with the monks' amazing attack abilities and to list the elves' spell books). Each night the party will be silently attacked by Shades — there will always be 6 Shades in the attacking group no matter how many were killed the previous night.

**Treasure:** The Shades have no treasure, and the Xorn and Hobgoblins have the normal treasure to be found in their lairs.

**First Quest** is an adventure for a very high level party. Even with characters of 15th level and better, players are going to find it difficult; consequently they may wish to use one or more of the characters set out below. (When allowing those characters to select their magical arsenal use your judgement as to what is or is not reasonable.) The information presented here is only the outline you will need to run the adventure, before play can start you will have to be sure you are familiar with the story the album tells and have a strong sense of the forbidding and grim atmosphere of the plot. Similarly, you will have to be sure you understand the various monsters that will be encountered (particularly in Part Two). You might not have all the reference works quoted from, so may have to flesh out some of the monsters from the statistics given. When doing so remember that they are meant to be powerful and probably have many innate magical abilities.

### Monster Roster for Part One

Name	No	AC	MV	HD	hp	AT	D	AL	S	sp	THACO	Ref
Shades	6	2	9	F13	81	1	3-11	CE	M	2950	8	MMII
Xorn	24	-2	9	7+7	45	4	9-35	N	M	1725	13	MM
Hobgoblins	250	5	9	1+1	5	1	var	LE	M	30	18	MM

### NPCs for Part One

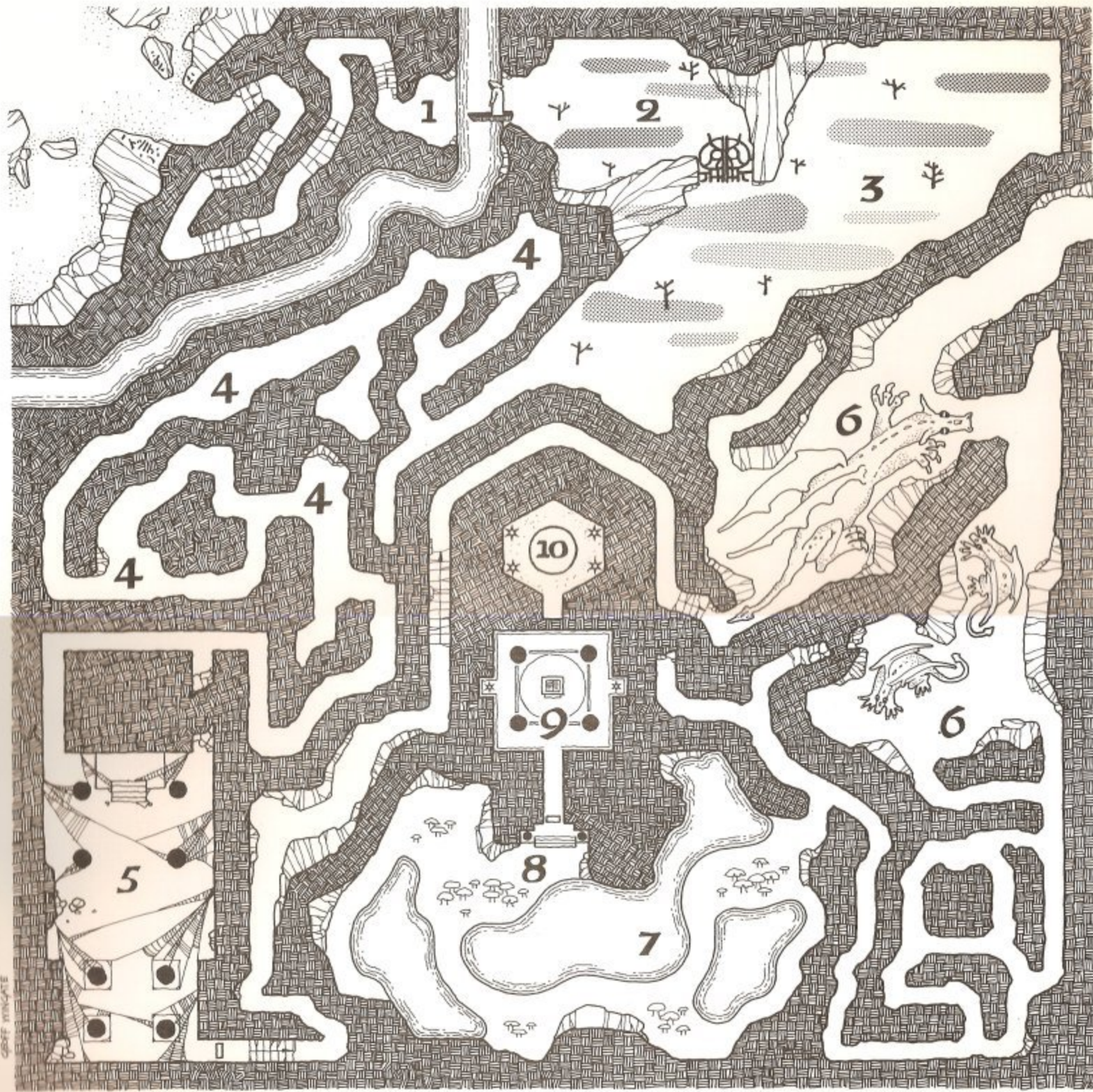
Monks	5	1	26	M12	48	5/2	4-16	LN	M	—	16	PHB
(bloodguard)												
Elves	3	-2	12	F10/MU11	var	var	var	NG	M	—	12	PHB

### Suggested Characters

Penartur	Thewson	Quick Piri	Tambor	The Fox	Etheldreda
P15	R17	MU17	F19	T22	C20
S17	S16	S11	S18 <sup>20</sup>	S13	S12
I10	I15	I18	I9	I16	I12
W15	W17	W11	W11	W10	W18
D10	D14	D17	D15	D18	D9
C16	C17	C12	C16	C15	C13
Ch18	Ch12	Ch11	Ch10	Ch16	Ch17

- \* each to be armed with at least one +2 weapon
- \* each to choose protection so as to be AC0 or better
- \* each character to have a single additional magical item (not artifact) of choice
- \* spells to be chosen by player
- \* Ranger's followers not on this adventure
- \* Paladin's warhorse will go as far as the Underworld only







# FIRST QUEST

## PART TWO

### DM's Introduction Part Two

Part Two of the adventure is a complete contrast to Part One, involving a traditional dungeon exploration. The numbered areas of the map are occupied with either traps or monsters and are referred to in the notes below. The map shows tunnels and corridors leading away from the main route but there are no monsters or traps listed for these areas. You can either ignore them by leaving them blocked off or let them lead to traps and encounters of your own devising. There are quite likely to be Fire Giants around somewhere and it would be surprising if there weren't a fair smattering of golems and elementals too; they could even lead to other adventures, D1-3 or Q1 perhaps.

The Entrance to the Underworld is through the 'mouth' of a rock formation that looks like a face (the Gnomes will have given explicit instructions). As the mouth is approached the land becomes barren and the air is so thick with a sense of evil and horror that it can almost be tasted. Inside it is pitch black — torches and lanterns illuminate only half their normal area (spells work as normal) — and the sense of evil is very strong. Clerics turning undead do so two columns to the left of normal on the Clerics vs Undead table.

It will be necessary for you to prepare this section carefully as the monsters are very powerful and many have spell abilities that should be used to their advantage. It is also worth studying the general abilities of the classes some of these monsters belong to (eg daemons). It is not meant to be a cake-walk!

**Spells:** the spell abilities of the monsters and NPCs are given as references to the numbers the spells bear in the PHB. First the level number is given followed in brackets by each spell currently available. When the reversed form of a spell has been learned it is marked with an \*. So, for example, a character with Cleric abilities that has learnt **darkness** (reverse of the first level spell **light**) and **hold person**, would have his spell ability shown as: 1(7\*); 2(5).

**Treasure:** All the monsters in this part of the adventure are in their lairs and have the normal treasure allocation.

### Monster Roster for Part Two

Name	No	AC	MV	HD	hp	AT	D	AL	S	xp	THACO	Ref
Charon	1	-5	18	140hp			1	2-8	NE	M 26295	7	MMII
Hydrodaemon	4	2	6	9+36	77	5	5-34	NE	L	4528	12	MMII
Kyuss (Lich)*	1	0	6	11	78	1	1-10	NE	M	15846	9	MM
Sons of Kyuss	24	10	9	4	18	1	1-8	CE	M	286	15	FF
Yagnodaemon	1	1	18	13+13	72	1	13-22	NE	L	8346	9	MMII
Ultrodaemon	1	-5	15	14+28	91	2	4-16	NE	M	9920	8	MMII
Mezodaemon	1	-3	15	10+40	85	2	14-24	NE	M	3890	10	FF
Nycadaemon	1	-4	12	12+36	90	2	18-32	NE	L	8240	9	FF
Spectre	3-10	2	30	7+3	35	1	1-8	LE	M	2000	13	MMI
Gig. Spider	1	0	12	15+15	83	1	6-36**	CE	LL	5310	8	new
Lge Spider	25	4	12	4+4	22	1	2-8	CE	L	425	15	MM
Red Dragon	1	-1	9	11***	88	3	5-46	CE	L	18340	10	MM
Red Dragon	3	-1	9	9***	36	3	5-46	CE	L	16780	10	MMI
Cambions	4	0	15	15	105	2	2-20	CE	M	5975	8	MMII

\* Kyuss is a Lich with spells as a C21

\*\* Gigantic Spider has poison like the Large Spider but Saves are at -2

\*\*\* Spell User

### Encounter Areas in Part Two

#### 1 Charon the Boatman

Charon is not a foe. He will transport the party to and fro across the river so long as they pay his price (MMII p28). If the party choose to fight him the Hydrodaemons lurking in the river will join in the fun.

#### 2 The Gates

These are modest iron gates, each 6' wide and 10' high, which swing easily on creaking hinges. They are not locked and may be climbed. Carvings on the stone surrounds act as a **symbol of hopelessness** (PHB p91)

#### 3 The Living Dead

This is a straightforward fight. Once all the party have passed the Gates, Kyuss will distract them by letting his Sons attack and will cast spells from the shadows. Recommended spells for Kyuss are: 1(2x2, 5\*, 6, 7\*x2, 11x2, 12); 2(Sx4, 6, 7x2, 8x2); 3(1, 2\*x2, 4\*x2, 6x2, 10x2); 4(1\*x4, 6\*x4, 7\*); 5(2, 3\*, 4\*, 5x2, 9\*, 10x2); 6(2, 3x2, 6\*x3); 7(9-pain, 4-mezzodaemon).

#### 4 Wandering Monsters

This small labyrinth is the home of several Daemons and a group of Spectres. It is inevitable that the party will meet at least one of the daemons and the noise of the fight will inevitably attract the others.

#### 5 Hall of Spiders

Another straightforward fight. If possible the spiders will wait until the party are all in the room before starting the attack.

#### 6 Dragon Passages

At least one of the Dragons will be at home when the party arrives and those that aren't there will soon return.

#### 7 Room of Pools

The pools are a dangerous trap. If any PC or NPC should look into a pool, faces of dead friends and relatives will be seen. The PC or NPC must Save vs Spells at -4 or dive in and be trapped. Only a **dispel evil** spell can save the character.

#### 8 Magical Portal

Between the Room of Pools and the cave which has the Book of Never Ending Spells there is a Magical Portal. On it are carved three heads — one of a Daemon, one of a Spider and one of a Dragon. These must be touched in that order (the order in which these monsters were encountered by the party) for the Portal to open. Any form of 'information' spell used sensibly (**augury**, for example) should help. If touched in the wrong order the party is transported to the cave mouth and back in time to the precise moment they first entered, but, sadly, without recovering any hit points of damage.

#### 9 Book of Never Ending Spells

This wondrous book contains spells that do not vanish when read as a scroll, and the book states as much on the cover. As with the **Book of Infinite Spells** the spells must be read in turn. The first one is a spell for opening the doorway to the Chalice. Upon uttering this spell, the whole book crumbles to dust. Once the spell is spoken a doorway through to the chalice appears and can be opened without difficulty (if the Book is removed from the Underworld before this spell is uttered then the Book does not crumble and it then acts as a Book of Infinite Spells; the doorway to the Chalice does not open, either).

#### 10 The Chalice

The Chalice is hidden in a Prismatic Sphere which is in the centre of the room and is guarded by 4 Cambions who stand motionless until any member of the party touches the Sphere in any way or attacks them. Suggested spells for the Cambions are: 1(16x3, 23); 2(15, 21); for each and 3(4, 11, 19\*, 21) split between the 4 of them. Their characteristics are: S18<sup>9</sup> W15 I14 D16 C17 Ch19











# AD&D FIRST QUEST: THE MUSIC ALBUM

**Label:** Filmtrax PLC - Dragon 1  
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## Record 1, Side 1

- 1 - The Quest Begins - *Phil Thornton*
- 2 - The Bloodguard - *Denis Haines*
- 3 - Elves - *Dave Miller / Phil Thornton*
- 4 - The Sorcerer's Apprentice - *Steve Parsons*
- 5 - The Caravan - *Denis Haines*
- 6 - The Heroes Ride Out - *Barrie Guard*

## Record 1, Side 2

- 7 - Gnomes - *Denis Haines*
- 8 - Hobgoblins - *Steve Parsons*
- 9 - The River of Souls - *Dave Miller*
- 10 - The Gates of Hell - *Dave Miller / Phil Thornton*

## Record 2, Side 1

- 11 - The Living Dead - *Denis Haines*
- 12 - Wandering Monsters - *Phil Thornton*
- 13 - The Hall of Spiders - *Dave Miller / Phil Thornton*
- 14 - The Dragon Passages - *The Device*
- 15 - The Room of Pools - *Denis Haines*

## Record 2, Side 2

- 16 - The Lost Caves - *Dave Miller / Phil Thornton*
- 17 - In the Sorcerer's Cave - *Dave Miller*
- 18 - The Summoning - *Phil Thornton*
- 19 - The Crystal Chalice - *Steve Parsons*
- 20 - The Return of Light - *Phil Thornton*
- 21 - The Aftermath - *GP Hall*

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*Executive Producer – Frank Rodgers*  
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