

Lutz Stepponat's

UNDER THE SHADOW OF THE DRAGON

BOOK OF RULES

Experience exciting adventures!



Pegasus Press



The immense wings of the Dragon almost block out the sun as darkness descends on the land like a harbinger of death and doom. As of yet, he is still gliding through the air on his dark, leathery wings, but he may well put his wings to his blood-red body and go into a steep dive, just like a hawk would, only so much larger. Once this happens, you hear a swooshing sound emanating from the forest of spines and thorns on his back, a coat of mail that is all but impenetrable. All living things run away screaming in fear and terror, their only concern being to find a safe haven. Already, a searing lance of fire erupts from the Dragon's maw, threatening to eliminate all life.

The Dragon's appearance has led to panic and terror in your homeland, and fear has become the constant companion of all its inhabitants. This ancient being has been spreading its terror for far too long now; nobody actually knows for how long. Will anyone be able to defeat this powerful and mighty monster? Who is going to have the courage to stand up to this creature of eternity? More than simple courage is needed to win this battle. Normal weapons are not able to penetrate the Dragon's gleaming scales. Swords and arrows just bounce off its tough hide and even the spells of those versed in magic do not suffice.

Without a magic weapon, fighting the Dragon is impossible – and yet, where will you find such a weapon? Ancient scrolls, hidden with magic beings throughout the land, are said to hold all the information you need to create a magic weapon capable of defeating the beast. You need to find the ingredients these scrolls mention and bring them to one of the few loremasters that still exist. Only they will be able to fashion a weapon out of these materials. Only when you wield such a weapon will you stand any chance of putting an end to the vile depredations of this red monstrosity.

Are you up to the challenge?

CREDITS

Publisher: Pegasus Spiele GmbH, Strassheimer Str. 2, 61169 Friedberg, Germany, Tel.: 0049 6031 72170, Fax: 06031 721717, E-Mail: contact@pegasus.de,
Internet: www.pegasus-web.com

Idea/Concept: Lutz Stepponat

Cover and Character Illustrations: Tom Thiel

Illustrations: Hans-Georg Schneider,

Layout: Christian Hanisch

Editor: Jan Christoph Steines

Translator: Dr. Rainer Nagel

Publishing Director: Andreas Finkernagel

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A WORD FROM THE AUTHOR

After *Return of the Heroes* had become such a huge, unexpected success, I had to lean back and take a few deep breaths before embarking on the convention and shop demo game route. While doing this, I learned that players everywhere were clamoring for an expansion set! Since I had envisioned *Return of the Heroes* to have a total of 25 region maps in the first place, it was natural to add the missing nine maps to the new set. So I began the process of revising these region maps. While this took me some time, it did not really add anything new to the game. At this time, however, the publisher suggested not only putting together an expansion set but also a game aimed at two players only. Thus, the expansion set became a two-player game and an expansion set for *Return of the Heroes*. I'd have never thought of this myself! Then again, I soon found the idea quite intriguing. I created five new heroes (three of them made it into the final game) and started playtesting. The two-player version came first. After about ten games, the basic outline had emerged and I began testing the new game as an

expansion to the original game. It was at this point that the first real problems emerged. Changes needed to be made, requiring additional playtests. Again, I did these with the two-player version first and with the combination of original game and expansion set, leading to even more changes and yet another set of playtests, and so on, and so on. Finally, I was able to present the finished game to the publisher. I am especially indebted to Dieter Klitz – for his endurance, his insightful critical remarks, and his mathematical aptitude.

I would also like to thank the following people for their patience and creativity: Claudia and Michele Tucci, Robert Schröder, Christian Sell, Leonardo Chavez-Weyand, Gerd Blase, Burkhard Strube, Wolfram Stephan, Isabelle and Sarah Klöfer, Camilla Ender, Andreas Finkernagel, Friederike Stolz, Karsten Esser, Raimund Jahn, Rene Arden, Martin Wehnert, Claudia Rohde, Frank Schäfer, Dr. Stefan Benna, Rainer Scheer, and Oliver Groß.

Thanks to all of them, I was able to create both a two-player stand-alone game and an expansion set, both of which I am certain all of you are going to like, regardless of whether you are playing stand-alone or the combined game. Thanks to Hans-Georg Schneider, whose help I was once again fortunate to enlist, the game has again become a graphic treat. Tom Thiel did the wonderful cover illustration, and also created the heroes. Jan Christoph Steines did all the editing this time around – and let's not forget Matthias Straber who kept going through both the rules and the Glossary again and again, insisting they get better and better yet. As regards the English translation, Rainer Nagel did an excellent job of making my ideas accessible to English speaking players. Jennifer L. Martin, Ross Jepson and Andrew Dawson checked the final wording. Last but not least, I would like to express my thanks to my family, not only because they were instrumental in demonstrating the game, for instance during the Essen Game Fairs of 2003 and 2004, but also because they never stopped commenting on, and thus improving, the game.

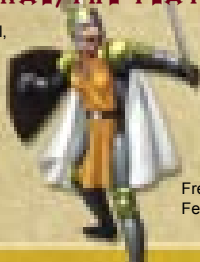
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DRAMATIS PERSONAE/THE PLAYERS



Wodan of Sunhill,
Male Paladin



Freya of Sunhill,
Female Paladin



Grothmaga
Female Orc



Grothmoog
Orc



Primula Brandybuck
Female Halfling



Milo Brandybuck
Male Halfling

Under the Shadow of the Dragon is a game for 2 players, but at the same time also an expansion set for *Return of the Heroes*. This box contains everything you need for a two-player game. The first part of this rules booklet refers to the two-player game. Towards the end of the rules section, you will also find notes explaining how to use *Under the Shadow of the Dragon* as an expansion set.

OBJECTIVE OF THE GAME

Your homeland has fallen prey to a Dragon. Not only does the beast spread panic and terror – he also creates terrible havoc. You have resolved to put an end to this. But how?

A venerable member of your family has told you that certain magic weapons are needed to defeat the Dragon. Many have tried vanquishing the Dragon without such a weapon, but none of them have returned from his cave. To create such a magic weapon, you first need to find a scroll explaining the special material you need for creating the weapon, and where to bring both scroll and material for the weapon to be wrought.

Only if you have one of these three weapons will you be able to challenge the Dragon. Otherwise, you will fail and a horrible fate awaits you!

There are three possible victory outcomes when *Under the Shadow of the Dragon* is used as a two-player game: a Major Victory for a player who defeats the Dragon, a Minor Victory for a player whose hero survives when the other player is defeated by the Dragon, and a Dragon Victory when the Dragon defeats one or both players. In the basic game, it is possible for the Dragon to win and one player to score a Minor Victory by not challenging the Dragon in time.

Hit Points (HP) – place red glass stones on the red hearts above the line; below the line, there is space for extra HPs from armor.

Character Sheet

Hero's Name → GATHRAGA
On – May exchange won ECs for gold pieces.

Special Skill – if possessed

- Magic Combat Skill** → place here
- Ranged Combat Skill** → place here
- Close Combat Skill** → place here

Gold pieces → place the shown number of yellow wooden disks here.

Place for Precious Stone (expansion version only)

Movement allowance – can be increased by artifacts

Place for tasks

Place for artifacts

When *Under the Shadow of the Dragon* is used as an expansion for *Return of the Heroes*, there are different victory conditions (see p. 12).

THE STORY BEGINS

1. Create the game board out of the nine region maps that come with the game. For your first games, sort the maps alphabetically, with the region map R on the top left and the region map Z bottom right. Next to the letter, there is a small arrow indicating north. Align all region maps accordingly.
2. Each player chooses one of the three heroes and reads through the



hero's special skills as listed on the character sheet (see Glossary).

3. Provide your hero with the appropriate amount of natural hit points (represented by the dark-red hearts above the line) and gold (represented by the number within the gold coin).

4. Sort the counters into three piles: open counters (with text on both sides), covered counters (showing the PA logo on one side), and counters related to the City of the Mages. Shuffle the covered counters (still covered, of course), then place one counter each on opposing entry fields of each map piece, alternating in north-south and east-west directions. In effect this means that no two counters may lie adjacent to one another.

Now pick the Dragon counter from among the open counters and place it on its appropriate field (V 9). The Dragon is now ready to harass your heroes.

Put the remaining open counters into the bag. Put all „City of the Mages“ counters face down next to the game board.

5. Place the colored cubes (experience cubes = ECs), the smaller numerical counters (these are used to indicate skill value changes on your character sheet), the dice (they are used to resolve trials), and all of the gold pieces next to the game board.

6. Each player picks up one wooden manor house and places it next to either field T2 or field X2. Place your game figure on either T2 or X2. The story is now ready to be told.

SEQUENCE OF PLAY

Each turn has two phases:

1. Movement

2. Actions

Combat is always the first action.

After this, apply all other actions in any order you like.

Any action ends movement.

MOVEMENT

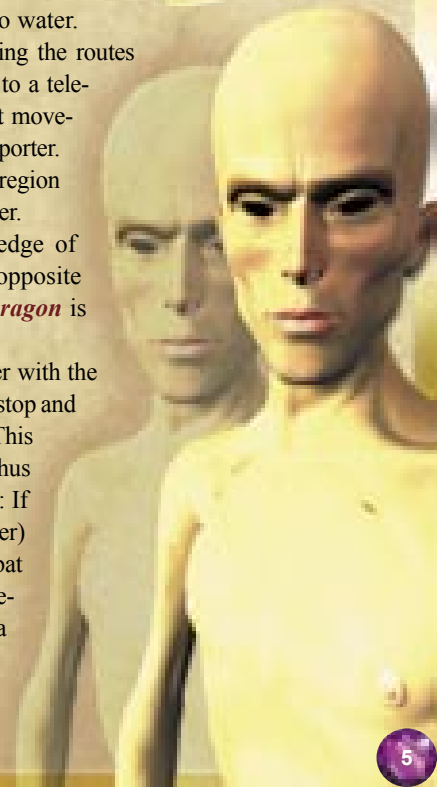
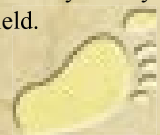
On each of your character sheets is the image of a footprint with a number in it. This represents the number of fields that you can move in a turn. You need not spend all of your movement allowance. Rather, the number indicates the maximum movement allowance you may spend.

- Each circle on the region map counts as one field.
- There are tan fields. These are normal fields.
- Red fields are usually hidden routes.
- Green fields are hidden routes in a forest.
- Blue circles are fields adjacent to water.

Movement is effected by following the routes from field to field. Should you get to a tele-
portation field (S3-6) with your last move-
ment point, you may still use the teleporter.
The same applies to the Labyrinth (region
map U). After that, movement is over.

It is not possible to exit one edge of
the map and reappear on the opposite
side. *Under the Shadow of the Dragon* is
firmly set in a flat world.

A **covered marker** (i.e., a marker with the
PA logo on its back) requires you to stop and
uncover (turn over) the counter. This
does not constitute an action, and thus
does not end movement. Exception: If
a counter with a red border (monster)
is uncovered, this leads to combat
with the monster, thus ending move-
ment. If this counter does not have a
red border, this is not a mandatory
action, and thus does not neces-
sarily end movement.



ACTIONS

Counters with colored borders represent optional or mandatory actions. The types of actions are:

Red Borders: Combat (see p. 7). This is a mandatory action.

Green Borders: Encounters (see below). This is an optional action.

Blue Borders: Tasks (see below). This is an optional action.

COUNTERS

Each time a counter is taken off the map another counter is drawn from the bag and placed in any non-occupied tan field of the players choice.

Encounters (Green Borders)

Counters with green borders represent encounters.

Such persons or events may be used once per turn, with no upper limit to their total usage.

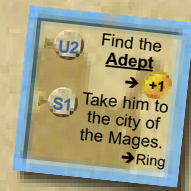
If you do not want to make use of an encounter, you may continue moving. If you make use of an encounter, this counts as an action and ends your movement phase. Once an encounter has been used for the first time, the counter remains face up in its field, usable by everyone. The Glossary provides you with a list of all encounters.

Tasks (Blue Borders)

Counters with blue borders represent tasks. On the top left on the counter, in a tan circle, is printed the coordinates for each task. The text on the counter informs

you what the task is, and the entry on the bottom right tells you what the reward is. Whenever locations, persons, or artifacts are printed in bold face and underlined on the counter, this identifies an “open” counter which has to be drawn from the bag before the task can be completed.

Taking up a task counts as an action as does solving the task. If you do not want to take up a task, you are free to continue moving. Any unassigned task remains open in its field, waiting for another player to take it up. You need not solve a task you have taken on immediately, but may do so at any time during the game. Whenever a task is taken up, or fulfilled, you need to draw another counter from the bag as per the description below. Tasks you have taken on are placed on the appropriate tray on your character sheet. You may not take up more than four tasks. To take up an additional task, you first need to place one of your four current tasks face up on the field your game figure is occupying at the time. This is a special case where no replacement counter is drawn from the bag (see p. 9).



Types of Tasks

Level 1:

A person, a creature, or an artifact needs to be brought to a specific destination, or you need to visit a particular location. Once you have fulfilled the task, you receive the reward listed on the counter. The task counter is then removed from play and you draw a replacement marker.

Level 2:

A certain person (underlined, i.e., this is a counter that has to be drawn out the bag) needs to be found. Once you have resolved the task, you receive the reward listed on the counter. The task counter is then removed from play and you draw a replacement counter from the bag.

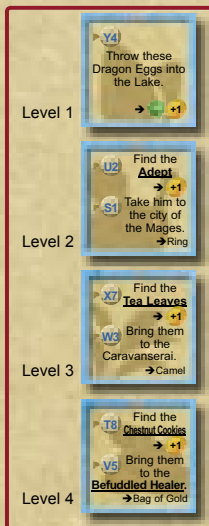
Level 3:

A certain artifact (underlined, i.e., this is a counter from the bag) needs to be found. Once you have found the artifact, you receive the reward listed on the counter (note the number printed in the gold piece on the counter). Now the artifact needs to be taken to the location indicated on the counter. When you have resolved this task, you turn the counter over. On the back side of the counter, you will find a reward for your hero – some special artifact. The task counter is then removed from play and you draw a replacement counter.

Level 4:

A certain artifact (underlined, i.e., this is a counter from the bag) needs to be found. Once you have found the artifact, you receive the reward listed on the counter (note the number printed in the gold piece on the counter). Now the artifact needs to be taken to the person indicated on the counter (underlined, i.e., this too is a counter from the bag). When you have resolved this task, you turn over the counter. On the back side of the counter, you will find a reward for your hero – some special artifact. The task counter is then removed from play and you draw a replacement counter.

Important Note: The individual counters representing underlined persons or artifacts related to task counters have a two-color border (blue/yellow). Such counters are only „visible“ to the hero who has taken on the appropriate task. All other heroes simply pass these counters by without noticing that something is there.



COMBAT (RED BORDERS)

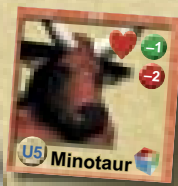
Counters with red borders represent creatures, necessitating immediate combat. Combat is always the first action after movement. As soon as a player uncovers a creature, or moves onto an already uncovered creature counter, combat ensues automatically and the movement phase is immediately ended.

You only need to spend one turn of play to fight any creature. The exception is fighting the Dragon. A colored circle on the creature counter indicates which skill is needed to defeat the creature:

- **Blue circle:** may be attacked in magic combat.
- **Green circle:** may be attacked in ranged combat.

- **Red circle:** may be attacked in close combat.

To fight a creature, you need to roll just one trial in one of the skills colored circles on number within the modifier, you need to that amount from your



indicated by the the counter. If a circle indicates a subtract

Regarding Trials

Trials are resolved by rolling two, or more, dice. The number right next to the skill listings on your character sheet becomes the basis for the trial. The total sum of the chosen two dice has to be equal to or lower than this number for the trial to be successful. The trial fails if the total exceeds this number.

You may only use one of the attack skills that are represented by circles on the creature counter; if you do not find a circle, you may not use this type of attack. The number within the circle tells you whether or not your skill value will be modified. Modifiers range from -1 to -4. The sum of any two dice has to be equal to or lower than the modified skill number for the trial to be successful. The trial fails if the total exceeds this number.

skill value before rolling the dice. Should the trial fail (i.e., the total sum of the dice exceeds your skill value – see box on page 7), you were not able to defeat the creature. Your hero has been wounded

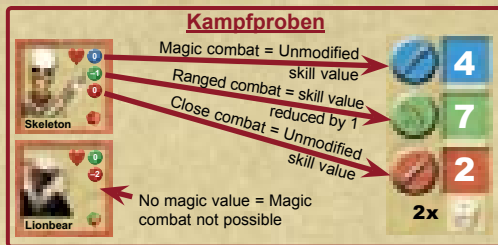
and needs to mark off either a natural or an artificial HP. One red glass stone is removed. Once the last of the natural glass stones (i.e., those above the line) is removed, your hero is dead.

If you succeed in the trial (i.e., roll less than or equal to your skill value), you have defeated the creature. You now receive the reward indicated on the counter: 1 EC (see the next page to learn more about ECs). If the cube does not show one solid color, but is instead made

up of several colors, you may choose which of these colors you want your EC to be.

If the counter shows two cubes, you may even choose two ECs – however, these have to be of different colors. Some creature counters also have an artifact depicted on their reverse sides; once you defeat the creature, you receive that artifact. The cubes are put onto your character sheet on their respective tracks, while any artifact you gain is placed on an empty artifact tray on your character sheet. The creature counter is removed from play and replaced by a new counter from the bag.

If you lose in combat, you may not undertake further actions in this turn; however, on subsequent turns, you may act as you like. You may



fight the creature again on your next turn, or you may simply proceed.

Once your hero loses his last natural HP, he is dead. All the ECs he has accumulated so far are removed from the character sheet and all the tasks he has taken on are placed on the field in which he died. You may keep one artifact. Artifacts from the City of the Mages (S1) are returned to the other „City of the Mages“ counters. Special artifacts (i.e., artifacts printed on the reverse side of other counters) are

also placed on the field where the hero died. His game figure is placed next to the field containing its manor house and is once again prepared for beginning play (and receives the one artifact you may have retained, which the hero has „inherited“ from his predecessor).

Early in the game, losing a hero is not terribly tragic; just assume that the hero's son or daughter immediately picks up the fight against the Dragon. However, the more ECs you have already won, the more inconvenient your hero's death becomes. Thus, it is important for all players to know where to go to have lost HPs healed.

Should your hero die fighting the Dragon, things proceed in a somewhat different fashion: If your hero loses all HPs here, the Dragon has won. Your fellow player now has the option of challenging the Dragon himself within the next four turns. If such a challenge is successful, he wins the game and scores a Major Victory. If he does not, or does not want to, do so, he has still scored a Minor Victory, for he has at least survived. See also the entry „The Final Battle against the Dragon“, on p. 11.

EVENTS (ORANGE OR ORANGE-LILAC BORDERS)

Events are counters with either an orange or an orange-lilac border (the latter being Dragon-related events). If such a counter is drawn, the effects need to be applied immediately. An event usually affects all players. The Glossary has more information on the various events.

Once an event has taken place, the next player gets his turn. The event counter is discarded and you do not need to draw a replacement counter.



ARTIFACTS (YELLOW BORDERS)

Artifacts are counters with a yellow border. A hero may carry up to four artifacts. If he wants to pick up a fifth one, he needs to drop another artifact first. Should this be an artifact from the City of the Mages (S1), it is again placed with the other „City of the Mages“ counters. All other artifacts are placed on their field currently occupied by the hero.

Spells from the City of the Mages also count as artifacts. Some of them may be used only once, such as riding a Pegasus. Other spells require a successful magic trial to be cast. If the trial fails, the parchment holding the spell vanishes and the counter is again placed with the other „City of the Mages“ counters. Some of the spells do not count as actions, but may be used during the movement phase. This is akin to searching for hidden routes.

REPLENISHING COUNTERS

As soon as a counter has been picked up, it needs to be replaced by another one. This is handled in the following ways:

A defeated creature (red border) is taken out of the game. The player draws a new counter and only afterwards puts the defeated creature back into the bag. Should the same creature be drawn again later during the game, it is placed, face down, on an empty tan field. It may not be placed on a region map containing the player's own hero.

If a player takes on a task (blue border), he also draws a new counter from the bag. On the front of some counters, you will see a note, printed in a small tan circle, on which region map (letter) and field



(number) you need to place the counter. These coordinates clearly assign each task to one particular field. If a task is finished, draw another counter from the bag.

Encounters (green border) remain on the game board after they have been used, so you do not need to draw a replacement counter.

A player may draw no more than one counter per turn, regardless of how many requirements for counter replenishment he has fulfilled in his turn of play.



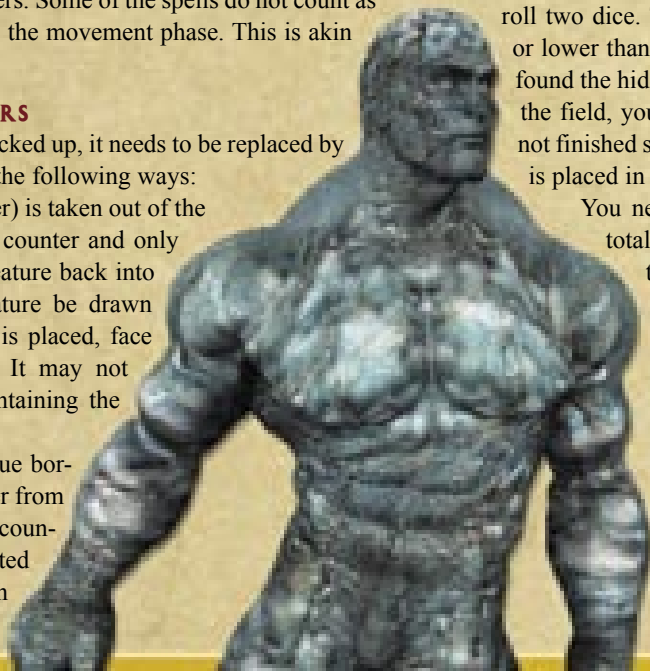
HIDDEN ROUTES

These are represented by red and green circles on the region maps. If you want to move to such a field, you need to find it first. To do so, roll two dice. The total sum of both dice needs to be equal to or lower than the number printed on the field. If so, you have found the hidden route. If the total sum exceeds the number on the field, you have not found the route. Your hero either has not finished searching yet, or has lost his way. The game figure is placed in between the two fields.

You need to repeat the trial on your next turn. If the total sum of the two dice is equal to or lower than the number, your hero has found the field and may use his remaining movement allowance to continue onward. If the sum exceeds the number, the game figure is placed on the field: the hero has found the field, but has to skip the rest of this movement phase since the search took so long.

EXPERIENCE

A hero's skill value and the experience gained with this skill are measured differently. A skill's value may be modified by artifacts or by instructors, but never by experience.



Experience gained only increases the chance of a trial being successful.

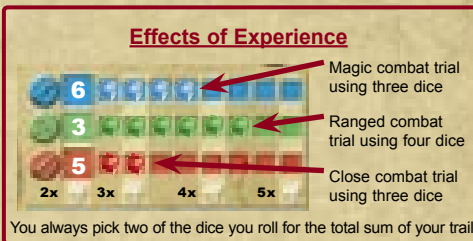
Experience gained in using your skills is measured in experience cubes of different colors: blue for magic, green for ranged combat, and red for close combat. Once a player has collected a certain number of cubes of one particular color by successfully resolving counters, he attains a new level. This is indicated on the character sheet and marked by the entries 3xd (you may now use three dice in this particular trial), 4xd, and 5xd.

Once your hero attains a new level, he may now, depending on level, roll three, four, or even five dice. Of all the dice rolled, you select two that you want to actually use in this trial. Thus, your chances of rolling a particular sum improve as your hero gains more experience – the more experienced he is, the more dice are at his disposal for rolling the right numbers. Both you and your fellow players have a visual understanding of your hero's experience.

SKILL VALUES

The numerical values of the three skills (i.e., the numbers right after the skill symbols on your character sheet) may be modified as follows:

1. By artifacts (Saber, Magic Bone, the magic artifacts – see Glossary). You may not use more than one artifact to enhance any



You can indicate a change in the skill values by placing the appropriate number chit on the character sheet.

THE MAGIC WEAPONS

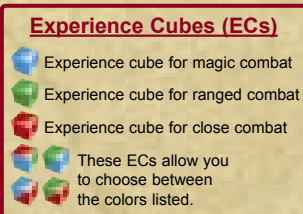
In *Under the Shadow of the Dragon* heroes do not have heroic deeds to complete, as they do in *Return of the Heroes*, instead they need to find a magic weapon. There are three magic weapons, one related to each skill. All of these have their origin in a scroll, each one being guarded by a unique creature. The counters for these creatures are identified by a small asterisk. Each of these creatures must be defeated in combat in order to obtain possession of the scroll. A new counter is drawn from the bag after the creature is defeated.

The player is now handed the task card pertaining to the scroll he just

received. The card indicates the steps that need to be taken in order to receive the magic weapon which will enable the player to fight the Dragon. The counters needed for the second and third steps of the creation process have two-colored borders. These counters are visible only to the hero who owns the respective scroll (counter). All other heroes simply pass these counters by. Even if they stop on top of the counter, they do not notice it, there is no need for battle.

one skill, i.e., you may use either the Saber or the magic Axe, but not both.

2. By training. The only instructor around is Cerberos, the ancient hell hound. He demands 1 HP and 1 EC as fees, in exchange for which he increases one skill value of your choice by 1. Once training is complete, the hero is placed on field Z 6.



The scroll and the special material (the second part to obtain a magic weapon) need to be taken to the appropriate loremaster (the third step), who then fashions the weapon. The scroll and material counters are then discarded. In their stead, you pick up the loremaster counter and flip it over. The back of this counter depicts the weapon you have gained.

THE HEROES

Players may choose between the Halfling, the Paladin, and the Orc. Each of these have their own special abilities. See the Glossary for more details on the heroes.

THE FINAL BATTLE AGAINST THE DRAGON

The battle against the Dragon is somewhat different from standard combat. Your hero needs a magic weapon to challenge the beast. Also, combat with the Dragon does not last for just one turn, but is conducted until either the hero or the Dragon has run out of HPs.

Your magic weapon determines which skill you may use in your battle against the Dragon. For instance, you may not use the Lyre to defeat the Dragon in close combat, since the Lyre only allows for magic combat with the Dragon (see the Glossary). A hero approaching the Dragon without a magic weapon dies instantaneously, no trial needed.

When a hero enters the Dragon's lair to fight the Dragon he has to reduce the number of ECs, of his choice, equal to the amount of gold the Dragon has plundered during the game. (The raids of the Dragon are explained fully in the Glossary.)

Example: The Halfling has a ranged combat value of 9. He visited Cerberos twice to improve his ranged combat value ($2x + 1$) and has also received the magic bow (+1 to ranged combat) from Rondel. He has collected 7 green ECs, allowing him to roll a ranged combat trial

using 5 dice. The Dragon has plundered a total of 4 gold pieces in his raids (event counter „Plunder!“), which are found in the Dragon's lair. This means that the Halfling needs to discard 4 ECs before he may actually confront the Dragon. He discards all of his blue and red ECs, and also 1 green EC.

Now the battle begins. The magic bow enables its bearer to attack the Dragon with a modifier of -3. Thus, the Halfling needs to roll 6 (9 - 3) or less to hit the Dragon for 1 HP. The Halfling is allowed to use 4 dice for his trials; while this was 5 dice when he entered the Dragon's cave, he had to discard 1 EC, bringing him down to 4 dice. Out of these 4 dice, he is allowed to pick 2. He rolls 6, 5, 3, and 3. He chooses the 3's (for a total of 6) and hits the Dragon; the beast loses 1 HP. The turn does not end here, though, but the next trial is called for immediately. The Halfling rolls 6, 6, 5, and 4, i.e., the trial fails and the Dragon instead hits the Halfling, who loses 1 HP. The battle continues in this way, until either the Halfling or the Dragon runs out of HPs.

If the Halfling wins, he has scored an epic victory. He emerges as the savior, the hero of song and legend. The player may celebrate as much, or as little, as he likes – in any case, he has won the game.

If the Dragon wins, however, the second player now has the option of also challenging the beast before the next four turns have passed. If he succeeds, he has scored a Major Victory. (The dead Halfling remains dead in this case.) If he does not, or does not want to, do so, he has still scored a Minor Victory, for he has at least survived.



"UNDER THE SHADOW OF THE DRAGON" AS AN EXPANSION SET

This game may also be used as an expansion set for *Return of the Heroes*, effectively allowing a fifth and sixth player to join the fun!

The Dragon now serves as the Nameless's rival for control of the kingdom. Both eye one another carefully, knowing well that neither is powerful enough to defeat the other. The moment a hero slays the Dragon, the Nameless, along with all his Servants and Guards, will vanish into obscurity. An enemy powerful enough to defeat the mighty Dragon must surely be a match for the Nameless, too! Thus, the game ends when the Dragon has been vanquished.

On the other hand, if a hero defeats the Nameless, the Dragon will take his clue and depart the kingdom for the time being, for an enemy powerful enough to slay the Nameless must surely be a match for the Dragon, too! The game also ends when the Nameless has been slain.

Rules Changes

When you combine both games, the following rules changes apply:

- No player gets a heroic deed at the beginning of the game; instead, the heroes have to apply to the king to get any.
- The Dragon begins the game in the bag. As soon as he is drawn, the six special Dragon counters (5x Dragon Events, 1x Dragon Man) are put into the bag.
- The Nameless is not put into the bag until a player has fulfilled the first part of a heroic deed.

- If the Mage is chosen as a hero, the player may forfeit his starting 3 gold pieces and opt for a spell from among the „City of the Mages“ counters.
- The game ends once when either the Dragon or the Nameless has been killed.

All 25 region maps are shuffled together and laid out in a square 5 by 5 region maps. You may want to start looking for a larger table now. All of the 50 covered counters are also shuffled and distributed according to the basic rules. All open counters are put into the bag, except for:

- **the Nameless, his Guards, and his Servants**
- **the 6 Dragon counters (5x Dragon Events, 1x Dragon Man)**

Finally, the Nameless cards are shuffled, and one of them is placed face down next to the game board. The oldest player goes first. He chooses one of the eight heroes. Choice of heroes then proceeds clockwise.

Once every player has made his choice, the manor houses of the heroes are placed on the game board. The player who chose his hero last goes first now; all others place their heroes' homes now counter-clockwise. The following rules apply here:

- No manor house may be placed on the following region maps:
 - **H**, the Tower of the Nameless
 - **J**, the Capital
 - **N**, the Temple
 - **R**, the Gate to the Underworld
 - **V**, the Dragon's Cave
 - Neither can it be placed on field **S1**, the City of the Mages
- The manor house needs to be placed adjacent to a tan field.
- The manor houses may not be placed adjacent to another, either horizontally or vertically. The map on which the house has been placed



counts for this calculation. Two diagonally adjacent region maps may hold one manor house each.

Example: Image the following distribution of region maps:

1st row	T,	A,	C,	H,	W
2nd row	U,	K,	J,	X,	B
3rd row	S,	E,	G,	N,	D
4th row	Y,	F,	I,	Z,	V
5th row	R,	M,	L,	O,	p.

The maps H, J, N, R, and V are taboo. Should a manor house be placed on, say, map T, the closest neighboring house may be on either of the following maps: C, K, or S (not on S1, though), but not on A or U. Should a manor house be placed on map G, maps E and I may not be used (N and J are taboo in any case).

- Each game figures is placed on the field next to its houses.
- The oldest player goes first, the others following clockwise.

As soon as a player draws the Dragon counter from the bag, it is placed on field V9 and the Dragon counters are placed in the bag. Once any hero has fulfilled the first part of a heroic deed, the Nameless is put into the bag. When the Nameless counters is drawn, it is placed on field H6. His four Guards are placed (face down) on the four blue circles around the Nameless. The number of Servants entering the game is equal to the total number of task counters on all the heroes' character sheets. Heroic deeds do not figure into this, though. All remaining Servants are placed in the bag.

Whenever a player moves into the Capital (J), he may choose a heroic deed. Once chosen, a heroic deed may not be discarded. You may not take up more than one heroic deed.

A hero who has found the scroll for a magic weapon to be used against the Dragon is given the corresponding task card.

There are the following tasks:

- Tasks of levels 1-4; see „Tasks“, on p. 6
- Scrolls and the corresponding task cards for magic weapons
- Heroic deeds.

You may not hold more than one heroic deed and one scroll.

You may hold up to four other tasks, as evidenced by the trays on your character sheet.

Whenever you remove a counter from a region map (exception: an exchange between two task counters), you need to draw another counter from the bag – even if the counter removed is part of a task.

Whenever a task is fulfilled, you also need to draw a new counter. However, a player may draw no more than one counter per turn of play, regardless of how many requirements for counter replenishment he has fulfilled in his turn of play.

Once either the Nameless or the Dragon has been defeated, the game ends immediately, even if one (or more) of the heroes still carries an unresolved heroic deed or scroll.

Additional information:

<http://www.pegasus-web.com>



GLOSSARY

Actions



Actions are the second phase in each player's turn. Actions always end movement. Actions include combat (combat is always the first action; all other actions may be performed in any order desired), taking up or dropping **artifacts**, taking instruction, accepting or dropping a task, using an **encounter**, and drinking a **healing potion**. Looking at a covered counter is not an action. Actions can be identified by their color (e.g., artifacts = yellow border).

The Adept/Artifact



The Adept gives the **hero** a **Ring** providing 1 artificial **HP** (turn the counter over) once a **hero** has led him to the **City of the Mages**.

Artifacts



Artifacts are counters with a yellow or partly yellow border. All artifacts are placed on the yellow trays on the character sheet. A **hero** can only carry four artifacts at a time. He can drop an artifact at any time, though. Dropped counters that have the "**City of the Mages**" symbol on the back are immediately returned to the rest of the "**City of the Mages**" counters. All other artifacts are placed on the field currently occupied by the **hero**.

Attack!/Dragon Event



The **Dragon** attacks each **hero** in turn, starting with the player who drew the counter. The attacked **hero** needs to succeed in a **trial** of his choice at -3. **Heroes** who fail this **trial** lose one **artifact** of their choice to the **Dragon's** destructive power. If this **artifact** was bought in one of the markets (either the one in the **City of the Mages** or one of the markets in **Return of the Heroes**), the counter is returned to that location. If it is a special **artifact** (a reward for a task), the **artifact** is removed from the game. The **Dragon** cannot destroy magic weapons, **scrolls**, or the three magic materials: **Wood of Ash**, **Bone**, and **Special Metal**. As soon as a **hero** succeeds in a **trial**, the **Dragon** immediately breaks off the attack and returns to his lair in anger, without attacking the rest of the **heroes**. On a failed **trial**, the **Dragon** attacks the **hero**, whose turn is next, continuing until all **heroes** have been attacked or until one of them drives him off.

Axe of Bragg/Magic Artifact



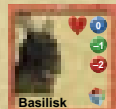
This is one of the 3 **magic artifacts** needed for combat against the **Dragon**. Forged by **Hildebrandt**. The bearer may attack the **Dragon** with a close combat modifier of -3, but may attack all other creatures with a close combat modifier of +1.

Bag of Gold/Artifact



The Bag of Gold is a gift from the **Befuddled Healer**, once he has been given the **Chestnut Cookies** (turn the counter over). You will immediately find 1 gold piece (no die roll necessary) in the bag once you have received it as a gift. The gold piece remains on the counter until it has been spent. Whenever the Bag of Gold is empty at the beginning of a turn, roll a die: on a roll of 1 or 2 a new gold piece wondrously appears in the Bag.

Basilisk/Creature



If your **hero** fails to defeat the basilisk (i.e., fails in his **trial**), he does not lose **HP**, but instead becomes confused by the Basilisk's gaze. On his next turn, your hero is moved by the player on your left in a direction of his choosing.

Befuddled Healer/Encounter



Heroes who visit the Befuddled Healer may have their wounds healed (as an **action**). The player rolls one die; on a roll of 1, he loses 1 **HP**, on a roll of 2 to 6, he regains all lost **HPs**. The Befuddled Healer likes nothing in the world better than **Chestnut Cookies**. A **hero** who delivers some of these to the Healer is given a **Bag of Gold** as a return gift.

Boots of Jumping/Artifact



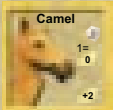
These boots enable your **hero** to jump exactly 4 fields (no less, no more). Jumping has to follow the routes depicted on the game board. Some of the routes remain closed to the **hero**; jumping into or through the **City of the Mages**; into or through the Labyrinth (**region map** U); past the **Dragon Man** into the Dragon Cave; and across or onto colored fields are all not allowed. However, a **hero** may jump onto the Isle (**region map** Y) or across the Lake from one blue field to another.

Bow of Perfect Aim/Magic Artifact



This is one of the 3 **magic artifacts** needed for combat against the **Dragon**. Crafted by **Rondel**. The bearer may attack the **Dragon** with a ranged combat modifier of -3, but may attack all other creatures with a ranged combat modifier of +1.

Camel/Artifact



The Camel is a mount, offering +2 on movement rate. However, before you get the Camel to move, you need to roll a die first: on a roll of 1, the stubborn beast refuses to move, thus prematurely ending your movement phase. A **hero** on camelback does not suffer any **HP** loss while on the “Desert” **region map** (W).

Caravanserai/Location

The Caravanserai is the starting point for all caravans crossing the desert (W3). A **hero** ending his movement here does not lose **HPs** while on the Desert **region map**.

Cerberos/Encounter



Heroes may train with Cerberos, the ancient hell hound, to increase one **skill** value of their choice by 1. Cerberos demands 1 **HP** as well as 1 **EC** as payment for his services. After training is finished, the **hero** finds himself on field Z6, the Barrow.

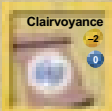
Chestnut Cookies/Artifact



These need to be taken to the **Befuddled Healer**, who presents the **hero** with the **Bag of Gold** in return (turn the counter over).

Clairvoyance/Artifact (Spell)

Whenever a player has to draw a counter from the bag, he may cast the “Clairvoyance” spell to pick a counter of his choosing instead (as an **action**). He may not pick a covered counter (i.e., a counter with the PA logo on its back). The player’s **hero** needs to succeed in a magic **trial** first. If this **trial** fails, the spell vanishes back to the other “**City of the Mages**” counters.



City of the Mages/Location

When a **hero** moves onto the field “City of the Mages” (S1), he may call a market. Shuffle the “City of the Mages” counters and draw four of them. The **artifacts** or spells drawn represent what is currently on offer in the City. The player calling the market may elect to buy these **artifacts**, or he may offer them to the other players. It is up to the player calling the market to decide in which order to buy or sell, or to which other player he wants to sell. The prices are printed on the counters of the **artifacts** or spells; they are non-negotiable. For each **artifact** sold, the seller receives a provision of 1 gold piece, regardless of actual price. He may keep the provision, while the rest of the buying price goes to the City of the Mages (i.e., is removed from play). If the player calling the market elects to buy the **artifact** himself, he does not have to pay the provision, of course, nor does he get it from the City. Unsold **artifacts** are returned to the rest of the “City of the Mages” counters.

Death of a Hero

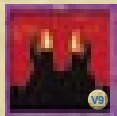
A **hero** is dead once he has no more natural **hit points** left. The game figure is moved to the field near his manor house. All **ECs**, all **skill** increases, all **artifacts**, and all gold pieces are lost, except for a single **artifact** that the deceased hero bequeaths on his son or daughter. This also applies if the hero has already found one of the **scrolls** and the corresponding special material. The player has to part with one of these, which is put back into the bag. (We recommend discarding the material, since while the **scroll** is visible to anyone, the material is only visible to the owner of the **scroll**.) Tasks are placed on the field where the **hero** died. **Artifacts** from the **City of the Mages** (S1) are returned to the rest of the “**City of the Mages**” counters. Special **artifacts**, i.e., the back sides of other counters, are also placed on the field where the hero died. The new **hero** gets the usual amount of starting **hit points** and gold pieces. Then the second generation tries to succeed where the first one failed ...

Doppelganger/Creature



To defeat the Doppelganger, you need to succeed in a **trial** with one of your unmodified starting values. Neither weapons nor other improvements of your **skill** value nor related **ECs** may be taken into account. Should the **trial** fail, the **hero** loses 1 **EC** of his choice. If he does not have any **ECs**, he loses 1 **HP** instead.

Dragon



Example: The Orc has the **Saber**, bringing his close combat value to 7; he has two red **ECs** on this character sheet. If he has to fight the Doppelganger, he may rely on neither the **Saber** nor the two red **ECs**. Instead, the Orc needs to roll a close combat trial against his original starting value of 6.

In the two-player game, the Dragon begins play in his lair (V9); the 5 **Dragon Events** are put into the bag. Things are different, though, if you use *Under the Shadow of the Dragon* as an expansion set to *Return of the Heroes*: In this case, the Dragon counter is also put into the bag.

The **Dragon Events** are not placed into the bag until a player has drawn the Dragon counter. In both versions of the game, the Dragon may only be attacked with one of the 3 **magic artifacts**. There are 3 different scrolls, which tell the heroes which materials are needed for a particular person to fashion one of the 3 **magic artifacts**. **Heroes** approaching the dragon without any of these weapons are instantly slain!

Whoever challenges the Dragon needs to discard as many **ECs** prior to combat as there are gold pieces in the Dragon's lair (seized in his raids; see **Plunder/Dragon Events**). The player decides which **ECs** to discard. If the Dragon possesses, say, 8 gold pieces, the player needs to remove 8 **ECs** from his character sheet. Only then does combat begin.

Dragon Events are: **Attack!**, **Fear!**, **Plunder!**, and **The Market is Burning!** (twice).

To get to the **Dragon**, you need to defeat the Dragon Man first. A **hero** who defeats the Dragon Man must enter the Dragon's lair immediately.

Dragon Events

Dragon Man/Dragon Creature



Dwarven Ghost/Scroll Creature



Encounters

Experience

Experience/Artifact (Spell)



Experience Cube (EC)

Fear!/Dragon Event

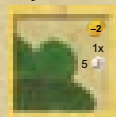


The **hero** who defeats the Dwarven Ghost wins the **Special Metal** (turn the counter over). If the close combat **trial** fails, however, the **hero** loses 1 **EC** of his choice. If he does not have any **ECs**, he loses 1 **HP** instead. The Dwarven Ghost is visible only to the **hero** who is in possession of the **scroll for a magical Axe**.

Encounters are counters with a green border. Encounters can be used (**Actions**) or simply ignored. Once drawn, they remain on the **region map**.

Little wooden cubes represent the experience gained by **heroes**. These are called experience cubes (ECs for short). They come in blue for magic combat, green for ranged combat, and red for close combat. They are placed on the corresponding lines to the right of the respective **skill** on the character sheet. After a certain amount of cubes have been collected, a **hero** can use the number of dice depicted on the sheet – but only for **trials** in this particular **skill**. During a **trial**, the player can select two out of all the dice rolled for this **trial**. Thus, ECs do not improve a **hero's skills**, but increase the number of dice to be rolled.

The spell “(Great) Experience” allows a **hero** to roll one single **trial** with four (five) dice, regardless of how many **ECs** he actually has with that **skill**.



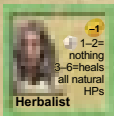
Experience

All open counters on all region maps adjacent to the Dragon's lair (not diagonally adjacent, and not on the region map itself) flee into the bag. This does not apply to **artifacts**, though. Revealed PA counters are covered again.

Healing Potion/ Artifact



Herbalist/ Encounter



Heroes

This potion returns all natural **HPs**; it may only be used once. Using the potion counts as an **action**.

A **hero** may visit the Herbalist to be healed from damage. The Herbalist demands a fee of 1 gold piece for her services. After paying, the player rolls 1 die. On a roll of 1 or 2, nothing happens as the attempt at healing has failed. On a roll of 3-6, all lost natural **HPs** are restored.

Heroes are the characters the players move around the **region maps** as their game figures. Their respective values are listed on their character sheets. *Under the Shadow of the Dragon* has the following heroes:

Halfling (m/f)

The Halfling is a quick learner: he only needs 1 **EC** per **skill** to gain 2nd level. In addition, he has the ability to hide when threatened by a creature. On a roll of 1 to 3, he is successful in hiding; otherwise, he has to fight. If he manages to hide from a creature and still has **movement allowance** to spend, he may continue moving. This special ability does not work when riding a mount or when in the Cart (if using the expansion game).

Paladin (m/f)

The Paladin can heal himself. To do so, he needs to be on an empty field and may not perform any other **action**. He then rolls the die: on a roll of 1, his efforts are in vain, while on a roll of 2 to 6, he regains 1 **HP**. The paladin may use this ability if he is looking for a secret route and is standing between fields.

Orc (m/f)

The Orc can turn won **ECs** into gold pieces. He needs to do this in the same round in which he has won the **EC(s)**. Example: The Orc defeats the Skeleton and gains 1 red **EC**; he may decide to forego the **EC** and take 1 gold piece instead.

In the expansion game, the Orc may pick up the other Orc (a creature counter from *Return of the Heroes*) as a companion after he has defeated him in combat. This creature counter is not considered an **artifact** and may be placed anywhere on the character sheet. The “creature Orc” provides the player Orc with 1 additional **HP**. Should this additional **HP** get lost later in the game, the “creature Orc” goes, too, and disappears into the bag. When exactly this may be the case is the decision of the Orc player. As long as the “creature Orc” accompanies the “hero Orc”, the latter’s close combat value is increased by 1.

Hildebrandt/ Scroll Encounter



Hit Points (HPs)

Hildebrandt is visible only to the **hero** who owns both the **scroll for a magic Axe** and the **Special Metal**. Out of the **Special Metal**, Hildebrandt forges the **Axe of Bragg** (turn the counter over). The **Axe of Bragg** is a **magic item** that allows your **hero** to attack the **Dragon** in close combat. It provides a close combat modifier of -3 against the **Dragon**, but of +1 against all other creatures.

The red glass stones represent a **hero’s** hit points. There are natural hit points (the red hearts depicted on the character sheet) and artificial hit points (the orange hearts). At the beginning of the game, cover the red hearts with red glass stones. Whenever a **hero** loses a fight, he also loses a glass stone. He is dead if he has no glass stones remaining. Natural hit points can be regained at several locations:

1. At the **hero’s** manor house. The hero sits out one turn and regains all lost hit points. To sit out a turn means the player gives up a complete turn of play including movement as well as actions – if there is a creature on the field in front of the manor house, the **hero** does not have to fight it.
2. A **hero** may use the **Healing Potion** that is for sale in the **City of the Mages**.
3. At the **Herbalist’s**.
4. At the **Befuddled Healer’s**.
5. Under certain circumstances, the Paladin has the ability to heal himself (see **heroes**).

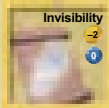
Artificial hit points are gained from **artifacts**. If a **hero** loses a fight, the player decides whether to lose a natural or an artificial hit point. A **hero** dies as soon as he loses his last natural hit point, no matter how many artificial hit points he still has.

Huge Bone/ Artifact



The Huge Bone is visible only to the owner of the **scroll for a magic lyre**. If it is brought to **Orpheus**, he fashions it into the **Lyre** needed for fighting the **Dragon**.

Invisibility/ Artifact (Spell)



To cast the Invisibility spell, a **hero** needs to succeed in a magic **trial** first. If he succeeds, he becomes invisible for the rest of his turn and is able to pass by all red counters (creatures) without combat – with the exception of the **Dragon**. The spell *does* work against the **Dragon Events Attack!** and **Plunder!** If you play the extension to *Return of the Heroes*, the **hero** may not pass by the Nameless, either, but it is possible for him to avoid his Servants and Guards. A **hero** who attacks a creature while Invisible receives a bonus of +1 to his close combat attacks. This spell does not constitute an **action**. If the magic **trial** fails, the spell dissipates and the counter is returned to the rest of the “**City of the Mages**” counters. The spell may be cast again and again as long as the magic **trial** does not fail.

Juggler/ Encounter



The Juggler demands one gold piece for his services. The player is then allowed to roll a die. On a roll of 1 to 3, the **hero** gains 1 **EC** of his choice; on 4 and 5, nothing happens; and on a 6, the mischievous Juggler steals another gold piece from the **hero**! If there are no gold pieces left, treat as a roll of 4 or 5.

Keeper/ Scroll Encounter



The Keeper of the Forest provides you with the **Wood of Ash**, given that your **hero** succeeds in a ranged combat **trial** (turn the counter over). The keeper is visible only to the **hero** who possesses the **scroll for a magic bow**.

Lightning!/ Artifact (Spell)



You may only cast Lightning on creatures (counters with red borders) that cannot be attacked by magic (no blue circle on the counter); this counts as magic combat (**action**). However, the caster needs to succeed in a magic **trial** to cast the spell. If the **trial** succeeds, the target loses 1 **HP**; if the **trial** fails, the spell dissipates harmlessly and the counter is returned to the rest of the “**City of the Mages**” counters. You may use the spell more than once, as long as you do not fail your magic **trial**.

Lightning may be used to counter the Dragon Event **Attack**. If the magic **trial** succeeds, the **Dragon** is driven off. If it fails, standard combat ensues, requiring the **hero** to roll a **trial** of one of his three **skills**.

Lyre/Magic Artifact



This is one of the 3 **magic artifacts** needed for combat against the **Dragon**. Fashioned by **Orpheus**. The bearer may attack the **Dragon** with a magic combat modifier of -3, but may attack all other creatures with a magic combat modifier of +1.

Magic Artifacts

There are three magic artifacts that help you in defeating the **Dragon**: the **Lyre of Orpheus**, for magic combat; the **Bow of Perfect Aim**, for ranged combat; and the **Axe of Bragg**, for close combat. Without one of these weapons, challenging the **Dragon** is hopeless and your **hero** immediately dies. The magic weapons allow you a **trial** with the respective combat **skill**, which, however, is modified by -3.

With all 3 artifacts, you need to find a certain **scroll** first. Each **scroll** is in the possession of a particular being (indicated by a small scroll symbol on the respective counter). To receive the scroll, you need to succeed in the appropriate **trial** – ranged combat with the **Phoenix**, close combat with the **Scorpion**, and magic combat with the **Unicorn**.

Each **scroll** is an **artifact** visible to any **hero**. Whoever “finds” the **scroll** also takes up the corresponding task card. This card tells you the further requirements you have to fulfill to finally get the magic weapon.

The second step in the weapon's creation is finding some special material. In the case of the **Lyre of Orpheus**, this is the **Huge Bone**; in the case of the **Axe of Bragg**, the **Special Metal**; and in the case of the **Bow of Perfect Aim**, the **Wood of Ash**. Each of these materials is in the possession of a particular being, against whom the **hero** has to roll another **trial** corresponding to the magic effect of the **artifact**. Beings and materials are visible only to the **hero** who has the appropriate **scroll** or task card.

In the last step, **scroll** and material need to be taken to one particular person. In the case of the **Lyre**, this is **Orpheus**, in the case of the **Axe of Bragg**, **Hildebrandt**; and in the case of the **Bow of Perfect Aim**, **Rondel**.

Magic Bone/Artifact The Magic Bone increases the magic **skill** of its owner by 1.



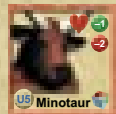
Map of the Labyrinth/Artifact The owner of this map may move freely around the Labyrinth (**region map U**) without having to roll the die. In addition, he may freely enter all hidden routes (red and green fields).



The Market is Burning!/Dragon Event The **Dragon** destroys 4 “**City of the Mages**” counters (6 counters in the expansion game). The counters are chosen at random, without being revealed first, and removed from the game for the entire game session.



Minotaur/Creature



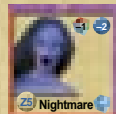
Moray Eel/Creature



Movement Allowance



Nightmare/Scroll Creature



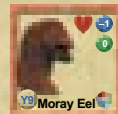
Oasis/Location



Orchan/Encounter



A **hero** who defeats the Minotaur wins the **Map of the Labyrinth** (turn the counter over).



A **hero** who defeats the Moray Eel wins the **Waterskin** (turn the counter over).

A **hero's** movement allowance is shown as a number in the image of a footprint on the character sheet. Movement occurs in the first phase of a player's turn. Any **action**, whether voluntary or involuntary, ends the movement phase. Any points remaining of the movement allowance are forfeited and cannot be used in the next turn of play. **Heroes** move along the routes from one field to another. This requires 1 movement point per field. A **hero** with 4 movement allowance can move 4 fields per turn. Various **artifacts** can increase the number of movement points.

The hero defeating the Nightmare wins the **Huge Bone** (turn the counter over). On a failed magic trial, however, your **hero** loses 1 **EC** of your choice. If he does not have any **EC**, he loses 1 **HP** instead. The Nightmare is visible only to a hero in possession of the **scroll for the magic lyre**.

This is a location on the Desert **region map** (W6). If a hero ends his move here, he does not lose any **HP** despite being in the desert.

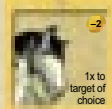
Orchan ferries a **hero** to the Isle (**region map Y**) and back again at a cost of 1 gold piece.

Orpheus/ Scroll Encounter



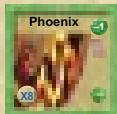
Orpheus is only visible to the **hero** who owns both the **scroll for a magic Lyre** and the **Huge Bone**. Orpheus fashions the **Huge Bone** into the **Lyre** (turn the counter over). The **Lyre** is a **magic item** that allows your hero to attack the **Dragon** in magic combat. It provides a magic combat modifier of -3 against the **Dragon**, but of +1 against all other creatures.

Pegasus/ Artifact (Spell)



The Pegasus takes you to any tan field of your choice. After landing, he (meaning, the counter) returns to the rest of the “**City of the Mages**” counters. No magic **trial** is needed to call for the Pegasus.

Phoenix/ Scroll Encounter



The Phoenix owns the **scroll for a magic bow** (turn the counter over). Your hero needs to succeed in a ranged combat **trial** to get this scroll.

Plunder!/ Dragon Event



The **Dragon** takes 1 gold piece per **hero**, starting with the **hero** who drew the counter. These gold pieces he deposits in the Dragon’s lair (V9). **Heroes** without any gold pieces will not be robbed.

Region Maps

Region maps are the large square maps representing the various landscapes. Each region has a letter in the upper left corner and an arrow pointing north. On the maps are routes connecting round fields. The fields have different colors: tan fields (normal fields), green fields (hidden forest fields), red fields (hidden fields), blue fields (water fields), and one violet field (the **Dragon** Cave).

In the introductory game, you set the region map out to form a square, from R to Z. Later the maps may be placed in any form, the square being only one possible shape. The region maps and their special features are:

The Gate to the Underworld (R)

No special features.

The City of the Mages (S)

The City of the Mages (see **City of Mages/Location**) is floating above the Rift in the World and tries to stop it from widening. It can only be reached via teleporters from fields S3, S4, S5, and S6. A **hero** who enters one of these fields (even when on his last movement point), may roll a die directly afterwards.

The **hero** is then placed on the field corresponding to the number rolled, i.e., he only ever arrives at the City of the Mages on a roll of 1. Each accumulated blue **EC** allows you to roll an additional die for teleportation, since a more experienced Mage is supposed to have an easier time gaining entrance to the City.

Conversely, from the City of the Mages, you may return to any of the fields S3, S4, S5, or S6 without rolling the die. This costs you one movement point and you may continue spending your remaining **movement allowance**.

A **hero** who has entered the City of the Mages may call for a market there – see **City of the Mages/Location**.

Field S2 is the City’s garbage dump. Whatever the Mages no longer need, they throw here. Any **hero** getting to this field may roll a die: on a roll of 1, he has found an **artifact** (a “**City of the Mages**” counter) that was accidentally thrown out with the trash. To leave this field again, the **hero** needs to activate the teleporter while still on field S2. This needs to be done at the very beginning of a turn, and ends movement. The **Boots of Jumping** cannot be used to reach the **City of the Mages/Location** from this field; neither may you use them to jump across the Rift.

The Elven Forest (T)

No special features.

The Labyrinth (U)

Whoever enters one of the four corner fields (even when on his last movement point), may roll a die directly afterwards. The **hero** is automatically transported to the field corresponding to the number rolled. Also, as long as the **hero** is inside the Labyrinth, roll the die once per round; he is always transported to the field corresponding to the number rolled. The **Minotaur** (creature counter) possesses a **Map of the Labyrinth** (the back side of the **Minotaur** counter). The owner of this map is able to move along the dotted lines around the Labyrinth without having to roll the die. While the **Boots of Jumping** cannot be used in the Labyrinth, the Stubborn Magic Broomstick from the basic game *Return of the Heroes* works just fine if you play the expansion version.

The Dragon's Cave (V)

The Dragon's Lair has two entrance points: field 10 and field 1. However, only the owner of the **Rope** can use the latter point of entry.

The Desert (W)

Once per turn of play, a **hero** in the Desert loses 1 **HP**, unless he ends his movement on field 6 – the **Oasis** – or field 3 – the **Caravanserai**. A **hero** who tried and failed to find the hidden route to field 5 loses an additional **HP**, and even if he does get to field 5, he loses the additional **HP**.

A **hero** does not lose any **HPs** if he rides the **Camel** or owns the **Waterskin**.

White Mountain (X)

No special features.

The Isle on the Lake (Y)

The Isle on the Lake can only be reached with the help of **Orchan** the Ferryman, unless a **hero** uses his **Boots of Jumping**. If this is the case, this turn's movement has to end on the Isle, though.

The Barrow (Z)

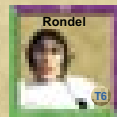
No special features.

Ring/ Artifact



A **hero** who leads the **Adept** to the **City of the Mages** gains the Ring. This is a magic ring of protection, giving its bearer 1 artificial **HP**. The Ring may be combined with Armor and Shield. If the **hero** loses the **HP** represented by the Ring, the artifact is lost forever.

Rondel/ Scroll Encounter



Rondel is visible only to the **hero** who owns both the **scroll for a magic bow** and the **Wood of Ash**. Rondel carves the **Bow of Perfect Aim** from the **Wood of Ash** (turn the counter over). The **Bow of Perfect Aim** is a **magic item** that allows your hero to attack the **Dragon** in ranged combat. It provides a ranged combat modifier of -3 against the **Dragon**, but of +1 against all other creatures.

Rope/ Artifact



The owner of the Rope can rappel down from field V1 directly onto field V9. Not only does this save time, but it also lets your **hero** avoid fighting the **Dragon Man**.

Saber/ Artifact



This is a non-magic weapon that increases your close combat skill by 1.

Scorpion/ Scroll Creature



The **hero** who defeats the Scorpion by succeeding in a close combat **trial** wins possession of the **scroll for a magic Axe** (turn the counter over). If the **trial** fails, the **hero** loses 1 **HP**.

Scroll for a Magic Axe/Artifact



This is the first element of creating a magic weapon to fight the **Dragon**; it needs to be retrieved from the **Scorpion**. Only the owner of this scroll is now able to see **Hildebrandt**. Once he brings him the **Special Metal**, **Hildebrandt** forges the **Axe of Bragg**, which can be used in combat against the **Dragon**.

Scroll for a Magic Bow/Artifact



This is the first element of creating a magic weapon to fight the **Dragon**; it needs to be retrieved from the **Phoenix**. Only the owner of this scroll is now able to see **Rondel**. Once he brings him the **Wood of Ash**, **Rondel** carves the **Bow of Perfect Aim**, which can be used in combat against the **Dragon**.

Scroll for a Magic Lyre/Artifact



This is the first element of creating a magic weapon to fight the **Dragon**; it needs to be retrieved from the **Unicorn**. Only the owner of this scroll is now able to see **Orpheus**. Once he brings him the **Huge Bone**, **Orpheus** fashions the **Lyre**, which can be used in combat against the **Dragon**.

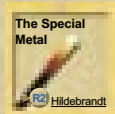
Skills

There are three different skills: magic (blue), ranged combat (green), and close combat (red). The base value of a skill is the number printed on the character sheet. The higher the number, the better. The base skill value can increase during play but it cannot go higher than 11. To succeed in a **trial**, a player rolls the number of dice allowed to him in a skill, trying to get a result that has to be equal to or less than his skill rating. If he is allowed to roll more than two dice, he can choose which two dice to use. The skill ratings can be improved by training with **Cerberus** or by using certain **artifacts**. Only one **artifact** at a time will add its bonus, though.

Smithy/Location

You may use the Smithy (R2) to have damaged armor of up to 2 artificial **HPs** repaired. Your **hero** needs to sit out one turn of play per **HP** to be restored.

Special Metal/Artifact



The special metal is visible only to the owner of the **scroll for a magic Axe**. If the metal is taken to **Hildebrandt**, he forges the **Axe of Bragg** from this metal, for use in combat against the **Dragon**.

Storm/Event



Movement is reduced to 1, regardless of the **hero's** actual movement allowance. It does not matter which player drew the Storm counter: all are affected, and everybody rolls a die before moving; on a roll of 6, the weather returns to normal. It is not possible to ride the Stubborn Magic Broom (from *Return of the Heroes*) or the **Pegasus** during the Storm.

Strength/no Artifact (Spell)



This spell increases a **hero's** natural **HP** permanently by 1. This additional **HP** may be healed back if lost. After casting the spell, the counter is placed to the left of the character sheet, on the level of the rest of the natural **HPs**.

Example: The Paladin begins the game with 4 **HPs**, of which he loses 2 in combat. The "Strength" spell gives him back 1 **HP**, bringing him up to 3. At the same time, it has increased his maximum number of **HPs** from 4 to 5. If the Paladin later drinks the **Healing Potion**, he ends up with 5 **HPs**.

Tea Leaves/Artifact



If the Tea Leaves are taken into the Caravanserai (W3), the **hero** receives a **Camel** as thanks for his efforts (turn the counter over).

Trial

Trials have to be taken in various situations. Two dice are rolled; their total must be equal to or lower than a certain number. The trial fails if the total exceeds this number. If your **hero** has already gained some **experience** in the **skill** in question (as represented by **ECs**), he may be able to use more than two dice. In that case, he can select which two of the results he uses for calculating the total.

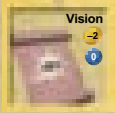
Unicorn/ Encounter

A **hero** who succeeds in a magic combat **trial** receives the **scroll for a magic Lyre** from the Unicorn (turn the counter over).



Vision/Arti- fact (Spell)

If he succeeds in a magic **trial**, the caster of the Vision spell may look at covered counters before moving onto the respective field. The counter in question has to be on a tan field adjacent to the field the caster is currently in. After he has looked at the counter, he puts it back, still covered. Now it is up to the caster to decide whether to move onto the field or not. If the magic **trial** fails, the “Vision” counter is returned to the rest of the “**City of the Mages**” counters. The spell may be cast again and again as long as the magic **trial** does not fail. Casting Vision does not constitute an **action**.



Waterskin/ Artifact

The owner of the Waterskin may move across the Desert **region map** (W) without losing **HPs**.



Wood of Ash/Artificial

The Wood of Ash is visible only to the owner of the **scroll for a magic bow**. If it is brought to Rondel, he carves the **Bow of Perfect Aim** needed for fighting the **Dragon** out of it.



Yeti/ Creature

The **hero** who defeats the Yeti wins the **Saber** (turn the counter over).

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MY DWARVES

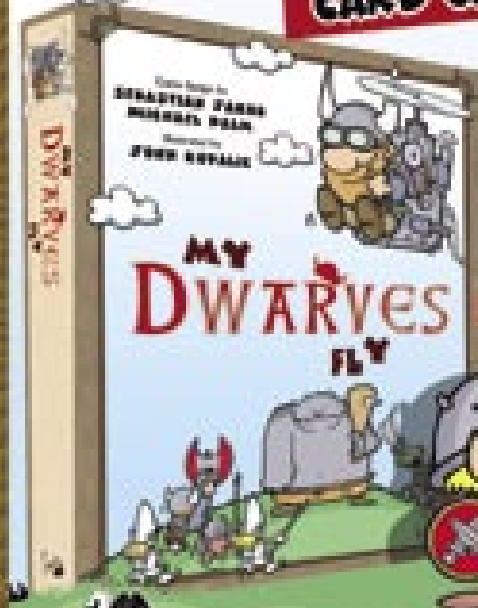
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