

DUNGEONS & DRAGONS[®]

ANNUAL 1986



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MINE of TERROR

"But what can have happened here?" cried Bobby. "Where is everyone?"

"It looks as though they left in a hurry," commented Hank, as his eyes searched every shadow in the silent village square. Doors to shops and houses were unlocked or open, work abandoned, possessions left behind.

Sheila jumped with a start as she turned to see Dungeon Master standing in the middle of the road.

"Your observations were correct, my friends," he said. "People did leave in a hurry. They were driven out by a terrible, man-like reptile, a troglodyte."

"Show us where this trog-thing lives, and we'll teach it a lesson," boasted Eric.

Now, in order to find out what happens next, *you* will have to join the adventurers. Imagine that you are a cavalier, carrying a magic shield and five gold pieces.

First you must read section 1, and then decide on a choice of action. Follow all the instructions carefully, and see how the story develops. At some stage you may be asked to test your strength or your luck, and to do this you will need two dice.

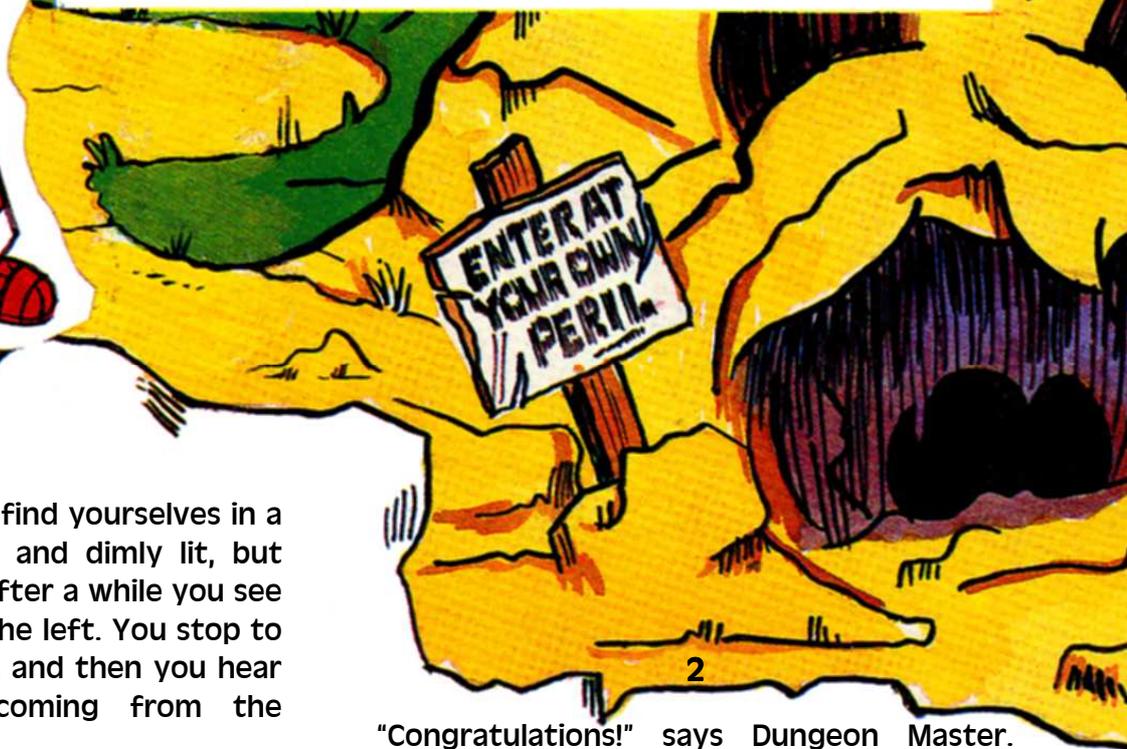


1

You enter the mine and find yourselves in a passageway. It is damp and dimly lit, but you continue forward. After a while you see a tunnel leading off to the left. You stop to decide which way to go, and then you hear a scampering noise coming from the darkness ahead.

Do you want to:

Take the tunnel off to the left? GO to 11.
Carry straight on? Go to 16.



2

"Congratulations!" says Dungeon Master. "You have overcome the kobold chieftain. You will return to help the dwarf later, but for now you must continue through the dark and dismal mine in pursuit of the troglodyte." Go to 14.

3

You follow a narrow winding passage for hours until you find yourselves in a huge cavern. It is so vast that you are unable to see the ceiling or walls. You wander round until you eventually come across a number of exits and a small door.

Do you want to:

Go along the passage to the left? Go to 10.

Go through the small door? Go to 8.

Go along the passage straight ahead? Go to 14.

Go along the passage to the right? Go to 19?

4

Presto tries a spell, but unfortunately, it's the wrong one, and you all find yourselves back at the entrance to the mine.



5

Luckily rats do not usually attack humans, and you all manage to slip by without arousing their anger. You continue down the passage for quite a time, deep into the mine. Go to 10.

6

The bear is almost three metres tall and extremely ferocious.

To resolve the outcome, roll the dice and add the scores together.

If the result is 6 or more, go to 15.

If the result is 5 or less, go to 18.



7

Bobby takes a swing at one of the lighted torches fixed upon the wall and it falls down onto the creature. The shrew is afraid of fire, and scampers off in fright. Well done, Bobby! You continue along the passage deep into the mine. Go to 19.



8

You find yourselves in the fresh air outside the mine. You have failed in your mission. If you would like to try again go back to 1.

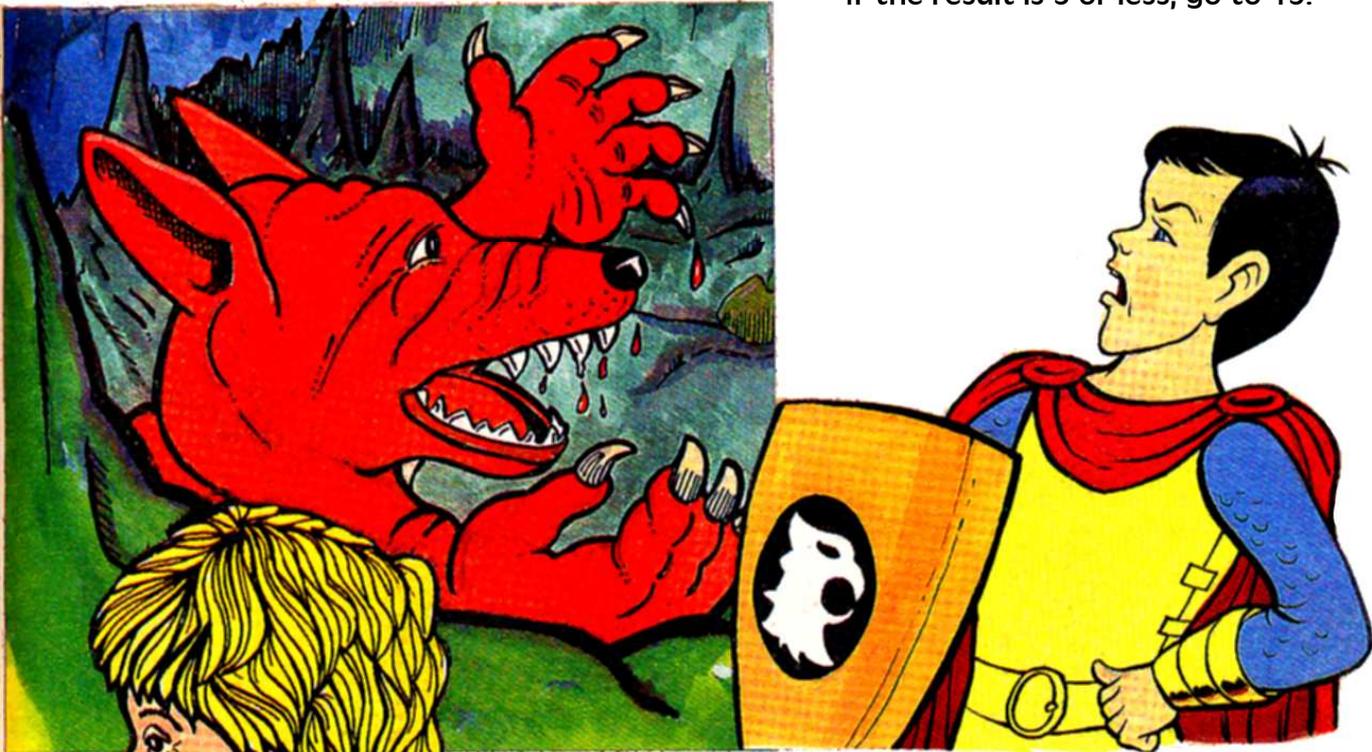
9

After struggling with these hairless creatures you are left facing the chieftain of the kobolds. His bodyguards are all defeated and the dwarf lies wounded.

Throw the dice and add the scores to see what happens next.

If the result is 6 or more, go to 2.

If the result is 5 or less, go to 15.



11

You hurry down the tunnel and within a few minutes come face to face with a brown, furry creature. It leaps up and attacks Eric. You see from its long nose that it is a giant shrew.

The result of the attack can be found by throwing the dice and adding the scores.

If the result is 6 or more, go to 7.

If the result is 5 or less, go to 15.

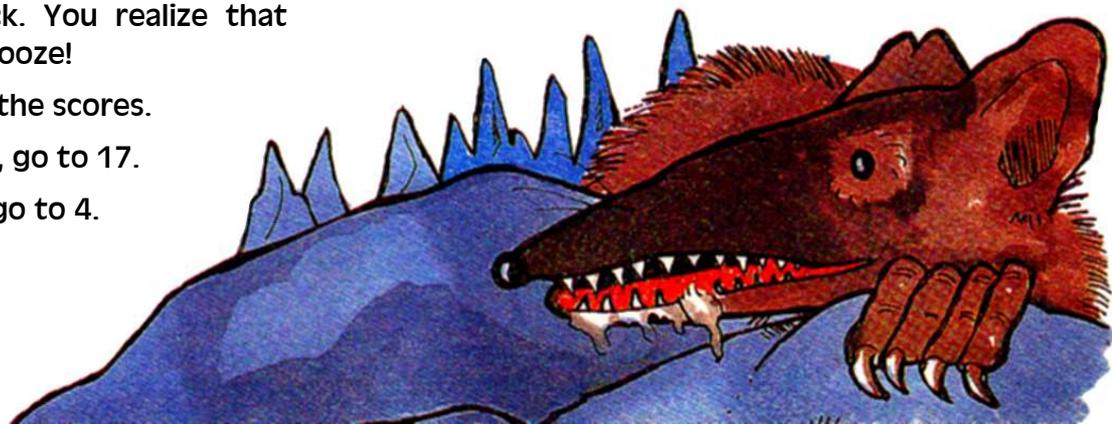
10

You creep down the passage, which becomes increasingly damp and slimy. Suddenly the way is blocked by what appears to be wet rock. You realize that this is the dreaded grey ooze!

Throw the dice and add the scores.

If the result is 6 or more, go to 17.

If the result is 5 or less, go to 4.



12

Although rats do not usually attack humans, one of the giant rats thinks that you may be about to attack its lair and it leaps up to bite you! You panic and run, leaving the adventurers. You find yourself, alone, outside the mine.

13

You continue down the passage with the dwarf in front. Suddenly you are attacked from a side passage on the left by six kobolds and their chieftain. These horrific little dog-like men lay into your friend.

Do you want to:

Stay and help him? Go to 9.

Escape down the side passage? Go to 19.

14

The passage twists to the right and you find yourselves in a small cavern. You can see nothing at first, but an overpowering stench informs you that the troglodyte is close. You know that it can change its colour and may be difficult to see against the rock. Suddenly there is a glint of light as it lurches forward with its claws raised.

Throw the dice and add the scores to see what happens.

If the result is 6 or more, go to 21.

If the result is 5 or less, go to 20.



15

Hard luck! You manage to defeat the beast, but then you take a wrong turn and find yourselves outside the mine again, and face to face with Venger!



16

You carefully approach the scratching noises. Four giant rats come into view. Each one is a metre long with huge, yellow teeth. They watch you all approach.

To find the result of this confrontation, throw the dice and add the scores.

If the result is 10 or more, go to 12.

If the result is 9 or less, go to 5.

17

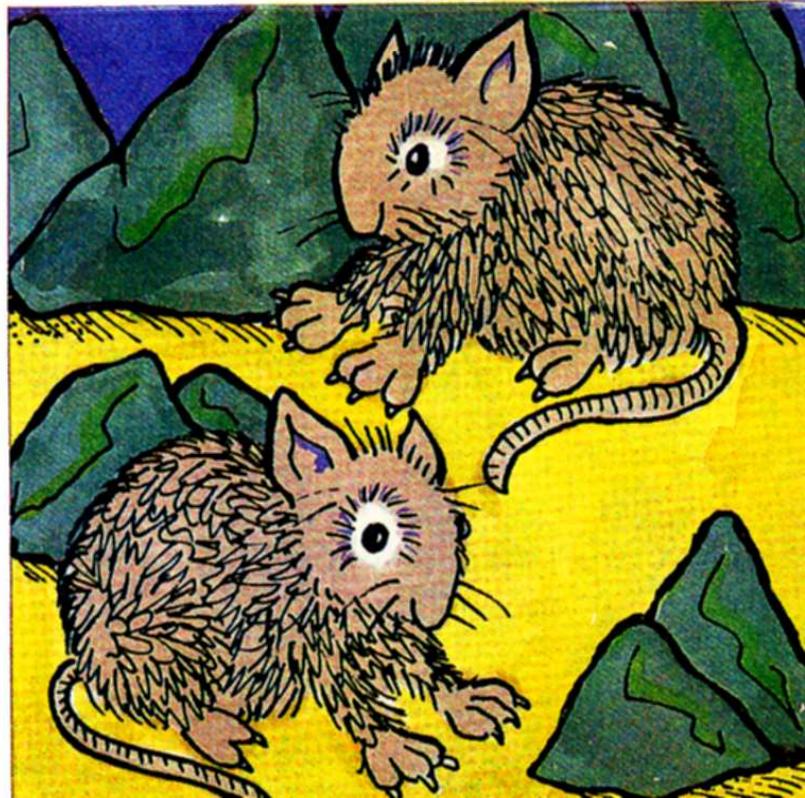
Safe! You recognised the grey ooze in time, and you all managed to dodge round it. You continue warily down the passage and eventually enter a roughly-shaped room. There are four small, extremely ugly men sitting round a table. You see that there is a door to the right. Diana talks to the goblins. They prove to be not too hostile, and say that for two gold pieces they will allow you to go through the door on the left.

If you haven't enough money, you must go through the door on the right, go to 8.

If you have enough money, you have to decide whether you want to:

Pay the goblins two gold pieces and go through the door on the left? Go to 3.

Go through the door on the right free? Go to 8.



18

You manage to defeat the cave bear with powerful magic, and you continue until you arrive at a point at which the passage forks. Sitting on a rock there is a short, stocky man with a long beard. Hank talks to him and he turns out to be a friendly warrior dwarf on a similar mission to yours. You rest a while and discuss your adventures so far. He says that he is going to take the right passage.

Do you want to:

Go with him down the right fork? Go to 13.
Split up and take the left fork? Go to 3.



20

Dungeon Master stands before you all, "Commiserations!" he says. "You fought well but, as it turned out, fate was against you. You were beaten in the final battle, but should not be disheartened because you did well to get as far as you did."

19

The passage eventually opens out into a cavern and your legs start to tremble when you see that a sleeping cave bear is blocking the exit. The bear begins to wake up when he smells fresh meat (you), but then Sheila notices a small passage leading off to the right.

Do you want to:

Attack the bear? Go to 6.

Escape down the passage? Go to 10.



21

You come face to face with Dungeon Master, who smiles and says, "Your mission is accomplished, my friends. You have all fought bravely and wisely. You have overcome many adversaries to reach your goal of defeating the troglodyte and, in this the final battle, you were successful."



Quest FOR THE STOLEN SAPPHIRE

Venger has stolen a priceless sapphire from an ancient shrine. Dungeon Master asks you to recover the gem.

You will never embark upon a more perilous quest!

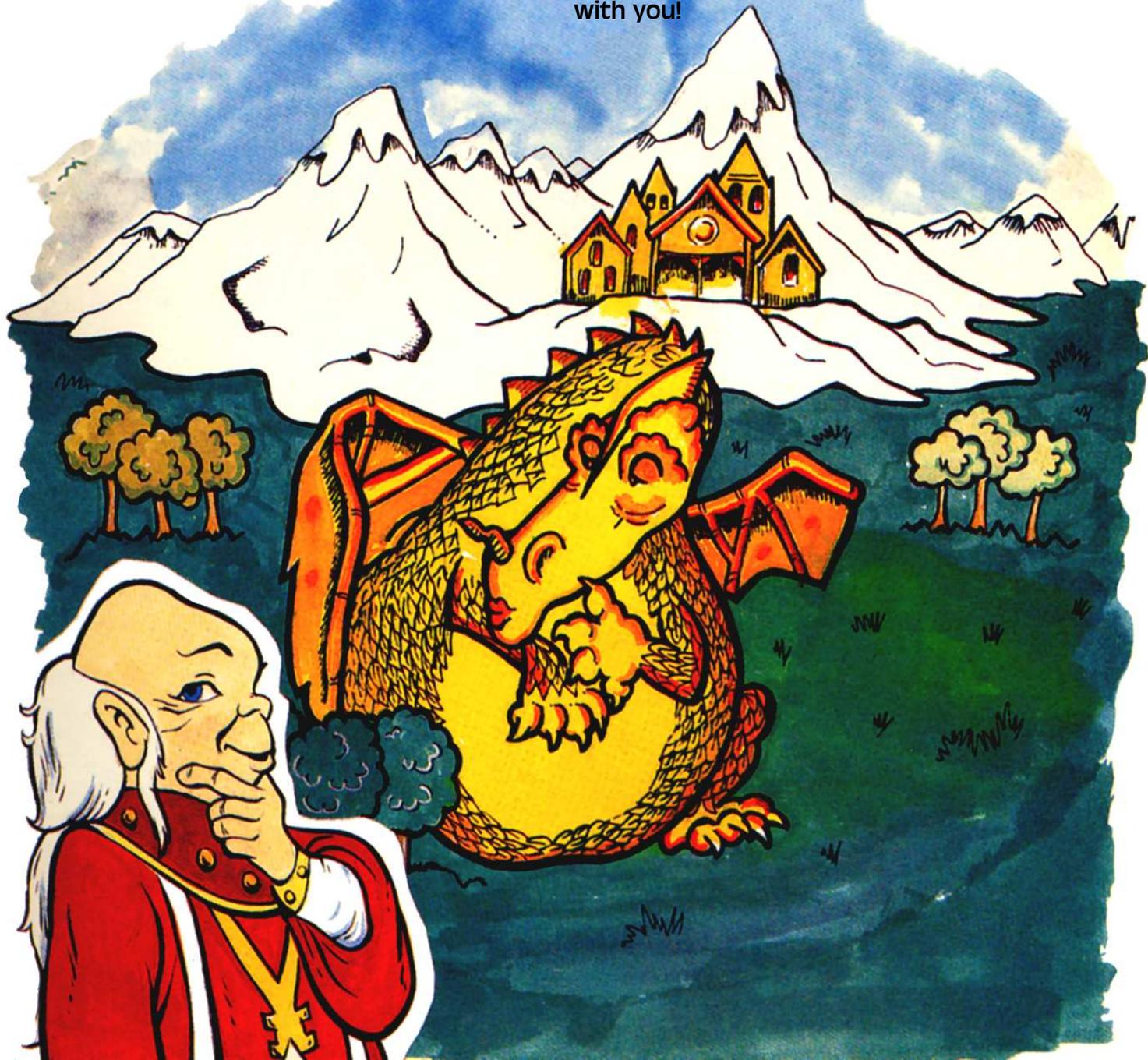
The stone is closely guarded by a golden dragon whose lair is deep within the Makusa Mountains. You will meet many dangers and face many decisions. If you play wisely you will recover the sapphire, if not you could end up as the dragon's dinner!

These are your instructions:

Don't try to read this like an ordinary story because if you do it won't make any sense, and don't cheat by looking ahead!

You must start at section 1, where you will be given a choice of action, and you must decide what you want to do. When you have made your choice, turn to the section shown and see what happens.

At some stage you may be asked to test your strength or your luck and to do this you will need two dice. May good luck be with you!

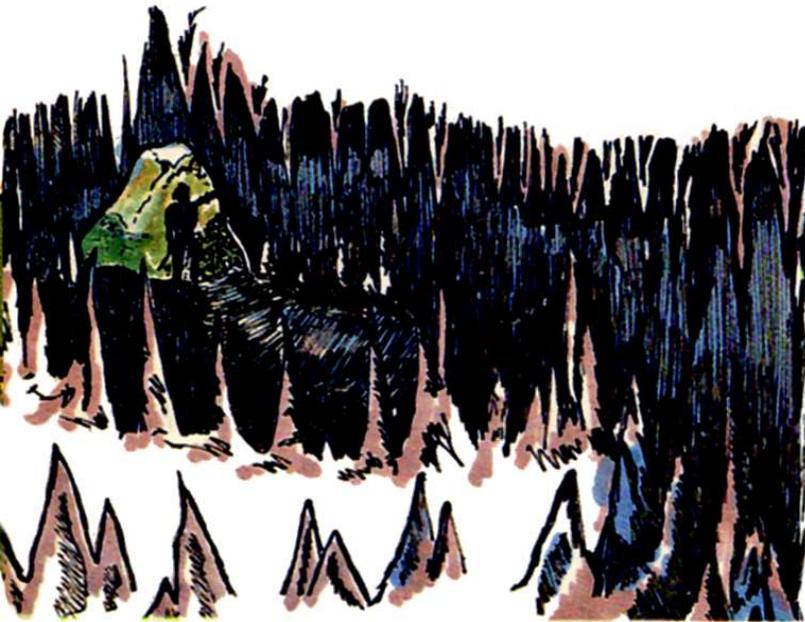
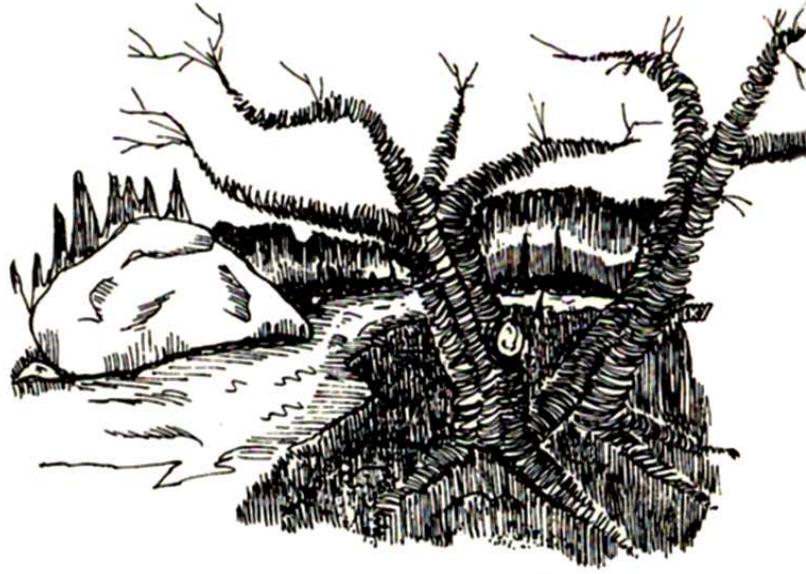


1

Imagine you are a cavalier. You are carrying a magic shield, a lantern and a small bag with basic provisions. You are standing before the entrance to a cave. Its roof is very low and you have to bend uncomfortably as you enter. Inside it is dark and cold. You light your lantern before proceeding. You follow a short passage. You come to another passage that leads off to the right.

Will you turn right? Go to 5.

Will you go straight on? Go to 4.



2

You're lucky. They seem to like you. You ask them directions.

"Ug mun nogg un," says the leader, with a fearful expression.

You have no idea what he means, but it sounds like bad news. Could it be a warning?

If you are undeterred and wish to go on, go to 9.

If you are scared and want to quit, go back the way you came.

3

Running in a state of confusion and shock, you stumble over an orc asleep at its post. (It's no sleeping beauty, either!) It wakes up instantly and is surprised to find you sprawled at its feet.

Roll both dice to see what happens.

If your score is 7 or more, you have taken the orc by surprise. With your shield and what little magic you can muster, you manage to defeat the orc and escape. Go to 10.

If your score is 6 or less, the orc reacts immediately and reaches for its sword. Your strength fails you; you are wounded and unable to continue.





4

The passageway opens out into a large chamber. You can hear voices! Pressing yourself up against the wall, you blow out the lantern and listen.

You hear a number of voices speaking in a language unknown to you. You stand absolutely still, not knowing what to do. Someone is coming into the chamber!

If you decide to confront them, go to 11.

If you try to befriend them, go to 2.

5

You disturb a group of giant bats. Unfortunately for you these bats are not blind, as in the old saying. They are hungry and attack you.

Roll both dice to test your strength.

If your score adds up to 7 or more, you survive the attack. Go to 3.

If your score adds up to 6 or less, the attack has left you completely 'batty'. You can remember nothing of why you are here. You wander round aimlessly and eventually find yourself outside again!

6

The passage is strewn with huge boulders. You pass awkwardly between them. You are following what used to be the bed of an underground river. The walls seem to reflect a ghostly white. You see a passage to the left.

If you decide to take the passage left, go to 9.

If you decide to go straight ahead, go to 12.





8

"I am glad you said that," says the dragon, "because I do love to dance."

The dragon is a dreadful dancer but you pretend to be impressed. The floor shakes, and cracks appear in the walls. The sapphire rolls across the floor towards you

The dragon gets so carried away with its dancing that it doesn't see you picking up the sapphire and sneaking away.

You did it! Well done!

What does it feel like to be a hero?

7

The dragon is deeply offended and it rears up, shooting flames of fire at you. You realize that you can't win a fight with this hot-tempered creature and you head for home.

9

Lying directly across your pathway is a giant cave bear. It is sleeping soundly. Can you sneak past without waking it up?

Test your luck by tossing the dice.

If you score 7 or more, you pass by without waking the bear. Go to 12.

If you score 6 or less, the bear wakes up and gives you a big, friendly hug. You are left totally breathless and cannot continue. It's the end of the game for you, I'm afraid.

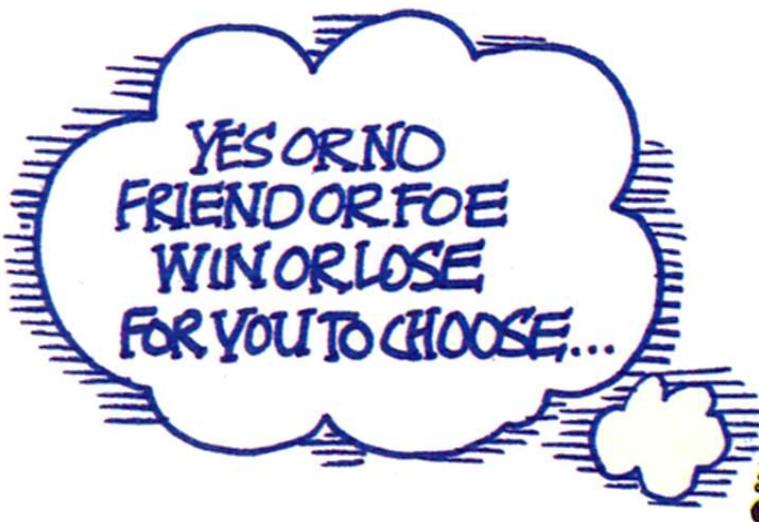


You come into a high, dome-shaped chamber where glittering stalactites hang from the ceiling like chandeliers. Upon a magnificent throne of white calcite sits a lady who is obviously of great importance.

"Ah, you must be the young person who has been sent to make me laugh," the lady says.

"No, I am not," you reply. "I have come to recover the stolen sapphire."

"Ha, ha, ha, I told you that you were the person who was sent to make me laugh. A golden dragon sits upon the sapphire as if it were an egg and you are going to try to recover it! Ha, ha, ha. But you show courage, and I will help you. Remember this rhyme:



She tells you to follow the passage left.
Go to 6.

They quickly have you surrounded. You now realize that this was not a wise decision. But mercifully they don't harm you. They find you strangely fascinating. They lock you up in a cage and study your behaviour with great interest.

You hear a loud banging and the floor beneath your feet begins to shake. Then a blast of hot air hits you.

It's the dragon!

It stops jumping about and looks at you. It sits down upon the precious egg and the floor stops shaking.

"I am so glad you could make it," it hisses. "I get so few visitors these days." You are lost for words.

"Would you like to see me dance?" it asks, its yellow eyes staring at you.

If you reply "yes", go to 8.

If you reply "no", go to 7.

