

Escape the Dungeon

(An intitiation campaign)

This campaign was designed to teach new players the basic rules :

- moving
- searching for traps, secret doors or treasures
- fighting

Story :

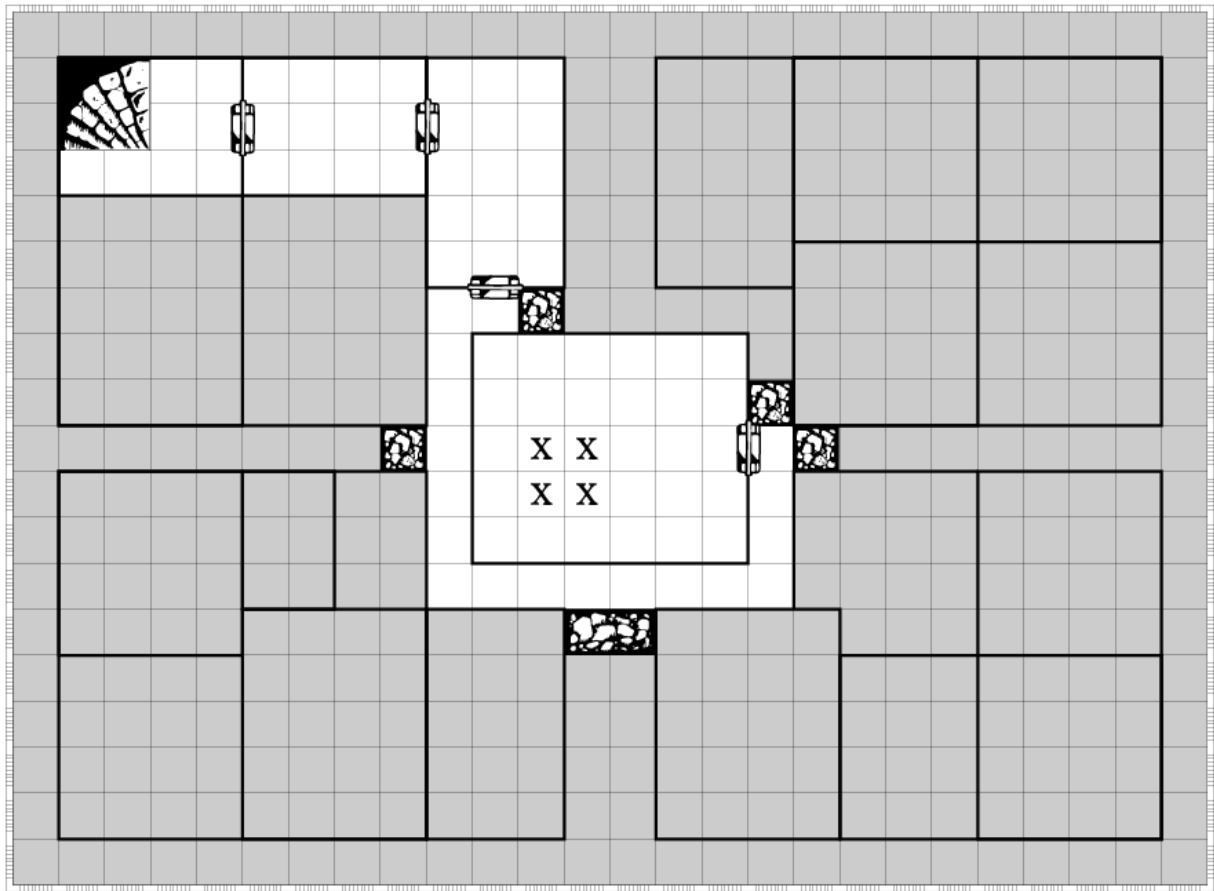
The players were captures during an orc raid on their villages. They were taken prisonners and brought to the lower level of the dungeon. A few days after, they can here someone or something unlocking the door of their jail and fleeing away...

Note :

Players don't have any weapon nor equipment. Until they find some, they are not allowed to attack...

The sorcerers are also not allowed to cast any spell until they found their weapons.

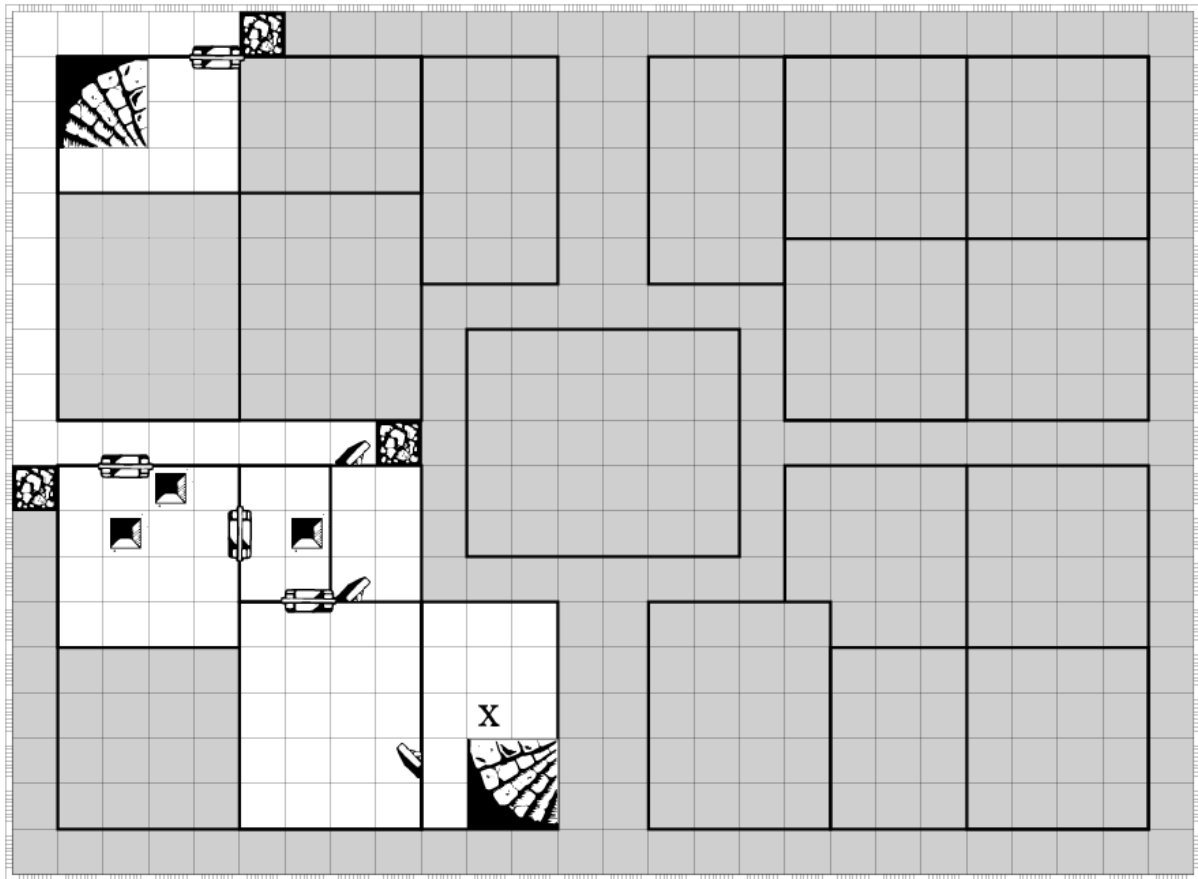
Escape the dungeon 1 (Moving)



Notes :

Players start on the "X" marked cases.
Their goal is to find the stairways.

Escape the dungeon 2 (Searching)



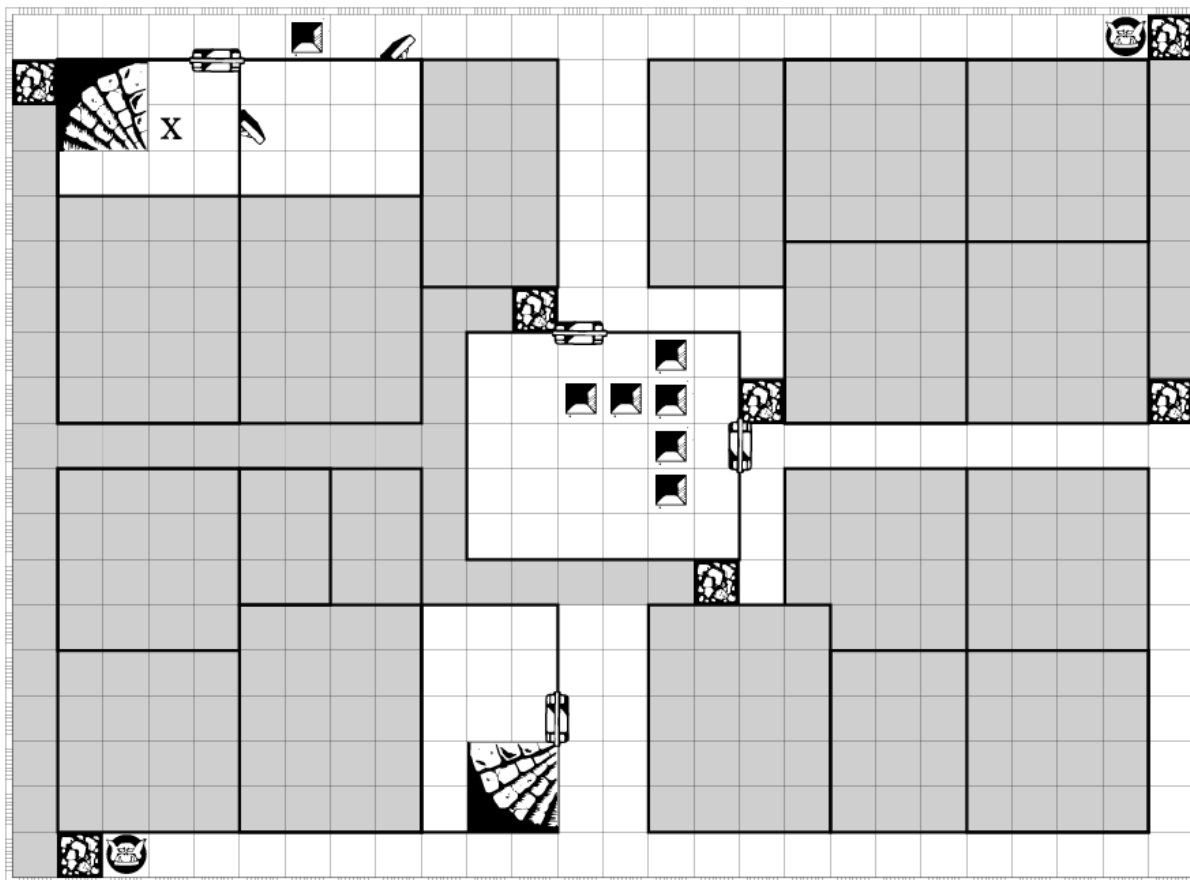
Notes :

Players start on the stairways in the upper left corner

Their goal is to find the stairways marked with a "X".

The main objective of this quest is to learn how to search for traps and hidden doors. The sorcerer should remind the players to search as often as required.

Escape the dungeon 3 (First encounter... flee!)



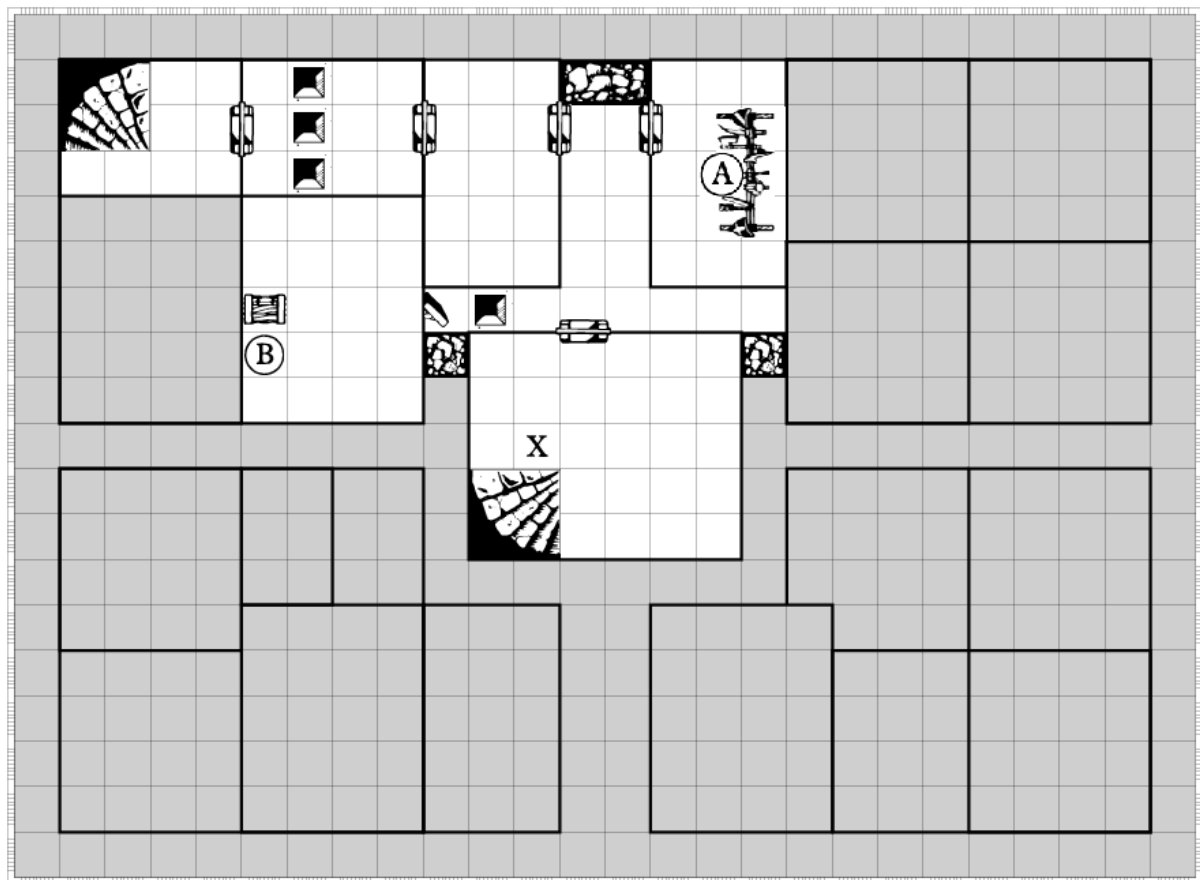
Notes :

Players start on the stairways in the upper left corner

Their goal is to find the stairways marked with a "X".

In this quest they will face their first enemies. Note that they are not allowed to attack them (they are still not supposed to be armed!). Once a monster sees a hero, he will immediately run after him and try to beat him (heroes defend with their normal dices).

Escape the dungeon 4 (Hands on weapons)



Notes :

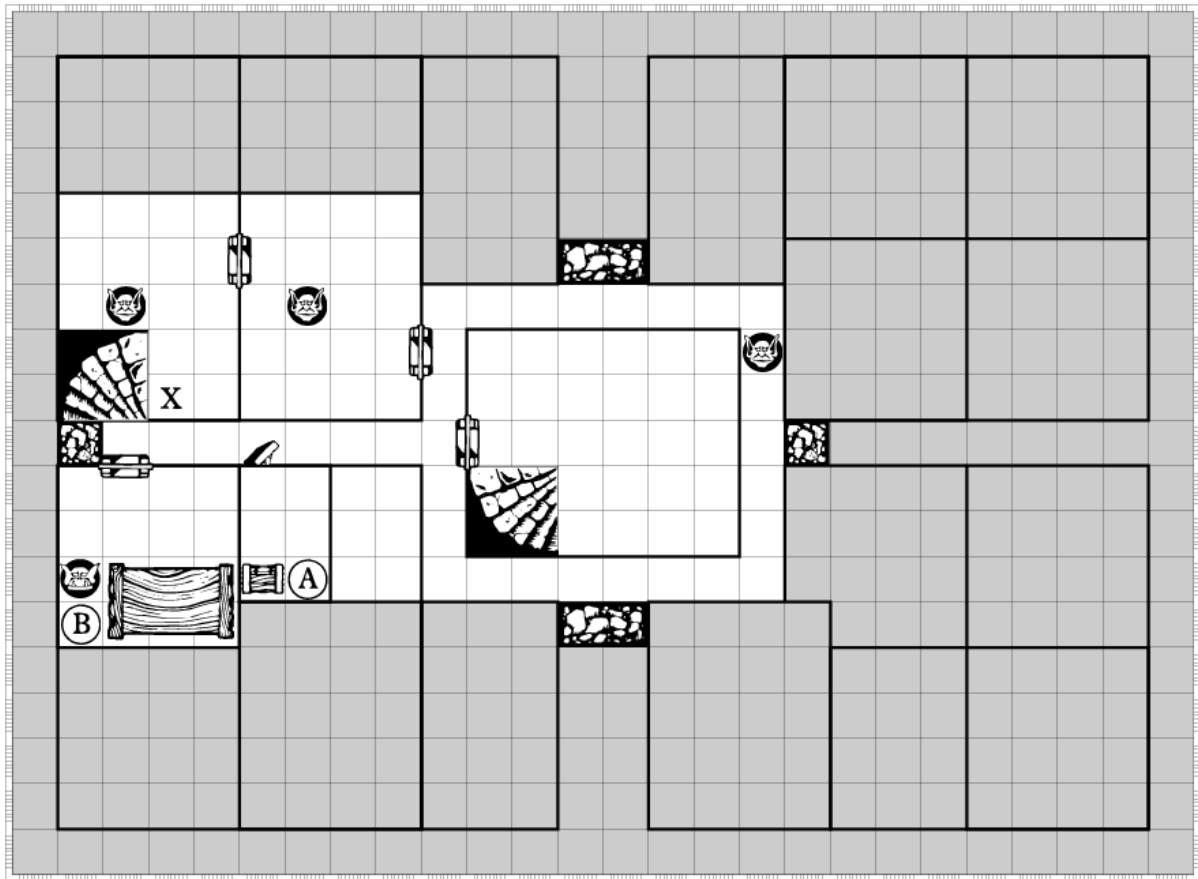
Players start on the stairways in the upper left corner

The exit is the stairway marked with a "X".

A: On this table, characters will find their own weapon : now they can fight !

B: This chest contains a Healing Potion

Escape the dungeon 5 (Fight your way up)



Notes :

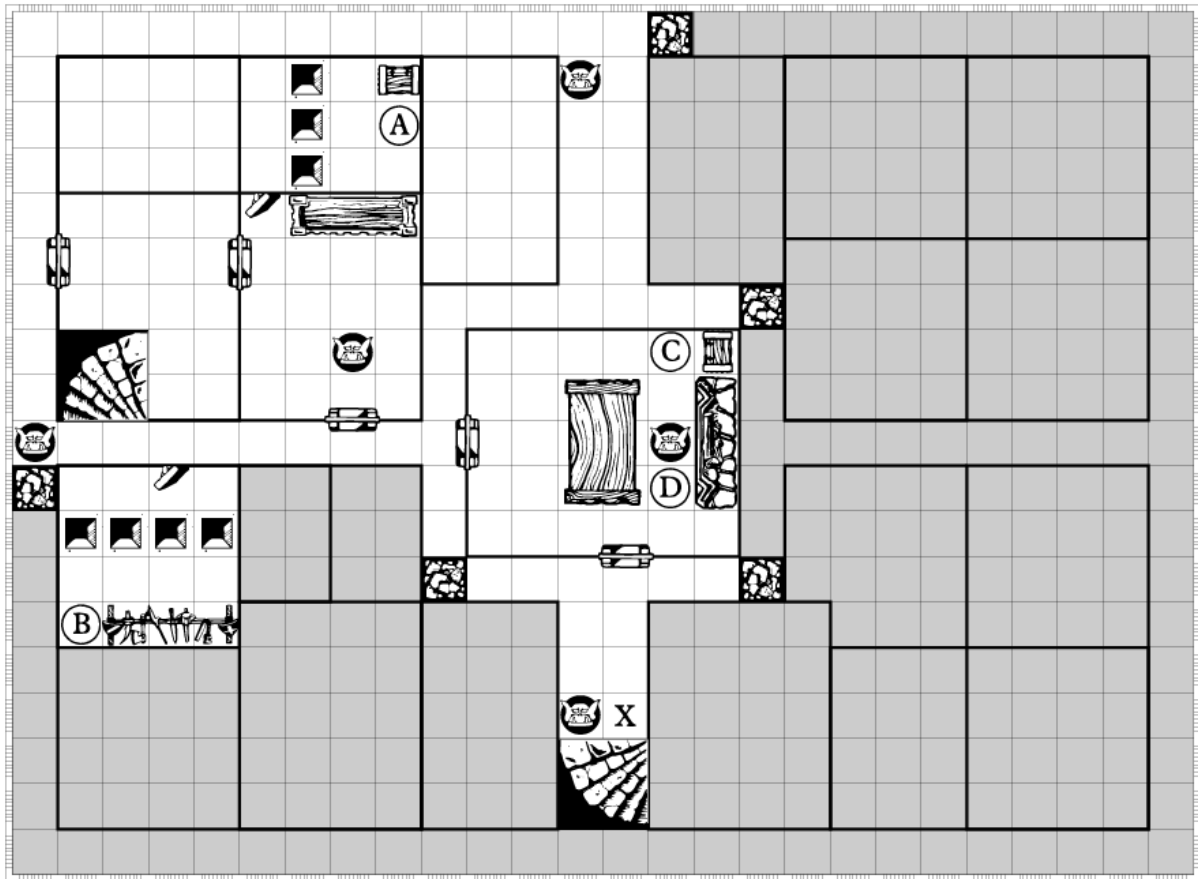
Players start on the stairways in the middle room

The exit is the stairway marked with a "X".

A: This chest contains 10 gold coins

B: On this table there is a Healing Potion

Escape the dungeon 6 (Freedom)



Notes :

- X : Exit
- A : This chest contains 2 healing potions
- B : This weapon rack contains a Shield
- C : This chest contains 100 gold coins
- D : Orc chief : like ordinary orc but has 2 body points