Monster Slayers
The Champions of the Elements

A Dungeons & Dragons® Adventure for Ages 6 and Up

Age: 6+
Players: 5–6
Time: 30 minutes
Difficulty: Easy

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Introduction

Following in the footsteps of the *Monster Slayers: The Heroes of Hesoid*, *Monster Slayers: The Champions of the Elements* captures the flavor of the Dungeons & Dragons® Roleplaying Game in one fast-paced, action-packed package for kids who want to learn the fundamentals of the game. *The Champions of the Elements* is also a fun diversion for experienced players who need their D&D fix but don't have the time for a full-length game.

The Champions of the Elements requires no previous knowledge of Dungeons & Dragons, and all you need to play is included in this adventure, aside from a few dice, pencils, and some friends to play it with.

What You Need

1. 5–6 people, including one person known as the Dungeon Master (that's you!), to lead the story and control the monsters.
2. A print-out of this adventure.
3. Pencils for all the heroes and the dungeon master.
4. Either one twenty-sided die and one six-sided die or three six-sided dice.
5. Scissors.

Getting Started

1. Prepare the Adventure

a. Print out and read this whole adventure.
b. Cut out the hero and monster cards.
c. Cut out the hero and monster tokens. Each one represents a different hero on the map.
d. Cut out the Hero of the Elements medals.

2. Begin Play

a. Give one hero card to each player.
b. Place one monster token on each gate on the map.
c. Place the hero tokens on the board, around the table in the center.
d. Read the Adventure Start aloud and start playing!

How to Play

Play goes around the table in turns.

Hero Turns: On each hero's turn, a player can move his or her hero up to the hero's speed, use an attack power, and then use a special power (if possible).

Monster Turns: On each monster's turn, the Dungeon Master can move a monster up to its speed, use its attack power, and then use its special power (if possible).

Turn Order: Monster(s) go first. Then heroes go in order of their hero number, lowest number first. If more than one monster is in play, monsters go in order of their monster number, lowest number first, and then heroes. After the monsters and all players have gone, start a new round, monsters first!

On Each Turn

On a turn (and this goes for monster turns, too!), a player or the Dungeon Master can move, use an attack power, and use a special power. You can choose to skip one or all of the parts of a turn, and you can do them in any order. For example, Raen may choose to use her attack power, to skip her special power, and to move.

Movement: Your hero can move a number of squares up to his or her speed. This can be done once, but at any time in the hero's turn. All heroes, except for the wizard, must be next to a monster to attack it. Heroes cannot move through obstacles, like tables, braziers, or monsters, but they can move through other heroes as well as the squares that contain the gates.

Attack Power: Your hero uses attack powers to fight monsters. Here is an example attack power:

Massive Axe 1d20 + 5 (or 3d6+2)
Deals 1 point of axe damage

An attack power is made up of the name (such as Massive Axe), what you roll to try to hit a monster (such as 1d20), the number you add to the result of that roll (+ 5), and what happens if you succeed in your roll (such as "Deals 1

point of axe damage"). If you don't have access to twenty-sided dice, there is an alternative using conventional dice (such as 3d6+2).

To use a Massive Axe attack power, the player rolls one twenty-sided die and adds 5 to the result. For example, Raen rolls a 10 and adds 5 to get 15. The player announces the result, and the Dungeon Master compares it to the monster's armor class. If it equals or beats the monster's armor class, then the attack succeeds. For example, Raen's 15 is the same as the thunder toad's armor class of 15, so Raen succeeds in hitting the thunder toad.

Every time an attack against a hero or monster succeeds, fill up one little circle on the corresponding card for each point of damage. When all the circles are filled, if it is a hero, the hero goes unconscious and can be healed by the Dungeon Master. (See Adventure Notes.) If it is a monster, it is defeated and is removed from the map.

So in our example, the thunder toad takes 1 hit point of axe damage, which is recorded by filling in one of the thunder toad's hit point bubbles.

Note: It is rewarding for players to see the hit points of a monster drop. Keep the hit points visible so that everyone can see how close they are to defeating a monster. You can also use candy, allowing the players to eat a piece of candy for each hit point of damage their heroes deal.

Special Power: Raen's special power is only used when she is hit by a monster. So, after she hits the thunder toad, she can choose to use her movement or end her turn. Raen chooses to move her speed of 5 squares. Then, once all the other players have gone and the round is over, a new round starts and it is the thunder toad's turn again.

The thunder toad uses its attack power and hops 5 squares, landing next to Raen.

Attack Power: Thunderous Hop 1d20
When the thunder toad hops, it lands with terrible thunder, attacking all heroes next to the square in which it lands. Heroes hit by the thunderous hop are knocked to the ground, and instead of moving next turn, must just stand up.

The thunder road rolls a 10, which is greater than Raen's armor class of 9.

This attack does no damage, but it does knock Raen down. She won't be able to use her movement on her next turn. However, being hit by a monster means Raen can use her special power:

Special Power: Ferocious Warrior

Whenever you are hit, you can shove the monster that hit you up to 2 squares away from you, in any direction.

Raen shoves the thunder toad two squares straight back from her. This means that the thunder toad, no longer next to any heroes and having used up its movement, cannot use its special power:

Special Power: Tongue Tied Attack 1d20 (or 3d6)

And the thunder toad's turn is over.

How to Win

The heroes win when all the monsters have been defeated. Hand out the Hero of the Elements badges to each of the players, and read the Adventure End text.

Definitions

1d20: One twenty-sided die.

1d6: One six-sided die (a conventional game die).

3d6: This stands for three six-sided dice.

Armor Class: The number that an attack roll must meet or beat in order to succeed.

Attack Power: What a hero or monster uses to attack.

Critical Hit: A natural 20 (or three sixes) results in a "critical hit." On a critical hit, instead of whatever damage you would normally deal (usually 1 point), you deal 1d6 damage. (Roll a six-sided dice and the result is the amount of damage dealt.) A rogue who is using a special power, which gives double damage, deals 2d6 damage instead of dealing 2 points of damage.

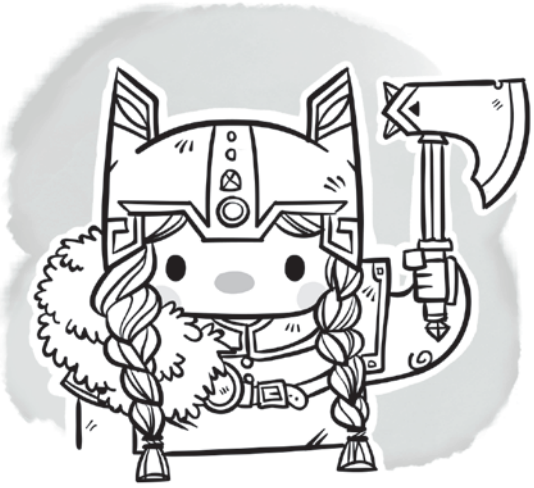
Dungeon Master: The person running the adventure. The Dungeon Master controls all the monsters, announces whose turn it is, reads the adventure, and referees unexpected situations.

Half Hit Points: A monster is considered to be at half its hit points when the Dungeon Master fills up all the hit point circles before the dividing line. Hit Points: 9 ● ● ● ● ● | ○ ○ ○ ○

Hero Number: A hero's number is their place in the turn order. For example, hero #1 goes first, followed by hero #2, and so on.

Hit Points: The number of times a hero or monster can be hit before it falls unconscious or dies.

Line of Sight: If you can draw a straight line between your hero and the monster without running through any barriers, like rocks or barrels, then you have line of sight.



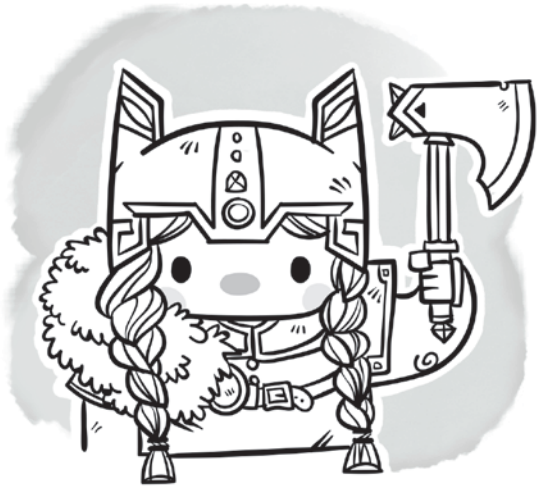
Natural 20: When you roll a twenty-sided die, and the number that comes up is a twenty, you have rolled a natural 20. Natural 20s do not include attack bonuses, or anything else you might add to your roll's result. If you are playing with 3d6 instead of 1d20, the equivalent is rolling three sixes.

Special Power: An additional power your hero has, on top of her attack. Often a special power can only be used when a certain condition is met. For example, Raen can only use her special power when a monster hits her.

Speed: The number of squares a hero can move on his or her turn.

Jorick

Human Fighter, Hero #3
Armor Class: 13
Hit Points: 5 ○ ○ ○ ○ ○
Speed: 5
Attack Power: Greatsword Cleave 1d20 + 4 (or 3d6+1)
Deals 1 point of greatsword damage.
Special Power: Charge
If you are not next to a monster at the start of your turn, and there is a monster within 7 squares of you, move up to it and attack (+2 bonus to your attack power roll).
Critical Hit: On a roll of a natural 20 (or three sixes), roll 1d6 for the amount of damage you do.



Raen "Swordbreaker" Grommel

Dwarf Barbarian, Hero #2
Armor Class: 9
Hit Points: 7 ○ ○ ○ ○ ○ ○ ○
Speed: 5
Attack Power: Massive Axe 1d20 + 5 (or 3d6+2)
Deals 1 point of axe damage.
Special Power: Ferocious Warrior
Whenever you are hit, you can shove the monster that hit you up to 2 squares away from you, in any direction.
Critical Hit: On a roll of a natural 20 (or three sixes), roll 1d6 for the amount of damage you do.

Evindol

Human Rogue, Hero #1
Armor Class: 11
Hit Points: 3 ○ ○ ○
Speed: 6
Attack Power: Whirling Blades 1d20 + 6 (or 3d6+3)
Deals 1 point of dagger damage.
Special Power: Sneak Attack
If you and a friend stand on the exact opposite sides of an enemy, your attacks do 2 points of dagger damage instead of 1 point of dagger damage.
Critical Hit: On a roll of a natural 20 (or three sixes), roll 1d6 for the amount of damage you do.

Yarrow Marshwalker

Half-Orc Shaman, Hero #4
Armor Class: 10
Hit Points: 6 ○ ○ ○ ○ ○ ○
Speed: 5
Attack Power: Vengeful Spirits 1d20 + 3 (or 3d6)
Deals 1 point of spirit damage.
Special Power: Spectral Shackles
If your first attack misses, roll a d20. If you roll an 11 or above, ghostly chains tied your enemy to the ground, and the enemy cannot move on its next turn. (Or, roll 1d6. A 4 or higher succeeds in creating the shackles.)
Critical Hit: On a roll of a natural 20 (or three sixes), roll 1d6 for the amount of damage you do.

Betilivatis "Bet"

Elf Wizard, Hero #5
Armor Class: 7
Hit Points: 4 ○ ○ ○ ○
Speed: 4
Attack Power: Fireball 1d20 + 7 (or 3d6 +4)
Deals 1 point of fire damage.
Range: You can hit any creature within 6 squares of you, within line of sight.
Special Power: Blastwave
If you hit with your first attack, roll a d20 for each monster standing next to the monster you hit. If you roll a 10 or above, you deal 1 point of fire damage to that monster as well. (Or, roll 1d6. A 4 or higher succeeds in hitting each monster.)
Critical Hit: On a roll of a natural 20 (or three sixes), roll 1d6 for the amount of damage you do.

The Champion of Water

Thunder Toad (Gate #1)

Armor Class: 15
Hit Points: 8 ○ ○ ○ ○ | ○ ○ ○ ○
Speed (hopping): 5
When the thunder toad moves, it hops over large patches of ground, and can end up anywhere within 5 squares of where it was.

Attack Power: Thunderous Hop 1d20

When the thunder toad hops, it lands with terrible thunder, attacking all heroes next to the square in which it lands. Heroes hit by the thunderous hop are knocked to the ground, and instead of moving next turn, must just stand up. (Heroes may still use their attack power and their special power, after they have stood up.)

Special Power: Tongue Tied Attack 1d20
The thunder toad's tongue darts out, trying to grab the hero. If the tongue tied attack hits, the thunder toad successfully wraps its sticky tongue around the hero. If the thunder toad hops while a hero is tongue-tied, the hero moves with the thunder toad. At the beginning of every turn in which the hero starts out tongue-tied, the hero must take 1 point of squeezing damage from the tongue. The grabbed hero can choose to "tickle" the monster. If the grabbed hero attacks, he or she automatically succeeds. If the grabbed hero "tickles," the player rolls 1d20, and if an 11 or higher is rolled, the thunder toad releases the hero—covered in sticky, slimy toad spit. (Or, roll 1d6. A 4 or higher means they succeed in getting the tongue to release them.) A thunder toad can only have one hero tongue-tied at a time. When the thunder toad is defeated, the toad lets any tongue-tied heroes go.

Introducing the Thunder Toad:
A giant blue toad, the size of a carriage but twice as warty, hops out of the gate and lands with a thunder that shakes the ground. Its eyes are black as ink, and when it opens its mouth, a long tongue as thick as your leg lolls out...

Inferna's voice rings out: *"The Champion of Water, a thunder toad!"*

Once It's Defeated:
The giant blue toad gags, lets any remaining heroes go, and tries to pull it's tongue back in its mouth—but the tongue has become too big to fit! Dismayed, the thunder toad hops delicately back through the gate from which it came, dragging its ginormous tongue in the dirt behind it. The gate slams shut after it.

The Champion of Fire

Fire Elemental (Gate #2)

Armor Class: 12
Hit Points: 7 ○ Large Fire Elemental
○ ○ Medium Fire Elementals
○ ○ ○ ○ Small Fire Elemental
Speed: Large Fire Elemental: 2
Medium Fire Elemental: 4
Small Fire Elemental: 8

Attack Power: Fiery Bite 1d20
The fire elemental bares surprisingly sharp teeth, and tries to bite the hero. If it hits, it deals 1 point fiery teeth damage.

Special Power: Divide and Conquer
When a large fire elemental takes 1 point of damage, it splits into two medium fire elementals, each of which also has 1 hit point. When each of those takes damage, they split again, into a total of four small fire elementals, each of which also have 1 hit point.

Introducing the Fire Elemental:
A bright, fat ball of fire, like an oversied candle-flame, flares up out of the gate for the Champion of Fire. Two giant arms push their way out of its bulbous core, and it blinks open two sun-bright eyes. Its eyes land on you, and it splashes right at you, a ragged grin on its fiery face.

Inferna's voice rings out: ***"The Champion of Fire, a fire elemental!"***

Once It's Defeated:

The last little fire elemental sputters, and smokes, and it lets out a yelp of disbelief, before splashing back through the gate from which it came. The gate slams shut after it.

The Champion of Air

Wind Wyvern (Gate #3)

Armor Class: 10
Hit Points: 11 ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○
Speed: 6

Attack Power: Whirlwind Attack 1d20
The wind wyvern spins after one of the heroes. Roll twice and take the best result. If the wind wyvern's attack hits, the hero is sucked up into its whirlwind.

Special Power: Spin Attack 1d20
Once someone is caught in its whirlwind attack, the wind wyvern spins super fast, and then flings the captured hero into another hero. On a successful hit, both heroes are pushed two squares back, and the hero who was landed on takes 1 point of damage. On a miss (or if no one is in range of the wind wyvern's spin attack), the hero who was thrown takes 1 point of damage.

Range: The wind wyvern has a range of 6 squares. If no one is in range to be hit by the spin attack, the hero is thrown a full 6 squares.

Introducing the Wind wyvern:
A long, thin dragon with cloud-colored scales slithers out like a snake, then rears back to balance on its tail. Then, with a manic grin, it starts to spin, slowly at first, and then faster and faster, until it's surrounded by a miniature tornado.

Inferna's voice rings out: ***"The Champion of Air, a wind wyvern!"***

Once It's Defeated:
The wind wyvern stops spinning, and stands there a moment, weaving on its tail as if it were super dizzy—and then it falls over, snout first onto the stone floor, and slithers back through the gate from which it came. The gate slams shut after it.

The Champion of Earth

Mycanoid (Gate #4)

Armor Class: 9
Hit Points: 13 ○ ○ ○ ○ ○ ○ ○ | ○ ○ ○ ○ ○ ○
Speed: 6

Attack Power: Mushroom Goo Attack 1d20
The mycanoid quivers, shivers, and then sneezes out a slimy gob of mushroom snot, right at the hero. If the mushroom goo attack hits, it sticks to the hero's forehead, and a tiny mushroom grows out of it, right between the hero's eyes. It smells like moldy, cheese-riddled socks. The hero takes 1 point of stink damage and is under the effects of mushroom madness.

Range: The mycanoid's mushroom goo attack can hit any hero within 6 squares of it, within line of sight.

Special Power: Mushroom Madness
When a hero is under the effects of mushroom madness, the hero will attack whatever creature is closest, be it hero or monster. Heroes can try to remove the mushroom by rolling 1d20. If a 14 or above is rolled, they successfully peel the mushroom off and it tumbles to the floor and shrivels up. If a 7 to 13 is rolled, they successfully remove the mushroom—only to have it stick to them instead! 6 or below fails, and the mushroom stays stuck to the original hero. (Or roll 1d6. If a 5 or 6 is rolled, the mushroom is peeled off. If a 3 or 4 is rolled, the mushroom sticks to the new hero instead, and if a 1 or 2 is rolled, the mushroom stays where it is.)

Introducing the Mycanoid:
A plump mushroom-shaped creature with a body like soft cheese and a giant blood-colored cap with gaping white teeth shuffles out of the gate on short, thick legs, leaving a yellowish cloud of stink in its wake. It fixes its watery eyes on you and reaches out with its tiny hands...

Inferna's voice rings out: *"The Champion of Earth, a mycanoid!"*

Once It's Defeated:
The plump mushroom squeaks in shock and falls flat on its spongy behind. Eyes wide with disbelief, head turning like an owl's so it can keep an eye on you while it walks, it waddles back through gate from which it came. The gate slams shut behind it.

Adventure Start

The most interesting thing about the town where you all live is the small castle carved into the base of a mountain nearby. It has columns and tiny windows and everything—and you are pretty sure it's haunted. Nobody lives there—nobody has even gone in there in centuries. And yet, at night, sometimes strange lights flash in the windows, sometimes there's smoke, and sometimes you hear strange sounds: the hiss-crack of a giant fire, the whistling of a strong wind, and a thunderous boom that shakes the ground, and makes the leaves fall off the all the trees outside.

Or at least, that's what you're told. You've never been there. It's haunted, after all. But that's all about to change. You have all been dared to spend one full night in the haunted castle.

That night, you make your way to the castle in the mountain with your sleeping bags and snacks. From the outside, everything is quiet and still. Inside, it's dark, but the moment you enter, braziers filled with fire spring to life with a whoosh, revealing a large stone room with a wooden table in the center. A table that's laden down with what appear to be presents: a shining silver sword with the word "Jorick" inscribed on the hilt; a huge axe with the name "Raen" carved on its haft; a pair of fat gold daggers wrapped in paper, with "Evindol" written down the blades in a fine flowing script; a silvery wand with the name "Bet" picked out in tiny crystals; and an emerald staff whose head is carved in the shape of a roaring dragon, to which a tiny note is attached that reads: "To Yarrow."

But the moment Yarrow's hand touches the emerald staff, there's a spray of sparks, followed by the intense aroma of spicy, hot apple cider, and out of nowhere, a grinning woman with hair that looks like it might literally be fire appears as if she's been waiting all century for you.

Inferna: *"Welcome to the Battle of the Elements! I am Inferna, your guide. Today, you prove your bravery, your cleverness, and your skill by fighting the champions of water, fire, air, and earth."*

She gestures at the gates scattered around the arena, behind each of which is a different, terrifying looking monster.

Inferna: ***"Should you defeat all four champions, the gifts you hold will be yours to keep, and you will be crowned Heroes of the Elements. Should you fail... [she giggles] Well, don't fail, all right?"***

Before you can protest, Inferna waves her wand, and a thick line of smoke shoots out of it and hits something above one of the gates. There's an audible click.

Inferna: ***"Let the battle begin!"***

She disappears in another spray of sparks, and the first gate swings open, revealing . . .

[Now it's the monster's turn. See How to Play for details.]

Adventure Notes

Running the monsters:
Monsters like a challenge! In general, monsters like to attack whichever hero has the most hit points, as they find heroes with few hit points to be less of a challenge. They also almost never attack the same hero twice in a row, as that would be boring.

If a monster drops to half its hit points:
Every time a monster drops to half hit points, and there is only one monster on the board, Inferna appears and opens the next numbered gate, unless a hero has fallen. If there are two monsters on the board, Inferna waits until one is defeated before opening another gate.

If a hero has no hit points:
The hero falls unconscious, Inferna waits for the heroes to defeat the monster they are fighting, then:

Inferna gives [all heroes with 2 or less hit points] a glass vial filled with a sparkling, ruby liquid from a pouch on her belt.

Inferna: ***"Drink up! You'll need your strength for the next fight!"***

The liquid tastes like caramel and soot, and you immediately feel better. [The affected players should erase the colored-in circles on their cards. They have returned their heroes to maximum hit points.]

Inferna: ***"Better now? Good! Because it's time to fight the next champion!"***

Before you can protest, Inferna shoots a line of smoke from her wand, and the next gate tears open, revealing . . .

Adventure End

You look around, but all the gates are closed. Inferna appears in a spray of sparks, a large grin on her face, and you see she is holding something in her hands.

Inferna: ***"Congratulations! You have defeated the four champions. You are all now Heroes of the Elements. Take these medals as proof of your bravery, cleverness, and skill."***

Inferna walks around and hands each one of you a medal.

[Hand out the "Hero of the Elements" medals to players.]

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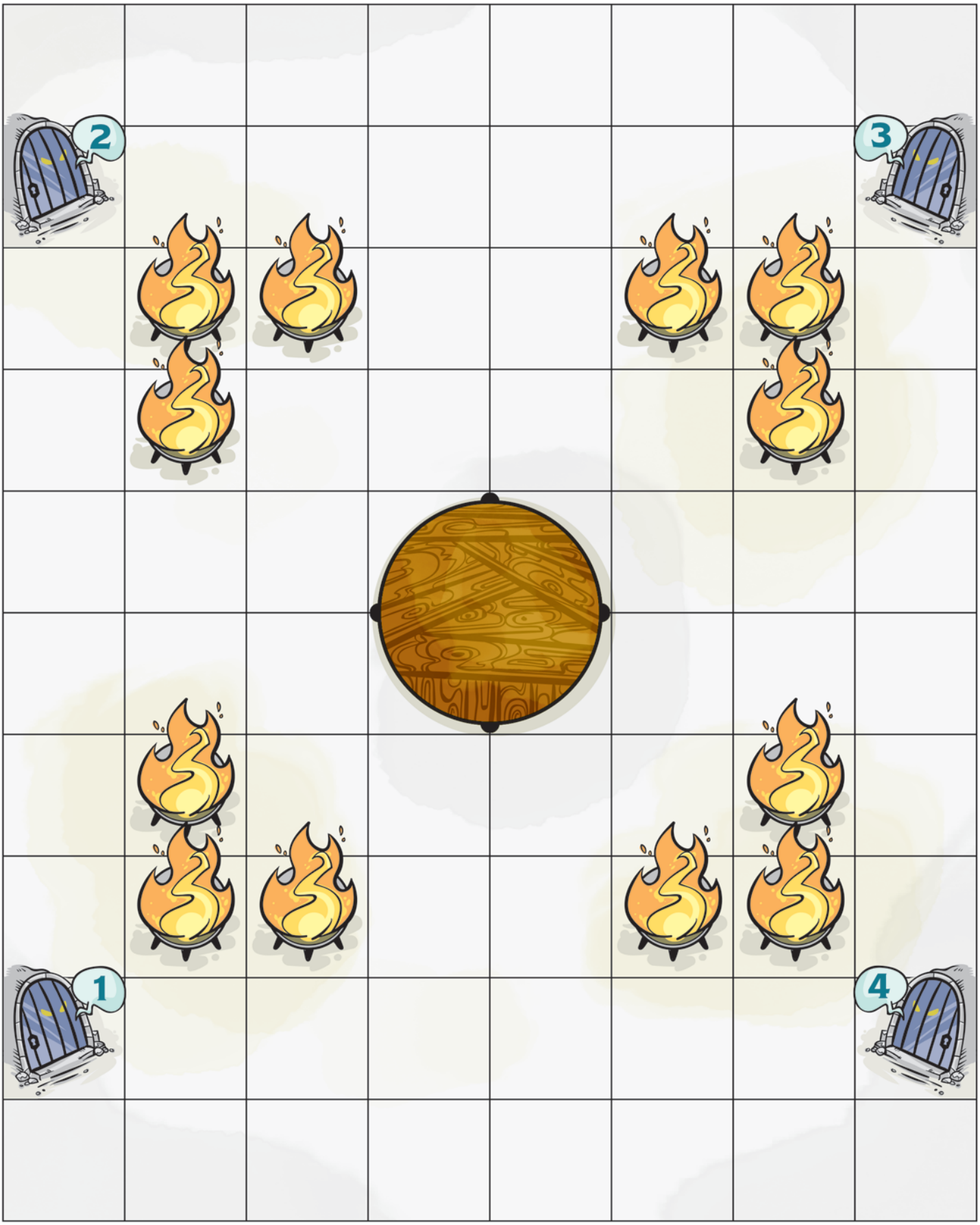
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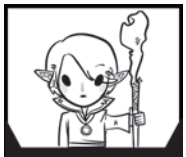
Character and Monster Tokens


Bet

Evindol

Jorick

Yarrow

Raen

Fire Elemental (L)

Mycanoid

Thunder Toad

Whirling Wyvern

Fire Elemental (S)

Fire Elemental (S)

Fire Elemental (S)

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Fire Elemental (M)

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Continue the Adventure!

The adventure doesn't need to end once the game ends. If you enjoyed the adventure, don't miss the original, Monster Slayers: The Heroes of Hesioid.

Credits

Written by: Susan J. Morris

Art by: Emi Tanji

Playtesters: Nina Hess, Bruce R. Cordell, Philip Athans, Bart Carroll, Shelly Mazzanoble, and the fantastic kids who attend Gen Con.