

# MONSTER SLAYERS

## THE HEROES OF HESIOD

A DUNGEONS & DRAGONS® ADVENTURE FOR AGES 6 AND UP



**Age:** 6+

**Players:** 5-6

**Time:** 30 minutes

**Difficulty:** Easy

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# INTRODUCTION

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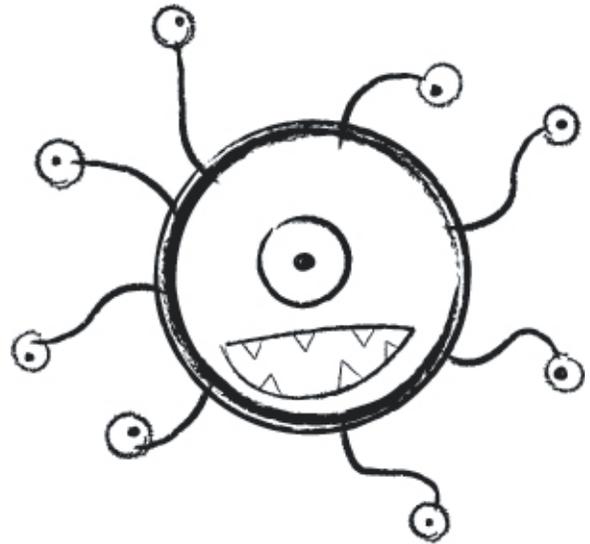
*Monster Slayers: The Heroes of Hesiod* captures the flavor of the Dungeons & Dragons® Roleplaying Game in one fast-paced, action-packed package for kids who want to learn the fundamentals of the game. *The Heroes of Hesiod* is also a fun diversion for experienced players who need their D&D fix but don't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

*The Heroes of Hesiod* 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

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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

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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 Hesiod shield badges.
2. **Begin Play**
  - a. Give one hero card to each player.
  - b. Place one monster token in each cage on the map.
  - c. Place the hero tokens on the board.
  - d. Read the Adventure Start aloud and start playing!



# HOW TO PLAY

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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.

**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 bullette's armor class of 15, so Raen succeeds in hitting the bullette.

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 dies and is removed from the map.

So in our example, the bullette takes 1 hit point of axe damage, which is recorded by filling in one of the bullette'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, her turn is done after she hits the bullette. However, after all the other players have gone and the round is over, a new round starts and it is the bullette's turn again.

The bullette burrows underground and appears next to Raen (moving up to its speed of five squares). Then it uses its attack power.

**Attack Power: Gaping Maw 1d20 (or 3d6)**  
Deals 1 point teeth damage.

The bullette rolls a 10, which is greater than Raen's armor class of 9, so Raen takes one point of teeth damage. 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 bullette two squares straight back from her. This means that the bullette, no longer next to any heroes and having used up its movement, cannot use its special power:

**Special Power: Swallow 1d20 (or 3d6)**

And the bullette's turn is over.

## HOW TO WIN

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

# DEFINITIONS

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**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.

## 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.

## 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.

## 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.

## BULLETTE (CAGE #1)

Armor Class: 15

Hit Points: 8 ○○○○|○○○○

Speed (burrowing): 5

When the bullette moves, it burrows into the ground and can pop up anywhere within 5 squares of where it was. The hole always closes behind it.

Attack Power: Gaping Maw 1d20 (or 3d6)

Deals 1 point teeth damage.

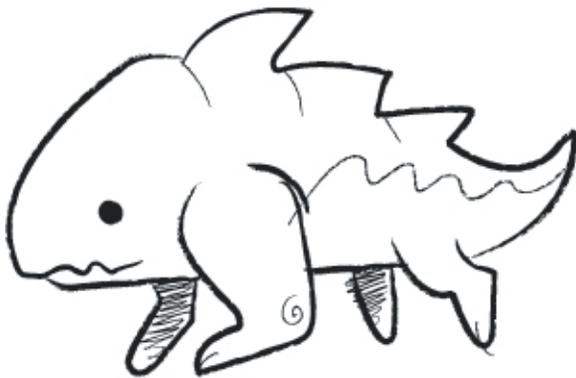
Special Power: Swallow 1d20 (or 3d6)

The bullette swallows the hero. At the beginning of every turn in which the hero starts out swallowed, the hero must take 1 point of damage from stomach acid. The swallowed hero can then choose to attack or to “tickle” the monster. If the hero attacks, he or she automatically succeeds. If he or she “tickles,” the player rolls 1d20, and if 11 or higher is rolled, the hero gets coughed up. (Or, roll 1d6. A 4 or higher means they succeed in getting coughed up.) A bullette can only have one hero in its stomach at a time. When the bullette is killed, swallowed heroes are coughed up.

### INTRODUCING THE BULLETTE:

A strange creature, shaped a bit like a giant, armored shark with legs and about the size of a horse. Its skin is the color of granite, and, when it opens its jaws (they look big enough to swallow you whole!), you see amidst the drool that it has row upon row of knife-like teeth.

Loomis: “A starving bullette!”



## PIXIE SWARM (CAGE #4)

Armor Class: 10

Hit Points: 11 ○○○○○○|○○○○○

Speed: 6

Attack Power: Glamour 1d20 (or 3d6)

The pixies are so pretty! They dazzle the hero with their magical colors. Roll twice and take the best result. If the pixies' attack hits, the pixies enter the hero's square, and the hero cannot attack them until they leave the hero's square. Pixies switch who they try to glamour every turn.

Special Power: Swarm

When a hero is under the effects of the pixie swarm's glamour, the hero takes 1 point of swarm damage at the beginning of the turn, and any hero who hits the pixie swarm must also roll 1d20. If a 10 or below is rolled, the pixies also deal 1 point of damage to the glamour'd hero. (Or, roll 1d6. A 3 or lower means they hit.)

### INTRODUCING THE PIXIE SWARM:

A swarm of tiny, gold-skinned creatures with dragonfly wings. Each looks like a human, only shrunk down to the size of a sparrow, and every one of them holds a pair of slender blades that crackle with electricity.

Loomis: “A feral pixie swarm!”



## RED DRAGON (CAGE #3)

Armor Class: 14

Hit Points: 10 ○○○○|○○○○○

Speed: 4

**Attack Power:** Fiery Breath 1d20 (or 3d6)

Deals 1 point fire damage. If it hits with its first attack, it rolls 1d20 for each hero standing next to the hero it hits. If it rolls a 10 or above, it deals 1 point of fire damage to that hero as well. (Or, roll 1d6. A 4 or higher means it hits that hero as well.)

**Range:** The red dragon's fiery breath can hit any creature within 6 squares of it, within line of sight.

**Special Power:** Tail Swipe 1d20 (or 3d6)

The dragon swipes at a hero with its tail. If it hits, the hero is knocked to the ground, and instead of moving next turn, the hero must just stand up.

### INTRODUCING THE RED DRAGON:

*A lizardlike creature about the size of a small pony with batwings and a long tail that it whips back and forth in its cage. Its scales are the color of blood, and flame flickers between its needle-sharp teeth.*

**Loomis:** "A young red dragon!"



## BEHOLDER (CAGE #2)

Armor Class: 12

Hit Points: 9 ○○○○|○○○○○

Speed: 3

**Attack Power:** Eyestalk Rays 1d20 (or 3d6)

If the beholder hits, roll 1d6 for the effect.

1: Firebolt (take 1 damage; any heroes next to the hero on fire must roll 1d20. On 10 or higher, they also take 1 point fire damage).

2: Chains of Ice (hero can't move next turn).

3: Windchasm (hero is pulled 2 squares to monster).

4: Shockwave (hero is pushed 2 squared from monster).

5: Lightning bolt (hero loses attack bonus next turn).

6: The Evil Eye (beholder switches places with the hero).

**Range:** The beholder's eyestalk rays can hit any hero within 6 squares of it, within line of sight.

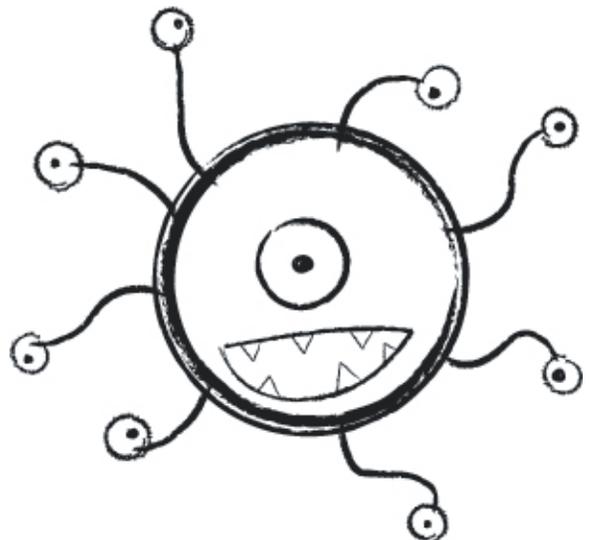
**Special Power:** Multiple Eyes

Every turn, the beholder can attack twice with its eyestalk rays.

### INTRODUCING THE BEHOLDER:

*A giant, bulbous ball of flesh that floats in the air, with a mouth that stretches all the way across it, filled with teeth as long as a dagger, and a nest of swarming tentacles on its head like hair, each topped with an eyeball. Above the gigantic mouth is an eye as big as a shield that stares at you with pure hate.*

**Loomis:** "A fearsome beholder!"



## ADVENTURE START

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In the village of Hesiod, where you all live, kids are brought to the cabin every year for several days to finish training in the ways of fighting, training which had started three months earlier. Fighting is a necessary skill in Hesiod, as the village is constantly being attacked by monsters. Even if you have no higher ambitions than becoming a pig farmer, you need to be able to defend yourself.

No one your age knows what exactly goes on at the cabin, and no adults are telling. But pretty much everyone comes back alive, so it can't be too bad.

Your trainer's name is Loomis, and he's been the town's trainer for going on a decade. He has a nasal, high-pitched voice, which sounds particularly odd coming from a man who looks like he's got some ogre blood in him somewhere.

**Loomis:** *“Jorick, Evindol, Bet, Raen, and Yarrow, so glad you could make it!”*

Loomis leads you behind the cabin, where there is a clearing. No grass grows in the clearing, and there are four cages at the edge of the clearing, equidistant apart, shaded by the trees. In each you can make out a different beastly creature.

Loomis hands Jorick a shining silver sword almost as long as Jorick is tall. Raen receives a great-axe with a notched edge that looks like it could cut a stone in half. Bet gets a wand made of a fiery red crystal that seems to pulse with a light of its own. Evindol receives a pair of slender daggers shaped like leaves. And Loomis gives Yarrow a staff whose dark wood is crawling with carvings of dragons.

**Loomis:** *“Today you begin the final stage in your training to learn how to defend our village against monsters. It is only fitting that we begin with these brutes.”*

Loomis walks over to the first cage. [Point to one of the cages.] In it, is [read the monster description].

**Loomis:** *“No more time for chatter! I hope you're ready!”*

Before you can protest, Loomis pulls free a pin from the cage door. The reaction is immediate. The door flies open, slamming against the side of the cage with a loud clang, and the [monster name] rushes out. [Now it's the monster's turn. See How to Play for details.]

## ADVENTURE NOTES

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### **RUNNING THE MONSTERS:**

Monsters like a challenge! In general, monsters like to attack whichever character has the most hit points, as they find characters with few hit points to be less of a challenge. They also almost never attack the same character 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, Loomis opens the next numbered cage, unless a hero has fallen. If there are two monsters on the board, Loomis waits until one dies before opening another cage.

### **IF A HERO HAS NO HIT POINTS:**

The hero falls unconscious. Loomis waits for the heroes to defeat the monster they are fighting, then:

Loomis gives [all heroes with 2 or less hit points] a glass vial filled with a sparkling, clear liquid from a pouch on his belt.

**Loomis:** *“You’d better drink up, before the next fight!”*

The liquid tastes minty and lemony, 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.]

**Loomis:** *“Better now? Good! It’s time to fight the next monster!”*

Before you can protest, Loomis pulls free a pin from the cage door. The reaction is immediate. The door flies open, slamming against the side of the cage with a loud clang, and the [monster name] rushes out.

## ADVENTURE END

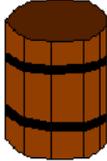
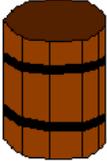
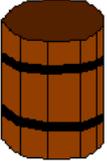
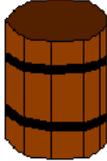
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You look around, but all the cages are empty. Loomis has a large grin on his face, and you see he is pulling something out of his pouch.

**Loomis:** *“Congratulations! You have finished your fighting training. You are all now proven Heroes of Hesiod. Take these badges as proof of your bravery, courage, and honor.”*

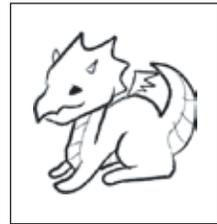
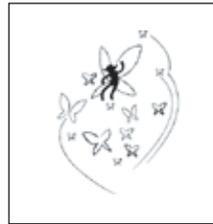
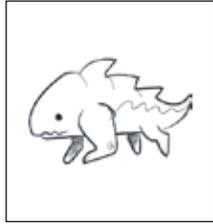
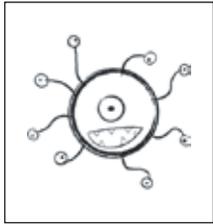
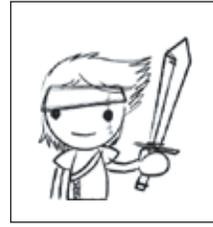
Loomis walks around and hands each one of you a badge. [Hand out the “Hero of Hesiod” shield badges to players.]



# CHARACTER AND MONSTER TOKENS

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## CONTINUE THE ADVENTURE!

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The adventure doesn't need to end once the game ends. If you enjoyed the adventure, don't miss the book it's based on—*Monster Slayers* by Lukas Ritter—and find out why James Dashner, author of *Maze Runner*, called it: “A wonderful start to a new series. Filled with page-turning action and cool surprises, I also loved the characters and how real they felt. You'll love this book.”

### *Monster Slayers*

By Lukas Ritter

When vicious, dog-headed gnolls kidnap everyone living in the small village of Hesiod, only Evin and his fighter friend Jorick manage to escape. With help from an ancient guidebook of magical beasts called *A Practical Guide to Monsters*, the two boys and a new friend—elf wizard Betilivatis—must trek through ancient ruins and face one menacing monster after another in order save their families.

ISBN: 978-0-7869-5484-1

You can also read a short story based on the game at [DungeonsandDragons.com](http://DungeonsandDragons.com)

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