

Escape from the Dragon's Lair

A Solo Adventure For a Character of any Level

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Dragon Action

1	Flame Breath
2	Tail Swipe
3	Claw
4	Bite
5	Stomp (skip to Saving Throw)
6	Gaze (skip Player Action; -1 Luck)

Player Action

1	Duck (Avoid Breath & Bite)
2	Jump (Avoid Claw & Tail)
3	Swift (Avoid Tail & Bite)
4	Dodge (Avoid Breath & Claw)
5	Uncanny Dodge (Avoid All)
6	Riposte (Avoid All, +1 Luck)

Saving Throw

1	Stumble (-2 Luck)
2	Blunder (-1 Luck)
3	Sidestep (0 Luck)
4	Missed Me! (0 Luck)
5	Counterstrike (+1 Luck)
6	Thrust (+2 Luck)

Escape from the Dragon's Lair

You've broken the first rule of adventuring...never split the party. You cautiously wander down a long hallway looking for your companions; or at least for a way out of the dungeon. You enter a large, cavernous room and the door slams shut behind you. Sitting atop a small mound of gold, jewels, and what are presumably the charred remains of your fellow adventurers is a Large Red Dragon.

Since the Dragon has already eaten today he decides to toy with his prey for a little while. Perhaps if you can manage to survive long enough you'll be able to figure a way out of this mess!

Rules:

To begin the game roll 1d6 and place a counter on the appropriate number on the Luck Scale at the bottom of the map.

Play occurs as follows:

1. Roll for Dragon Action
2. Roll for Player Action
3. Roll for a Saving Throw (if necessary)

Dragon Action: Roll 1d6 to determine what (if any) action the Dragon takes. On a roll of 5 the Player skips his or her action and immediately makes a Saving Throw. On a roll of 6 the Player skips his or her action and loses 1 Luck (but does not make a Saving Throw.)

Player Action: Roll 1d6 to determine the Player's action. If the Player does not avoid the Dragon attack he or she makes a Saving Throw and applies the result. If the player avoids the Dragon's attack he or she does not make a saving throw and returns to Step 1.

Saving Throw: Roll 1d6 to determine the outcome of the Dragon's attack. The Player does not make a Saving Throw if he or she avoids the Dragon's attack.

Play continues until a Player's luck reaches 10 (or higher) or 0 (or lower)

If a Player's Luck reaches 10 or higher – The Dragon becomes bored and flies away. The door opens behind you. You pick up as much of the Dragon's Treasure and you can carry and rush out of the dungeon.

If a Player's Luck reaches 0 or lower – You are engulfed in flames.