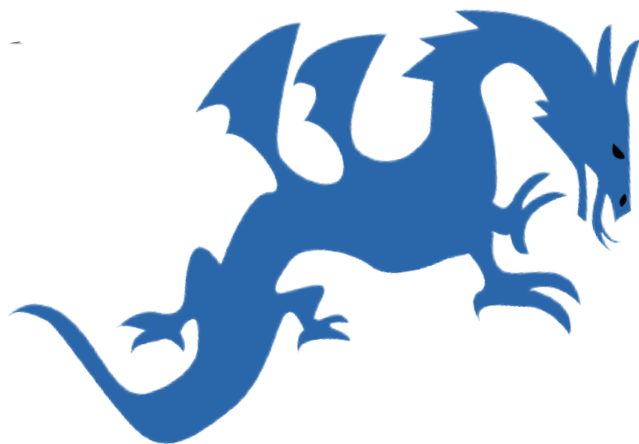


FANTASY ADVENTURES

CHALLENGE KIT RESOURCES



E-Patches & Crests
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Heraldic Colours and Their Meanings



Yellow or Gold
GENEROSITY



White or Silver
PEACE AND
SINCERITY



Black
CONSTANCY
OR GRIEF



Blue
LOYALTY
AND
TRUTHFULNESS



Red
MILITARY
FORTITUDE AND
MAGNANIMITY



Purple
ROYAL
MAJESTY,
SOVEREIGNTY
AND JUSTICE

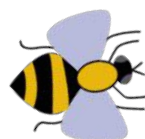


Green
HOPE, JOY,
AND
SOMETIMES
LOYALTY

Heraldic Animals and Their Meanings



Bear
PROTECTIVENESS



Bee
INDUSTRIOUSNESS



Camel
PERSEVERANCE



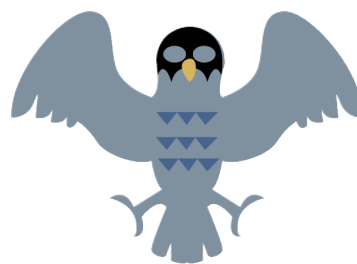
Dog
LOYALTY



Double Eagle or
Eagle
LEADERSHIP AND
DECISIVENESS



Dragon
DEFENDER OF
TREASURE



Falcon or
Hawk
EAGERNESS



Fox
CLEVERNESS

Heraldic Animals and Their Meanings (cont)



Griffin
BRAVERY



Horse
READINESS TO
SERVE



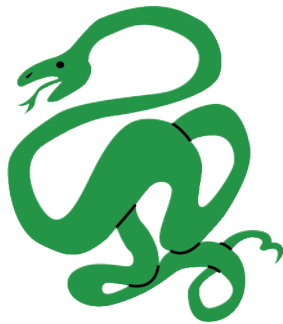
Lion
COURAGE



Pelican
GENEROSITY
AND
DEVOTION



Raven
CONSTANCY



Snake
AMBITION



Stag, Elk, or Deer
PEACE AND
HARMONY



Tiger
FIERCENESS
AND VALOR

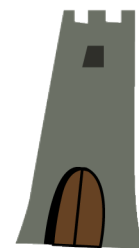
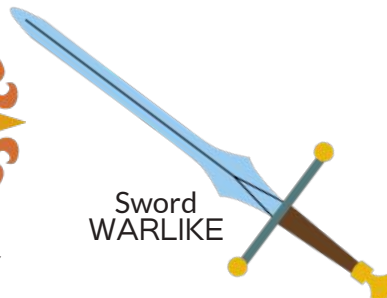
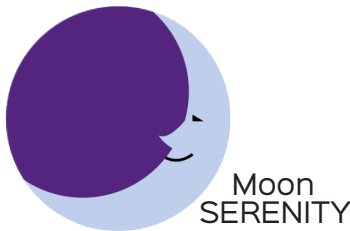
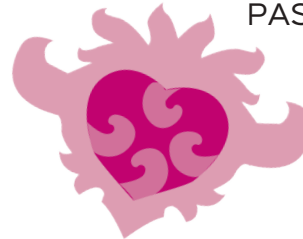
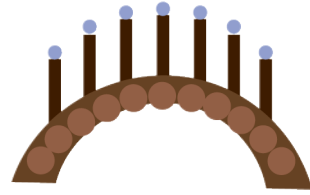


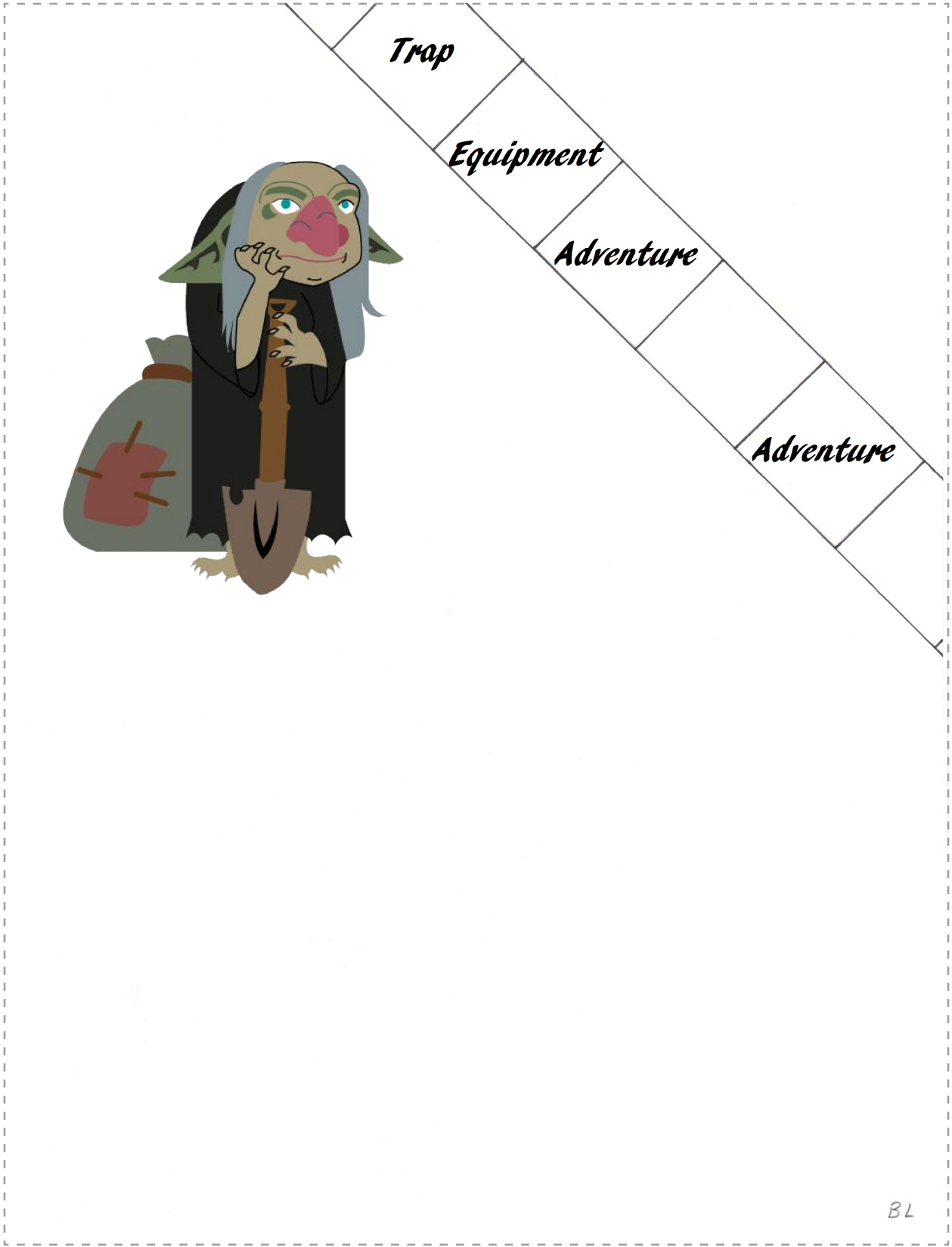
Unicorn
EXTREME
COURAGE



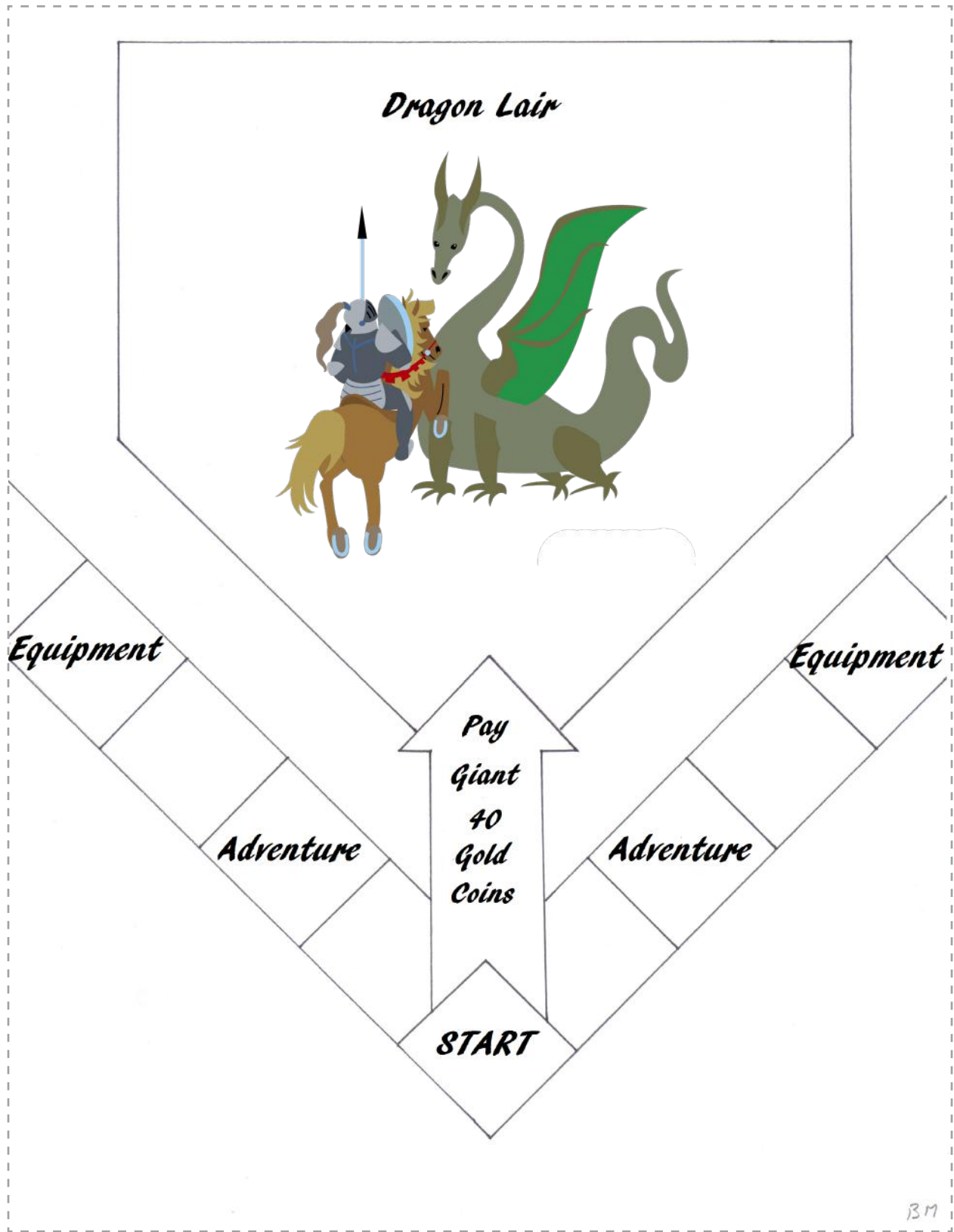
Wolf
CONSTANT
VIGILANCE

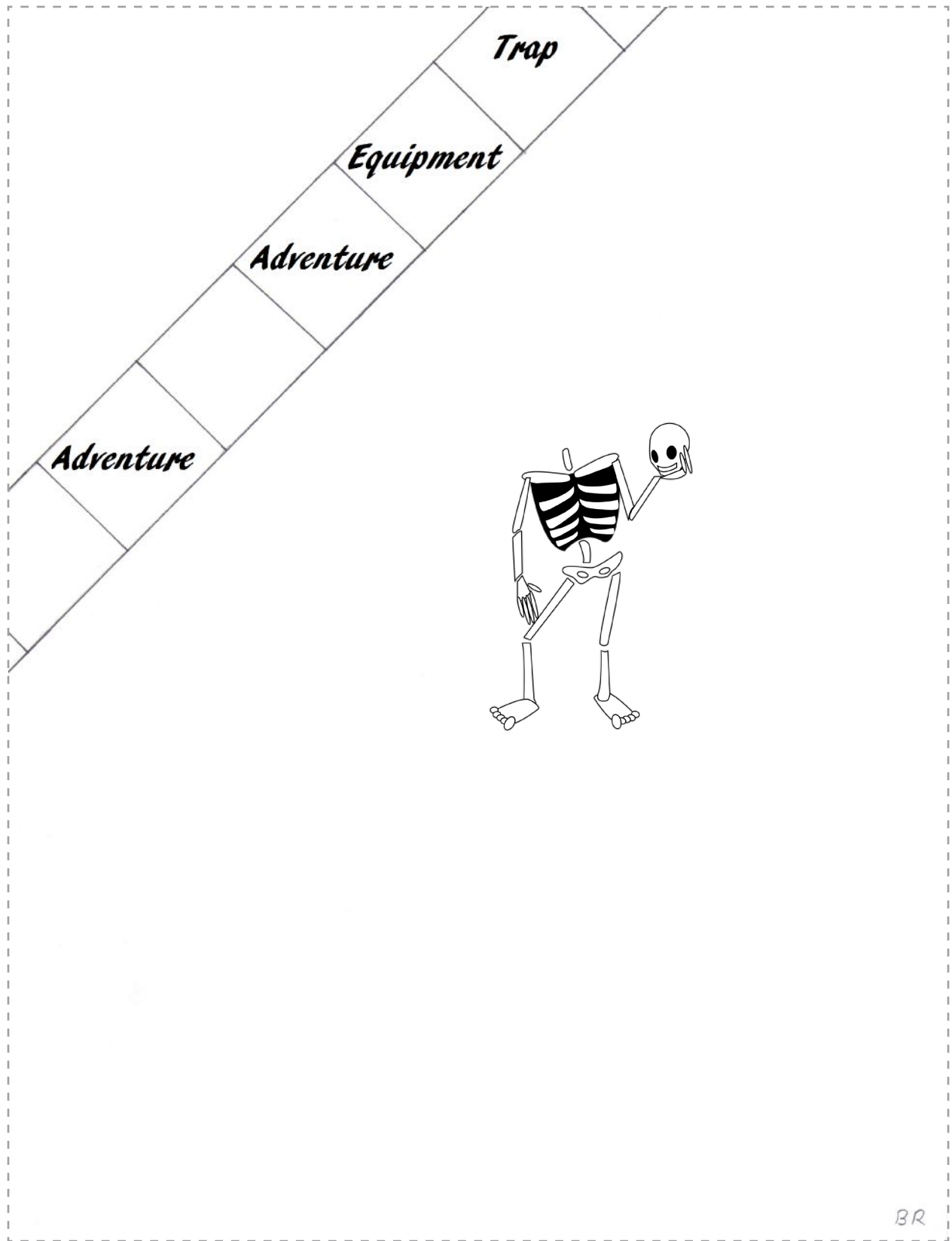
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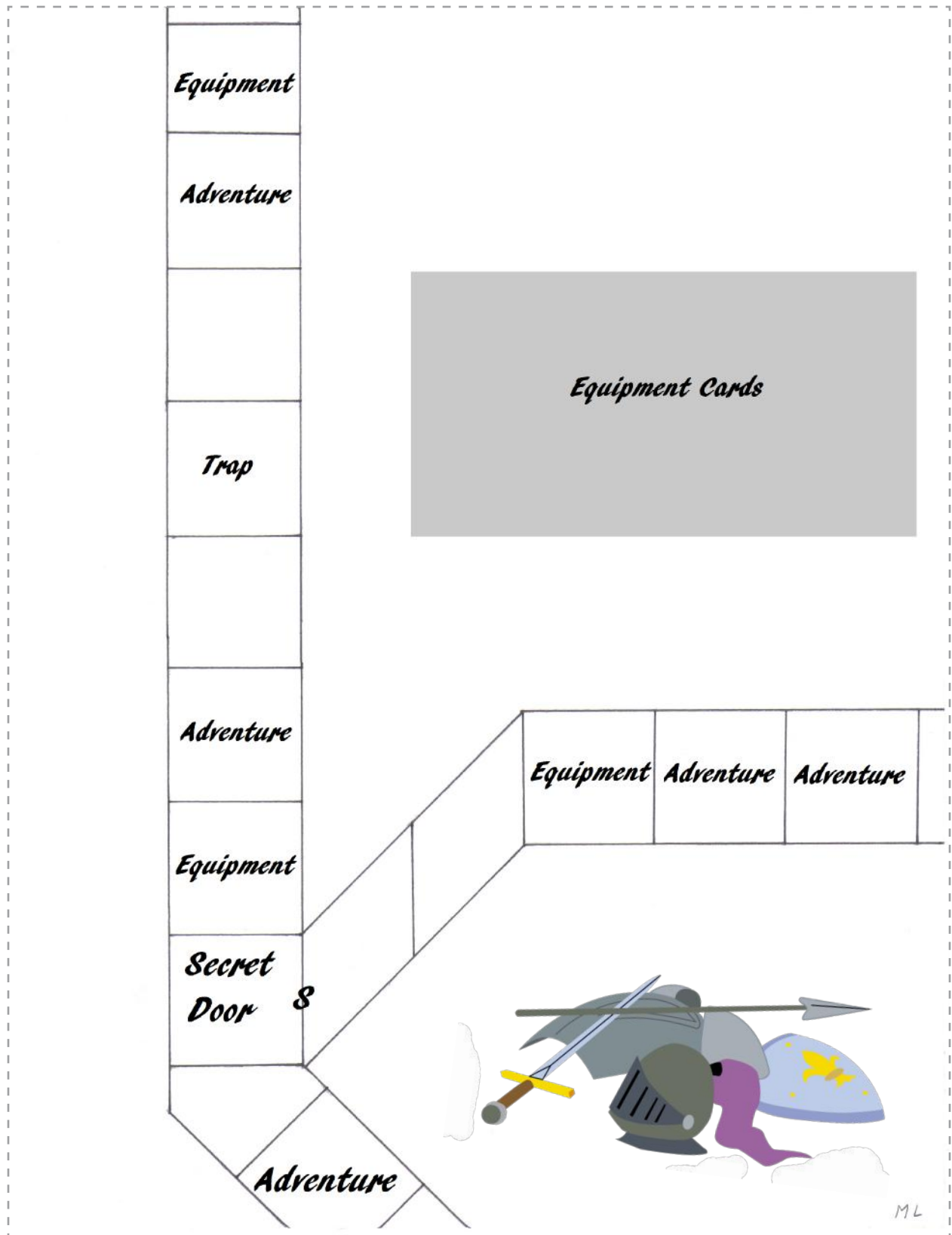


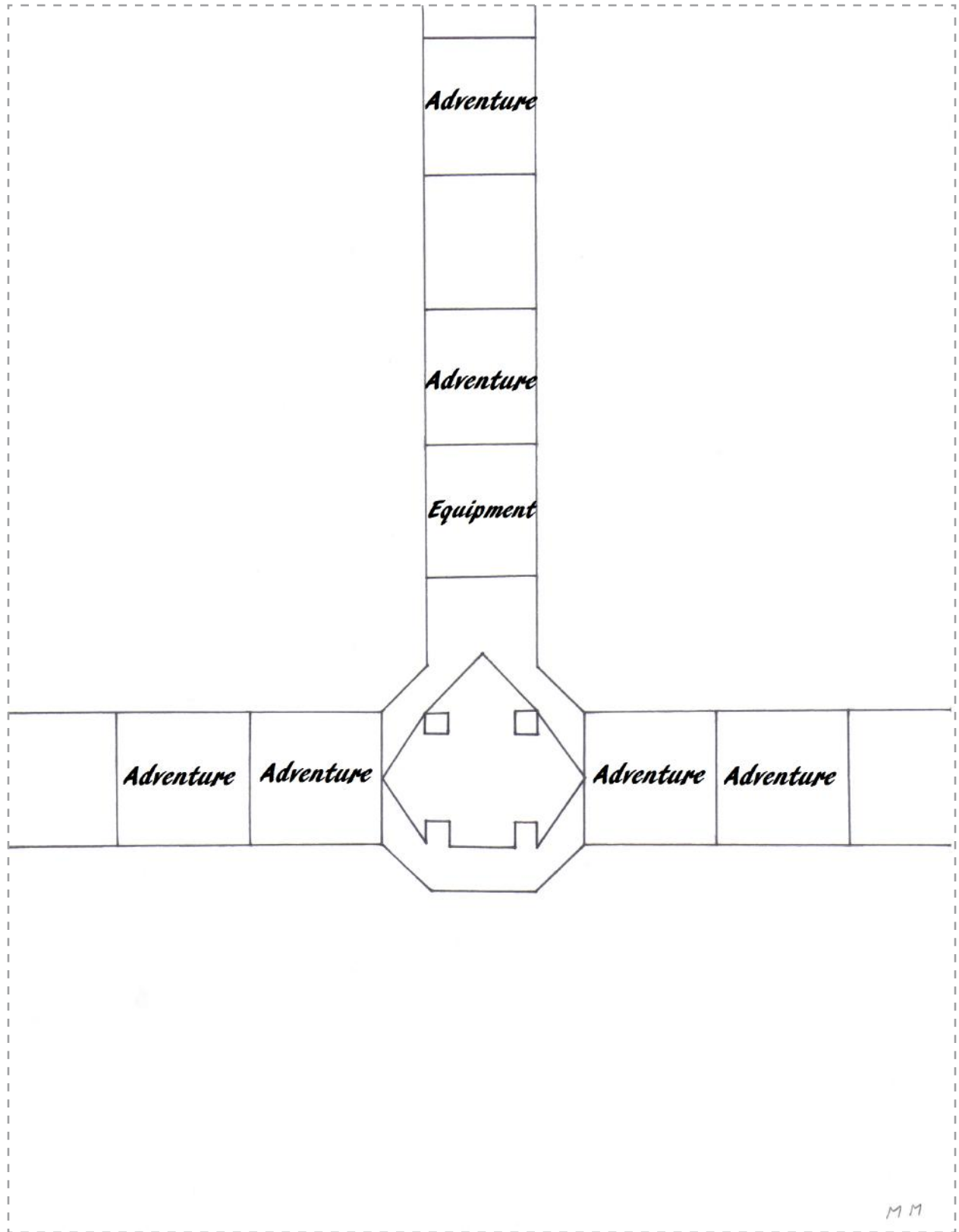
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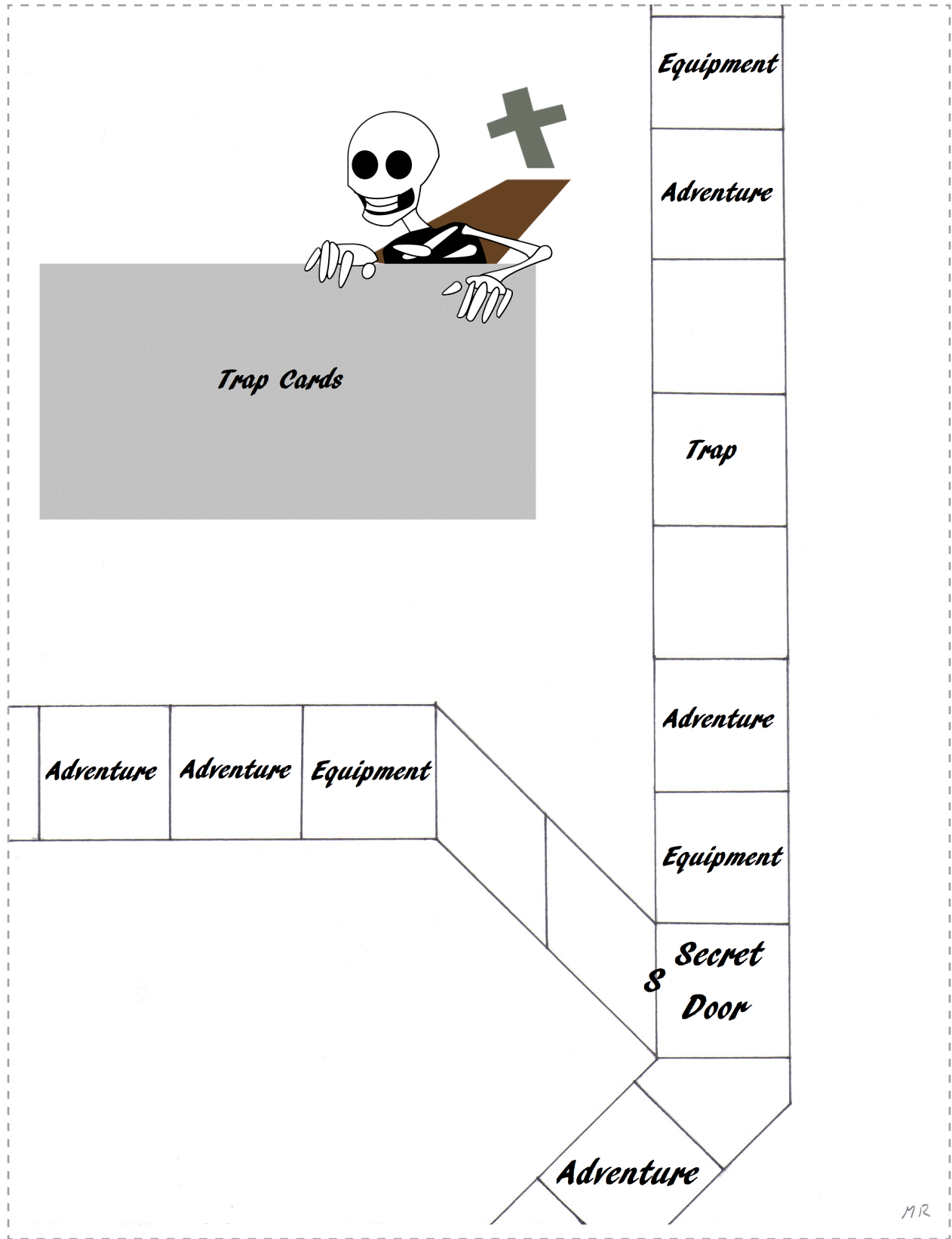



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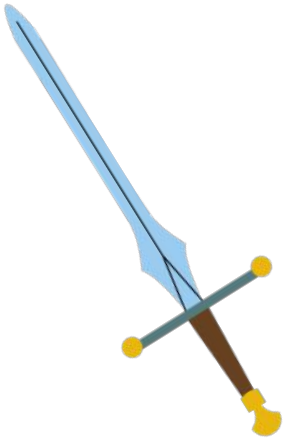


MM



<i>Adventure</i>	<i>Equipment</i>		<i>Adventure</i>	<i>Equipment</i>	
<i>Trap</i>					
<i>Equipment</i>			<i>Adventure Cards</i>		
<i>Adventure</i>					
<i>Adventure</i>					
<i>Equipment</i>					

TL

<i>Adventure</i>		<i>Trap</i>	<i>Secret Door</i> <i>8</i>	<i>Trap</i>		<i>Adventure</i>
						
			<i>Adventure</i>			
			<i>Adventure</i>			
			<i>Trap</i>			
			<i>Equipment</i>			
			<i>Adventure</i>			
			<i>Adventure</i>			
			<i>Trap</i>			

TM

	<i>Equipment</i>	<i>Adventure</i>		<i>Equipment</i>	<i>Adventure</i>
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					<i>Trap</i>
					<i>Equipment</i>
					<i>Adventure</i>
					<i>Adventure</i>
					<i>Equipment</i>

TR

**DRAGON DASH BOARD GAME:
BACKS OF ADVENTURE CARDS**

ADVENTURE CARDS

ADVENTURE CARDS

ADVENTURE CARDS

ADVENTURE CARDS

ADVENTURE CARDS

ADVENTURE CARDS

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ADVENTURE CARDS

ADVENTURE CARDS

ADVENTURE CARDS

DRAGON DASH BOARD GAME: FRONTS OF ADVENTURE CARDS

Stopped to Fix Flooded Bridge Gain 5 Gold	Tricked by a Witch to Help Steal a Princess Move 10 Spaces Back	Reputation Precedes you Lord Feeling Generous Gain 5 Gold
Help Find Little Lost Prince Gain 5 Gold	Placed First in Archery Contest Gain 5 Gold	Get into Street Fight, Forced to Pay Damages Lose 5 Gold
Play Hide and Seek With Young Princess Gain 5 Gold	Return a Stray Dog Back To Owner Gain 5 Gold	Caught Trespassing Town Sheriff Fines You 5 Gold
Find a Hidden Treasure Chest Get Gold Key for Secret Door	Spot Something Shiny In the Grass Gain 5 Gold	Lost a Bet Give 5 gold to player with lowest amount of money
Fell off Roof And into Pig Slop Find Ruby Key for Secret Door	Sell off Excess Treasure Gain 5 Gold	Defeated Evil Skeleton Gain 5 Gold
Hiding from Danger In Hollow Log Find Crystal Key for Secret Door	Placed First in Local Skills Competition Lord Rewards you 5 Gold	Protect Town from Cyclopes But Damage Equipment Blacksmith Will Repair For only 5 Gold

**DRAGON DASH BOARD GAME:
FRONTS OF ADVENTURE CARDS**

Slay the evil Troll!
Roll again

Rescue Villager
Receive a Reward of 5 Gold

Meet Fairy, Make a Friend
Receive 5 Gold

Help Out Fellow Adventure
Gain 5 Gold

Help Small Town Defeat
Giant Snake
Roll Again

Defeat the Ghost Haunting
the Village
Receive 5 Gold

Defeat Black Knight
Gain 5 Gold

Find Hidden Treasure Chest
Get Silver Key for Secret Door

Spend Night at Inn Hot food
& Warm Bed
Lose 5 gold

Goblin War Party Blocks
the Road
Miss 1 Turn

Defeat Witch, Dump out
Cauldron
Find 5 Gold

Take a Plunge Over a
Waterfall
Lose 5 Gold

Help Merchant Repair
Broken Wagon Wheel
Receive 5 Gold

Robbed by Thief While
Sleeping
Lose 5 Gold

Find Hidden Underwater
Cave
Receive an Emerald Key

Drive off Bandits Attacking
Family Farm
Receive 5 Gold

Caught in Storm, End up Sick
Return to Start

Got Yourself a Noble Steed
Pay 5 Gold to Feed Him

DRAGON DASH BOARD GAME: FRONTS OF ADVENTURE CARDS

<p>Slay Hydra that's Terrorising the City <i>Rewarded 5 Gold</i></p>	<p>Find a Tricky Leprechaun <i>Roll an Even Number or Return to Start</i></p>	<p>Stop in Small Town to Restock Supplies <i>Spent 5 Gold</i></p>
<p>Avoid Giant Wasps By Hiding in River <i>Miss 1 Turn</i></p>	<p>Slay an Evil Ogre Guarding the Bridge <i>Find 5 Gold</i></p>	<p>Find Healing Potion While Exploring Cave <i>Roll Again</i></p>
<p>Attacked by Wolves, Sell Hides to Hunter <i>Receive 5 Gold</i></p>	<p>Rescue Centaur From Quicksand <i>Receive Copper Key For Secret Door</i></p>	<p>Attacked by Giant Get Lost in Forest <i>Dropped 5 Gold</i></p>
<p>Spot a Unicorn <i>Receive a Gift of 5 Gold</i></p>	<p>Defeated Two Headed Snake in Combat <i>Find 5 Gold</i></p>	<p>Message in Bottle Comes with Key! <i>Advance to the Nearest Secret Door and Let Yourself In</i></p>
<p>Help Repair the Church's Roof <i>Roll Again</i></p>	<p>Battle Skeleton in Old Grave Yard <i>Draw Again</i></p>	<p>Abandon Mine Leads You to Secret Door! <i>Advance to the Nearest Secret Door and Let Yourself In</i></p>
<p>Visit Blacksmith To Repair Armor <i>Lose 5 Gold</i></p>	<p>Found Nest of Giant Spiders Run in Terror <i>Drop 5 Gold</i></p>	<p>Defeated Evil Vampires <i>Found a Bone Key In a Coffin</i></p>

**DRAGON DASH BOARD GAME:
FRONTS OF ADVENTURE CARDS**

Find Jeweled Cross Return it to Church <i>Rewarded 5 Gold</i>	Angry Wizard Teleports You Away <i>Move 10 Spaces Back</i>	Given a Free Lunch <i>Swap Places With the Player in Front of You</i>
Fire Threatens Forest Help Druid Put it Out <i>Gain 5 Gold</i>	Help a Traveler Out Of the Lost Forest <i>Gain 5 Gold</i>	Fought off Bandits Turned in Reward <i>Gain 5 Gold</i>
Defeat a Cyclops In Epic Battle <i>Loot 5 Gold</i>	Rescue a Child From A Griffin <i>Gain 5 Gold</i>	Helped Bride With her Wedding Feast <i>Roll Again</i>
Griffin Attacks and Destroys Your Equipment <i>Loose one Equipment Card</i>	Save Farm From Wolf Attack, Farmer Rewards You <i>Gain 5 Gold</i>	Bought a Poor Person Lunch <i>Move Ahead 3 Spaces</i>
A Giant Bat Steals Your Equipment <i>Loose one Equipment Card</i>	Forgot Map at Inn <i>Swap Places With the Player Behind You</i>	Caught Thief Stealing, Turn in for Reward <i>Gain 5 Gold</i>
Successfully Banish A Screaming Banshee <i>Villagers Reward you 5 Gold</i>	Got Caught in a Bog <i>Swap Places With the Player Behind You</i>	Slay Giant Rat <i>Gain 5 Gold</i>

**DRAGON DASH BOARD GAME:
FRONTS OF ADVENTURE CARDS**

Placed First in Jousting
Competition
Gain 5 Gold

Fairy's Change your Hair
Colour as They Play
Receive 5 Gold for Compensation

Found Abandoned Pirate
Treasure
Gain 5 Gold

Camped for the Night
Successfully Lit a Fire
Gain 5 Gold

Pirates Robbed a Ship! Hunt
them Down for Reward
Gain 5 Gold

Man Fell off Cliff! Use your
Knot Skills to Rescue Him
Gain 5 Gold

Helped a Wizard Find her
Lost Familiar
Gain 5 Gold

Gathered Herbs for The
Medicine Lady
Gain a Reward of 5 Gold

Learn How to Train Hawks

Gain 5 Gold

Defeat a Room Full of
Zombies
Find 5 Gold

Shepard Looses Sheep Track
them Down for Reward
Gain 5 Gold

Attacked by Killer Bees Run
as Fast as you can!
Lose 5 Gold

Sneaky Raccoon Stole Food!
Successfully Foraged for
Lunch
Gain 5 gold

A Mermaid Lost her Comb
You Found it in a Seashell
Gain 5 Gold

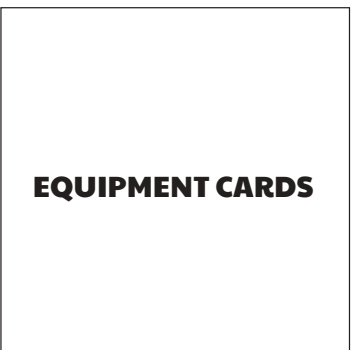
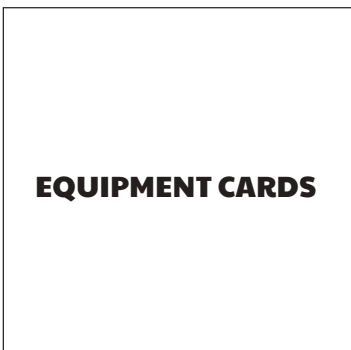
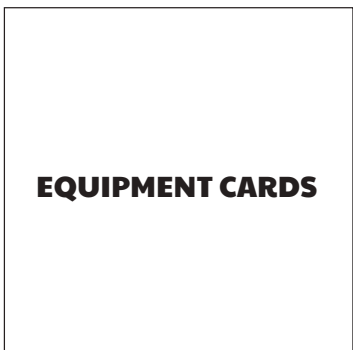
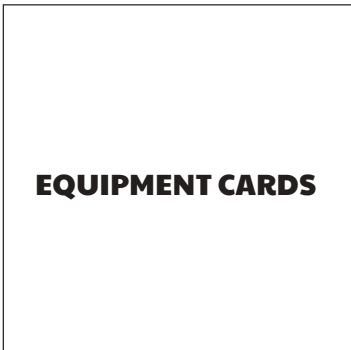
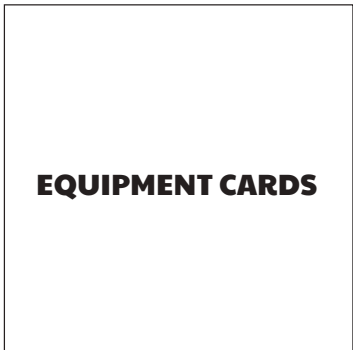
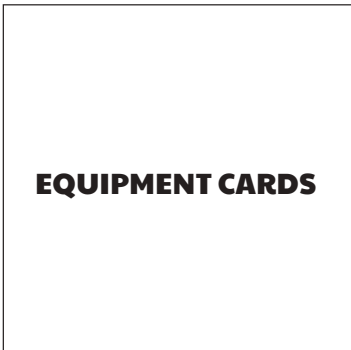
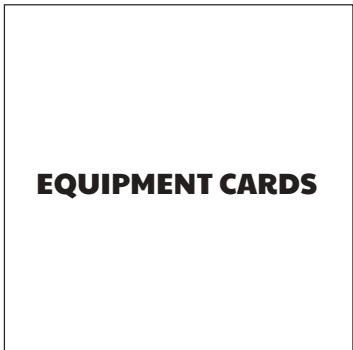
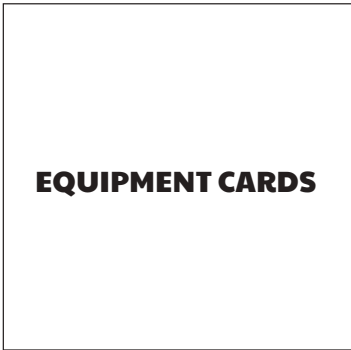
Giant Beetle Blocks the Path
Tempt it off Road
Gain 5 Gold

Baby Dragon is Looking for
Mother. Help him get Home
Gain 5 Gold

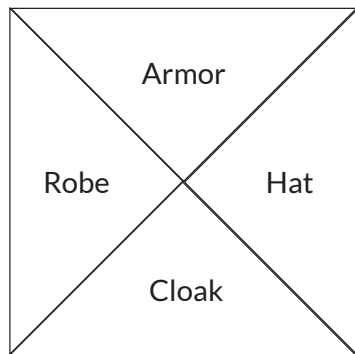
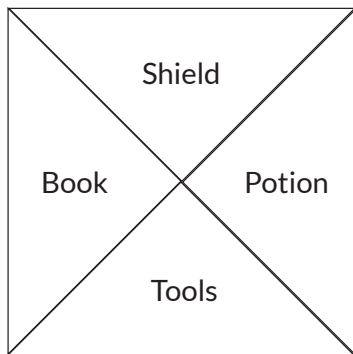
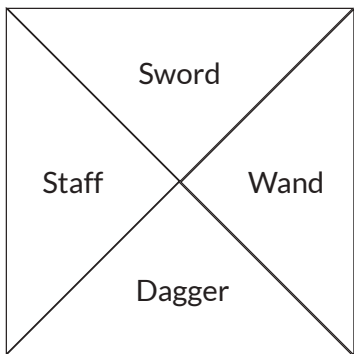
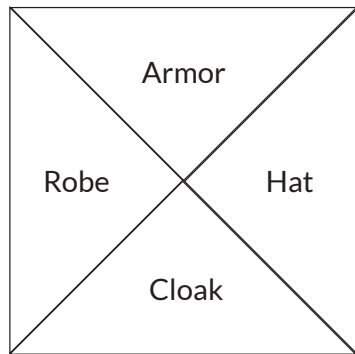
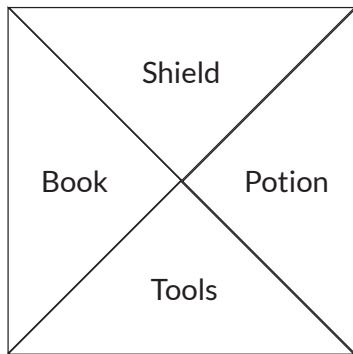
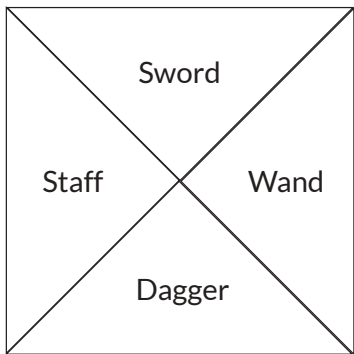
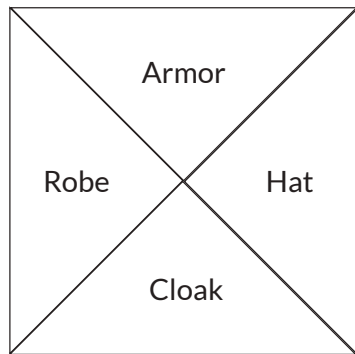
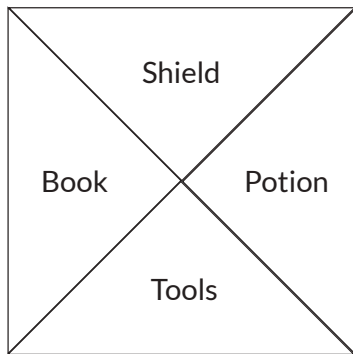
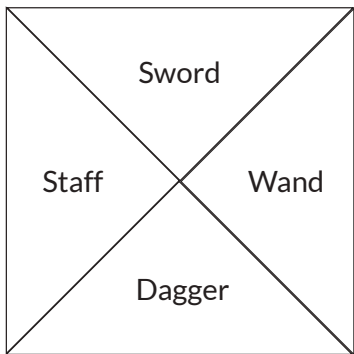
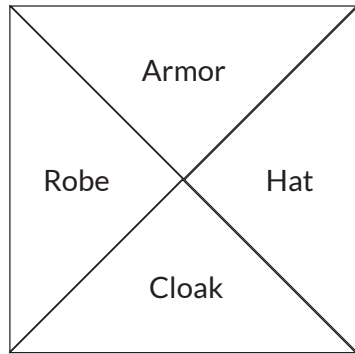
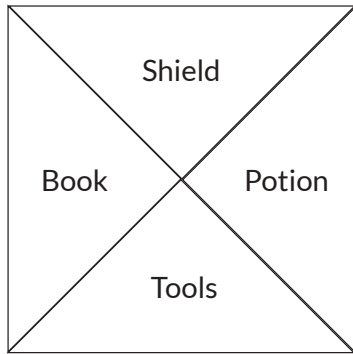
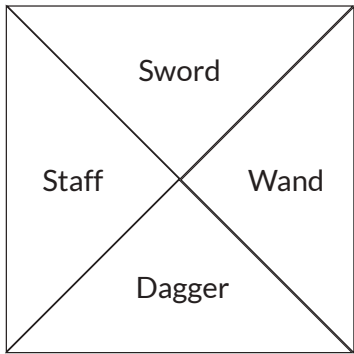
Find Silk Fabrics to Trade
Queen Buys them From You
Gain 5 Gold

Experimented with Wizard's
Potion. Bad Idea
*Pay 5 Gold to Turn Back to Your
Natural Colour*

**DRAGON DASH BOARD GAME:
BACKS OF EQUIPMENT CARDS**



DRAGON DASH BOARD GAME: FRONTS OF EQUIPMENT CARDS



**DRAGON DASH BOARD GAME:
BACKS OF TRAP CARDS**

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

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TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

TRAP CARDS

DRAGON DASH BOARD GAME: FRONTS OF TRAP CARDS

<p>Set off Trip Wire Trap Get Hit by Spear <i>Drop 5 Gold</i></p>	<p>Sprung a Trap! Acid Eats Your Armor <i>Loose one Equipment Card</i></p>	<p>Stepped on Pressure Plate, Get Jolted by Electricity <i>Swap Places With the Player Behind You</i></p>
<p>Set off Magic Trap Knocked Unconscious <i>Lose Turn</i></p>	<p>Tripped a Wire Which Launched Arrows <i>Move 10 Spaces Back</i></p>	<p>Trap Opens Beneath Your Feet <i>Find 5 Gold</i></p>
<p>Step in Leg-Hold Trap <i>Move Back to the Next Player</i></p>	<p>Step into a Rope Trap Drug up to Tree <i>Spend a Turn Hanging Around</i></p>	<p>Trap Opens Magic Portal <i>Swap Places With the Player in Front of You</i></p>
<p>Fall into a Spiked Pit Trap <i>Miss a Turn</i></p>	<p>Activated Frost Ward Get Frost Burn <i>Move Back 5 Squares</i></p>	<p>Trigger Magic Trap <i>Everyone On the Board Move Up to The Person In Front of You</i></p>
<p>Find Arrow Trap! Successfully Disarm It <i>Draw Adventure Card</i></p>	<p>Spring Fire Trap, Get Burned <i>Spend 5 Gold on Bandages</i></p>	<p>Trap Launches You In The Air <i>Roll Again</i></p>

DRAGON DASH BOARD GAME: FRONTS OF TRAP CARDS

<p>Stumble Over Trap</p> <p><i>Move Ahead 3 Spaces</i></p>	<p>Tripped Ice Glyph</p> <p><i>Pay 5 Gold to Defrost Armor</i></p>	<p>The Ground Turns to Quick Sand!</p> <p><i>Lose 5 Gold Struggling to Escape</i></p>
<p>Opening Door Sets Off Wind Trap</p> <p><i>Get Whisked Back to Start</i></p>	<p>Rock Slide Trap Sends you Tumbling</p> <p><i>Miss a Turn</i></p>	<p>Stepped on Magic Circle!</p> <p><i>You and All Players Within 10 Squares Must Roll a Dice. Even Numbers Gain 5 Gold, Odd Number Means Nothing Happens</i></p>
<p>Trip Wire Trips you Into a Pool of Water</p> <p><i>Pay each Player 5 Gold To Make Them Keep Quiet</i></p>	<p>Trip Water Trap!</p> <p><i>Using Both Dice Roll 6 or Higher or Spend Your Next Turn Treading Water</i></p>	<p>Trap Transforms you Into a Bird</p> <p><i>Fly Ahead 3 Squares</i></p>
<p>Set off Smoke Trap</p> <p><i>Confused, you Swap Places with the Person Across From you</i></p>	<p>Activated Gas Trap!</p> <p><i>Everyone on your Side of the Board Must Roll an Even Number or Miss Their Turn</i></p>	<p>Huge Log Rolls Towards You!</p> <p><i>Move Back 3 Squares Getting Out of the Way</i></p>
<p>Trip Wire Makes Magic Sword Appear!</p> <p><i>Roll Both Dice to Beat a 7 or Flee Back to Start</i></p>	<p>Bars Drop to Trap You in Cage</p> <p><i>Use a Key Card or Pay 5 Gold to Get Out</i></p>	<p>Stepped on Electric Ward!</p> <p><i>Miss a Turn Recovering</i></p>

DRAGON DASH BOARD GAME: FRONTS OF TRAP CARDS

Trigger Presser Plate, Giant
Stone Ball Rolls Towards You

Move 5 Squares Back

Vent Shoots Up Fire!

*Roll a 6 or Higher with Both Dice
or Move Back 3 Squares*

Trap Sets off Dust Storm
You Can't See

*Roll Dice. Even Number Moves
Forward 2 Squares. Odd Number
Moves 2 Squares Back*

Door Trapped! Chute Opens
Beneath You

Move Back to Start

Pressure Switch Releases
Vicious Dog!

Retreat Back 10 Squares

Activate Pressure Switch
Fall into Pit Filled with
Spiders

Miss a Turn

Wire Trap Springs Swinging
Blade

*Roll Lower Than a 9 With Both Dice
or Lose 15 Gold*

Trap Makes Stairs Turn Into
Slide!

Move Back 5 Squares

Activated Pressure Switch,
Ceiling Opens and Snakes
Fall on You

*Move Back to the Safety of the Player
Behind you*

Door Falls on You When You
Try to Open it!

Move Back One Square to Dodge It

Ceiling Starts to Collapse!

Run Ahead 5 Squares

Wrong Switch
Frees Monkey

He Steals 5 Gold

Room Starts Filling With
Water!

*Roll One Dice and Get an Odd
Number or Miss a Turn*

Flicked a Switch Hear a Click

*Run Back 5 Squares as a Lightning
Bolt Chases you*

Tripwire Puts you on Your
Face

*Watch as 5 Gold Rolls to the Player In
Front of You*

Puzzles

CROSS WORD

Solve the clues to figure out what fantasy word they describe.
Put the word in the corresponding number box.

Down

2. The period of time directly before the Middle Ages (2 words).

5. A piece of armor that could be made up of more than 200,000 small, metal rings (2 words).

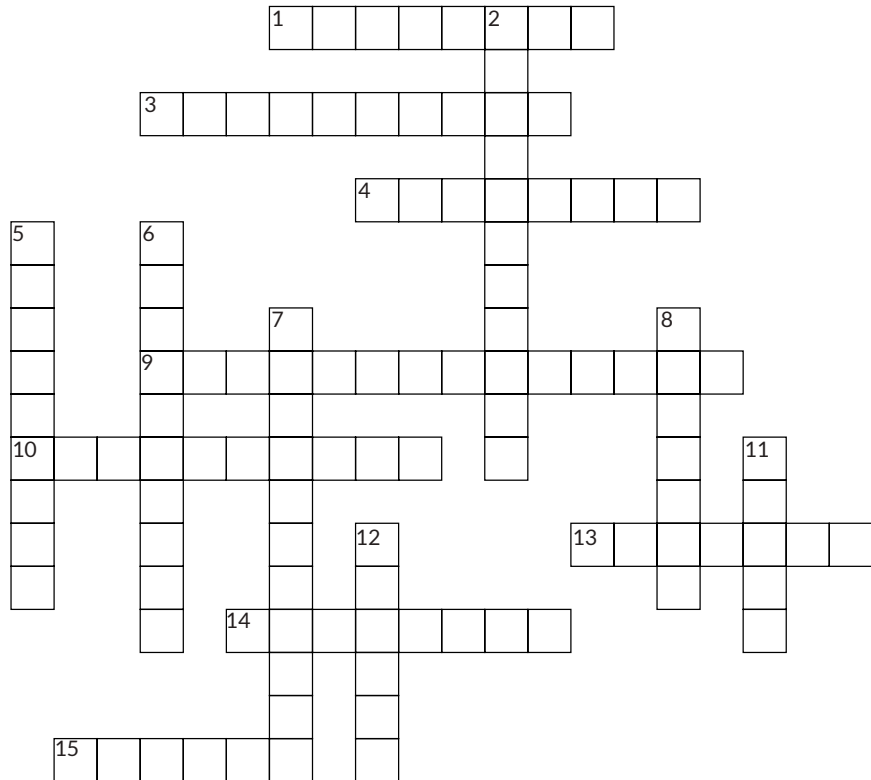
6. A plague that swept across Europe, killing half of the population (2 words).

7. The period of time directly after the Middle Ages.

8. A fabled monster usually having the head and wings of an eagle and the body of a lion.

11. A knight's main weapon. Often worn on the left side.

12. A mythical monster generally represented as a huge, winged reptile with crested head and enormous claws and teeth.



Across

1. A wall built against a castle's outer wall so archers could fire arrows over the battlements.

3. Decoration put on shields, banners, and tabards originally used to tell knights apart on the battle field (3 words).

4. A heavy sack and a shield tied to a wooden pole. It spins when it is hit.

9. The unofficial list of rules for the knights (3 words).

10. A period of time from 500–1500 C.E. (2 words).

13. A magical fantasy creature that represents purity. It is often depicted as a white horse with a horn on its head.

14. A medieval military siege engine used to hurl stones at a defending keep.

15. This title meant that your duties included serving your lord's meals, polishing his armor, care for his horse, and assist your lord on the battle field.

Puzzles

WORD SEARCH

Find these fantasy words hidden in the letters.

C	K	G	O	C	L	E	P	N	E	R	S	F
E	R	N	Y	K	C	W	M	C	S	E	W	S
R	H	I	C	R	O	W	N	M	R	A	O	L
R	A	K	R	G	L	A	R	M	O	R	R	V
W	E	N	N	H	L	A	P	G	H	P	D	E
I	D	O	E	I	F	A	V	N	A	R	S	I
I	R	I	L	O	G	E	O	I	H	I	H	N
A	A	N	T	E	C	H	I	W	H	N	I	S
E	G	A	S	S	A	P	T	E	R	C	E	S
I	O	M	A	G	I	C	T	S	H	E	L	A
C	N	R	C	H	U	R	C	H	E	S	D	I
N	E	E	U	Q	E	R	I	U	Q	S	G	C
E	I	A	R	T	T	A	S	I	T	T	M	Q

ARMOR

CASTLE

CHIVALRY

CHURCH

COAT OF ARMS

CROWN

DRAGON

HORSE

KING

KNIGHT

LANCE

MAGIC

PAGE

PRINCESS

QUEEN

SECRET PASSAGE

SEWING

SHIELD

SQUIRE

SWORDS

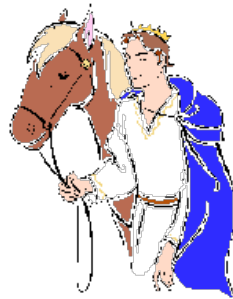
Puzzles

MEMORY GAME

Mix up the cards and lay them all face down. Next flip two cards face up one at a time. If they match gather the pair together and put them aside. If they don't match flip them face down again. Repeat until all the cards are paired up and set aside.



CHEST



PRINCE



WIZARD



UNICORN



KNIGHT



PEASANTS



QUEEN



WAND



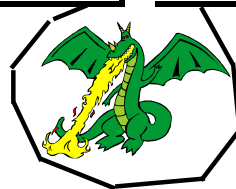
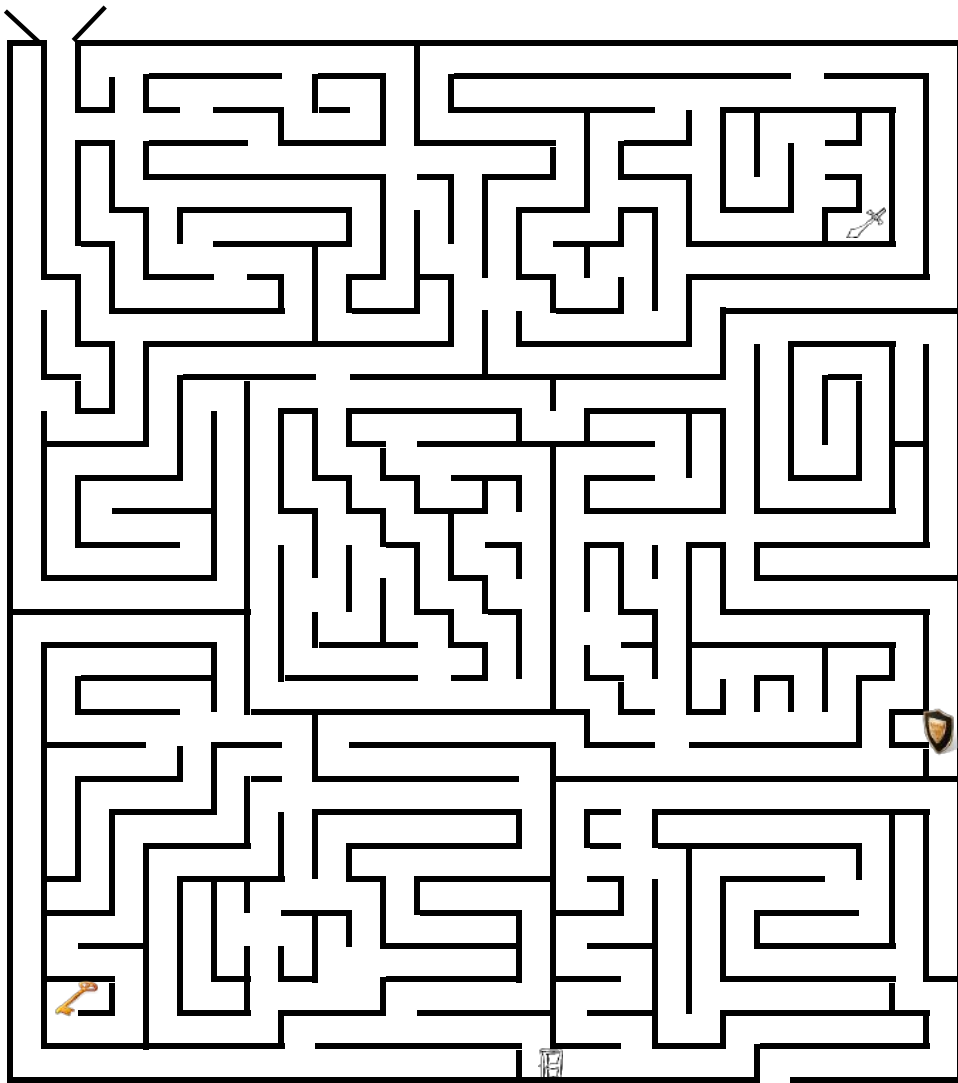
GEM

Puzzles

MEDIEVAL MAZE

Head from the start and make your way through the maze to the fire breathing dragon. Along the way be sure you pick up a sword and shield to defend yourself and find the hidden key in order to unlock the door.

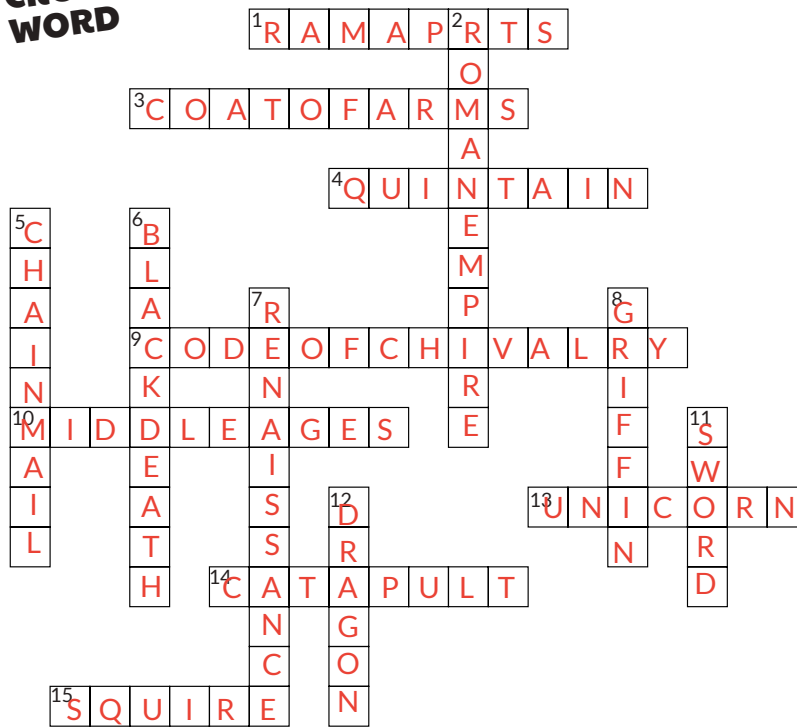
START



FINISH

Puzzles: Answer Keys

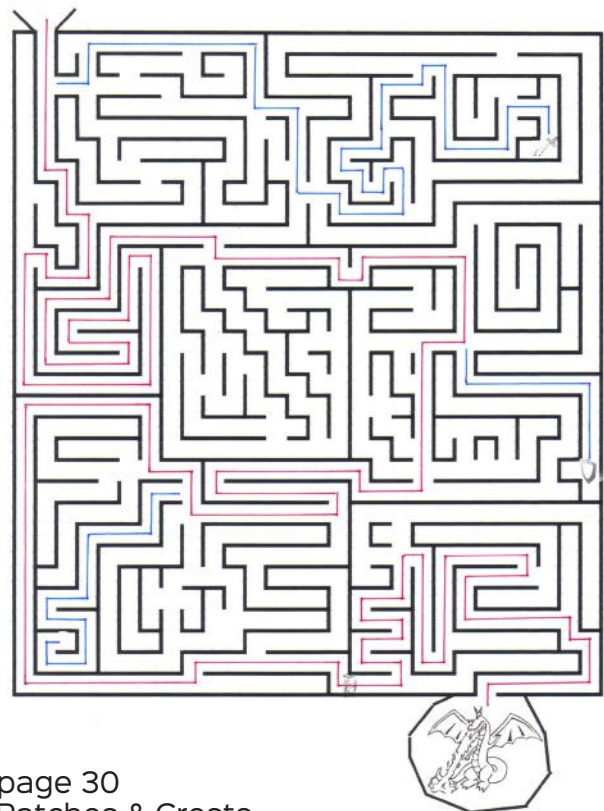
CROSS WORD



WORD SEARCH



MEDIEVAL MAZE



Helpful Websites

<http://familyfun.go.com/recipes/fire-breathing-cake-687620/>

This link will take you to a Disney® base website where you can learn how to build an amazing looking and very delicious dragon cake.

<http://medievaleurope.mrdonn.org/>

This site contains multitudes of information about the Middle Ages stored just a click away.

<http://magma.nationalgeographic.com/ngexplorer/0310/adventures/>

Following this link will take you to a National Geographic website where kids can hunt for ghosts through a castle and learn the secrets of the Middle Ages.

<http://www.middle-ages.org.uk/>

This Middle Ages history site is great for learning additional information about the Medieval Era for inquiring minds.

http://www.earlybritishkingdoms.com/kids/arthur_life.html

For those that are curious about the history of King Arthur and the legends and myths surrounding him, go to this website.

<http://www.regia.org/games.htm>

This link takes you to a website that describes games Vikings and Anglo-Saxons used to play in the Middle ages. At the bottom of the site you can also find ten Middle Age riddles and their answers.

<http://cybersleuth-kids.com/sleuth/History/Medieval/Crusades/>

This website will allow you to discover what the crusades were and why they were fought.

Credits

Pauline Woodhouse: Writing, Photography on pages 15, 17, 18, 22, 23, 25 **Lori**

St. Martin and Sara McGuire: Editing

Shannon Hofer: Layout

Ksenia Kozhevnikova: Illustration on pages 8, 10–13, 17, 19–21, 40, 43–48, 50

Clipart: Shield on page 49, pages 67–69

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<http://answers.yahoo.com/question/index?qid=20090712174154AAViP7I>