



LEGENDS OF THE
DRAGON ISLES

Player Quick Reference

As a player, you get **one Action** per Round, to use during your turn:

- **Investigate** - examine in detail, appraise, find Weakness, etc
- **Attack** - inflict 1 Damage
- **Mercy** - stabilize or dispatch a mortally wounded creature
- **Reduce Stress or Vim** - lower Stress or Vim by 1 point

You also get **two Maneuvers** per Round, to use at any time, even out of turn:

- **Move 10 feet** - walk, sit, stand, kneel, swim, climb, etc.
- **Use Item** - e.g. ready weapon, reload, open/shut door, etc.
- **Dodge** - improve defense
- **Cover** - take cover
- **Aim** - choose hit location

Roll the Dice

Roll a **d20** and a **Legend Die**. Your **d20** is an unmodified "natural" roll which succeeds on 15+. You Crit on 20. You Fumble if you roll equal to or less than the **Hazard**, which **starts at 1** but raises as the danger and tension grows. Your **Legend Die** is a custom d6 (faces below) which may upgrade or downgrade your natural result by one step.

THEME	Name a Theme or Theme Signature that assists your action. Downgrade if you don't have all necessary specialized knowledge (e.g. alchemy, swordsmithing).
EFFORT	Raise Stress. If you have a relevant Trait you can either upgrade your result or avoid raising Stress. Downgrade your natural result if your roll is hindered by a Dark Secret or Doom.
ASSET	Downgrade if you are not using an Asset (an item you have). Upgrade if you can declare an Asset Signature or Asset Tag that is ideal for your roll, such as when you are in optimal range and your opponent is not.
COMBO	Upgrade if you have used a Maneuver that combines with your current roll to create an advantage. For example, you might have taken the high ground or other optimal position, dodged, or parried. Downgrade if you are at a disadvantage (e.g. blinded, prone) or opponents have outmaneuvered you (e.g. flanking, high ground, etc). You can also leverage Maneuver of allies.
ULT	Upgrade if you are an expert at your action, and more expert than anyone nearby. Requires player consensus for bonus. Downgrade if your action directly opposes someone who has ULT, e.g. a monster special attack.
PREP	Leverage an Action you took on a previous Turn where you described preparation for the current roll. Usually this required you to have noticed foreshadowing or clues and used your wits to make ready. However, if your foes are better prepared than you (e.g. ambush, swarm) then downgrade your natural result.

Encounter Table

As the GM, describe an Encounter at the start of every round, and whenever players Fumble or take a risky action. When possible continue any natural chain of events, natural consequences, situational development, etc. Otherwise you can roll 1d20 + Legend Die for inspiration. Raise Hazard when describing ominous details; call for a Saving Throw for direct effects.

	Failure (d20 1-14)	Success (d20 15-20)
THEME	Raise Hazard, and introduce a new threat that is thematic to the current scene, such as a foe, trap, weather, etc.	Offer useful information and details about the scene, a location, or an NPC. Raise Hazard for dramatic details.
EFFORT	Raise Hazard, and describe how the journey ahead will be arduous. Call for a Save if PCs are already exerting themselves or have unstable Dooms	Offer an opportunity to rest or find shelter.
ASSET	Present a challenge caused by superior gear on a foe, poor gear on PC, or special gear for the situation. In combat a PC has a gear mishap or attracts an attack due to arms & armor.	Offer a clue to gain a resource (e.g. food, water, light sources, arrows) which might be amazing on a Crit).
COMBO	Encounter a team of hostile NPCs or challenge that needs teamwork (e.g. auto-closing door, 2-person puzzle). An NPC mistake sets the group back. Foes use teamwork, tactics, and maneuvers to downgrade COMBO.	Encounter a group of possibly friendly NPCs, or describe an opportunity to use teamwork, or an NPC helps a PC teammate. Provide an opportunity to show teamwork or describe how an ally proves helpful. Possibly Cut Hazard.
ULT	Advance the plans of a major villain, or foreshadow a major threat. Or highlight an unusual risk (e.g. evil magic, spirits, etc). Or highlight a Dark Secret of a PC or NPC.	Highlight an ULT of a PC or NPC, e.g. the "scout" finds a hidden trail; the "wizard" finds a Ley Line, the "thief" spots a tail, the "ranger" finds tracks, the "archer" sees a target.
PREP	Punish recklessness, especially if clear dangers are ignored. Surprise encounter, ambush, trap, jump scare, etc. In combat describe how the foes were better prepared, and players downgrade PREP.	Drop a clue to help players prepare for what's coming, e.g. "the air coming down the corridor is warm and smoky like brimstone". Provide an opportunity to Cut Hazard.

AS ABOVE, SO BELOW

THE WORLD IS NEWBORN, bright and beautiful, full of life and boundless potential. Young races of man build kingdoms on the unspoiled shores of the Dragon Sea. As they explore wildernesses and forge kingdoms they encounter ancient ruins, Eldar, dragons, and monsters, and mysteries of the old worlds.

THE WORLD HAS DIED and risen anew in an infinite cycle. Each new incarnation blossoms and grows for an aeon, then dies in an apocalypse. Every reincarnation is a land for new races and civilizations and dragons, built on the stones and bones of the past. Every death adds another layer of history.

THE UNDERWORLDS are vast subterranean gigadungeons formed by the layers of countless precursor civilizations. Survivors compete for life in the dark cold below, fighting monsters and one another in their struggle to reach the surface. Yet, treasure hunters, adventurers, and doom cults seek tunnels into the Underworlds to plunder the riches of ancient aeons. Within the depths you will find dead cities, riches, artifacts, dragon lairs, monsters, vast tunnels and caverns inside dead dragons, trapped Eldar civilizations, imprisoned horrors, entrances to Kalla, and shrines to Gods with forgotten names.

ELDAR are survivors of previous aeons. Once young races like us, they have been forged, broken, and reforged in world-ending fire to something like fae or daemons. A few Eldar have realms above and below, but most are trapped below and seek the surface, or wander without a people or a home..

BUILD YOUR LEGEND as you explore the world, above and below. Write your character in your own words, with no numbers or limitations, and set your own goals for advancement. Then play in total immersion, with a unique new dice system that keeps you immersed in playing your “words only” character, rewarding good roleplaying and clever tactics.

THIS BOOK includes everything you need to start adventuring in the Dragon Isles, with a setting overview and full game rules.

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