

DRAGONS

GUIDE



D&D CAMPAIGN BOOKLET

"The Grand City-State of Alantria Welcomes You!" states a rusty sign along the Old King's Road. The long journey you took to the isolated village of Bearwood is finally over as you start smelling the stench of a burned watchtower. Bearwood has offered a bounty to any who can track down and slay the foul beast that has started raiding their otherwise peaceful village. Once a key site for commerce, it is now no more than a bunch of barely standing buildings, with a few stubborn farm-owners, waiting for help to come.



Your first Hunt is about to begin. You and your fellow Heroes will try to slay a Young Red Dragon and free the village of Bearwood from the menace.

What's in this Guide?

This guide will support your entire campaign, from anonymity to fame, as you quest from place to place to find your next challenge.

All Hunts in this guide contain an introductory storyline, followed by the presentation of the Dragon's Sheet and the Hunt itself. After a successful Hunt, the guide will lead you back to the village to claim your bounty, resupply your inventory for the next Hunt, and, hopefully, once enough Experience Points are gained, you may improve your character by leveling up.

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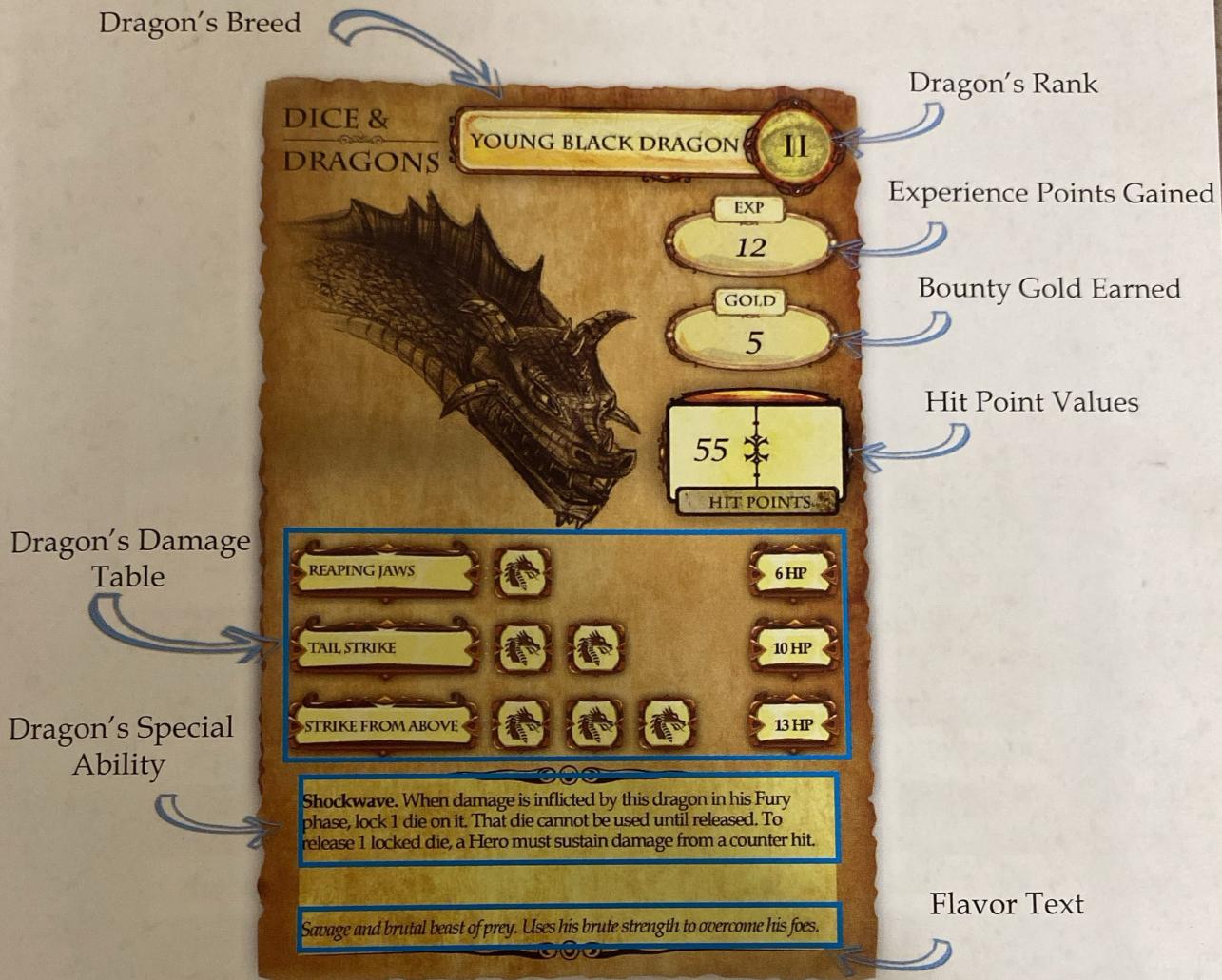
The Dragon ranking system

For your first campaign you should follow the Dragons in this guide in the order presented.

In order to match your Heroes' levels with your targeted Dragon in any future Hunts, we have implemented a very simple ranking system. Each rank on a Dragon will match up with a couple of Level 1 Heroes. So a 2nd rank Dragon matches a party containing a 2nd level Wizard and a 2nd level Warrior, or is a tough matchup for a party of three 1st level Heroes. Please refer to page 10 when your party consist 4-5 Heroes.

Dragon Sheet description

This is a list of all the parts of a Dragon Sheet and what they represent. Many of these terms will be described during the rest of this rulebook.



If this is your first reading, refer back to the rulebook at this point and learn the rules of the game, and how you can use your Heroes' Skills to defeat your foe.



Chapter 1: Bearwood in Flames

As you follow the trail to the peak of the hill, just a few miles north of Bearwood, the odor of dead animals and rotten flesh slows your stride for a moment. A local farmer reported that the dragon grabbed his last two goats a few nights ago, and took them back to this hill. You draw your weapons and calmly sneak up on the oblivious Young Red Dragon.

Start your Hunt following the gameplay rules explained in the rulebook. Remember that if you defeat the Dragon you can move on to the Village Marketplace section.

DICE & DRAGONS

YOUNG RED DRAGON

I



EXP

8

GOLD

3

45

HIT POINTS

SLASHING CLAWS



5 HP

TAIL STRIKE



7 HP

FIRE BREATH



10 HP

Your First Hunt.

This youngling dragon has still not come of age, but even at his smaller stature, he can torch any village he passes through.

After a Successful Hunt:

The Villagers of Bearwood assemble in front of the Inn and give you all great respect and gratitude for your brave feat. They are convinced that you have secured their survival in these harsh times.

Village Marketplace

At the Bearwood marketplace you were able to find several Items available for purchase. For a full description of these Items effects see the Items section on page 8 of the rulebook.

Item	Type	Effect	Cost	Qty
Small Healing Potion	Instant	Heals +4 HP	1 Gold	2
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Haste Potion	Instant	Re-roll up to 2 Dragon Dice.	1 Gold	1
Holy Water	Instant	Add a Hammer  Symbol.	1 Gold	1
Mana Potion	Instant	Add a Magic  Symbol	1 Gold	1

Marketplace Key Terms:

Item - The Item name, copied to your designated Item Slot in your character sheet.

Type - Instant or Durable (see page 8 of the rulebook for more details on Item types).

Effect - Gameplay effect when using or carrying this Item.

Cost - The cost in Gold you pay to purchase this Item.

Qty (Quantity) - How many Items available for purchase.



Chapter 2: What's next?

After your first taste of success you are eager to gain more riches and fame. In your last stay at the Burned Oak Inn (the best place to be when you are seeking adventure) you remember a drunken Rogue called Lago, mumbling about a distressed village located about five days ride to the east of Charmur, the Capital city of Ashil. He mentioned groggily that the beast you will be facing is pale-skinned, and that the last couple of Heroes that faced him, "Well... they aren't around anymore."

"Five days of riding. Never trust a rogue." you growl as you ride seven long days through the untamed plains of Ashil until you finally arrive at what is left of the once proud village, named after its founder, Agelos.



Agelos' great-grandson greets your party as you unsaddle your horses to give them a much needed rest. He is excited to hear that you traveled so far to find and kill the Pale Dragon. He offers you a king's bounty, and also some insights on what you are about to face.

The Pale Dragon

This dragon is Hardened by battle as he fought his way up in the food chain of wild predators. He has an Armor Class of 1, meaning that each of your Attacks causing 1 less point of damage to him.

DICE &
DRAGONS

PALE DRAGON

II



EXP

10

GOLD

4

50



HIT POINTS

BRUTAL STOMP



6 HP

WINGED ATTACK



9 HP

WHITE INFERNO



12 HP

Hardened. AC1.

Fully grown pale dragons usually set off high cliffs where they can hunt down their prey using their superior sense of smell and nimble strike.

After a Successful Hunt:

The Pale Dragon is dead and your names are becoming more well known. Hopefully your real glory days are still to come...

Village Marketplace

The Agelos marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Small Healing Potion	Instant	Heals +4 HP	1 Gold	1
Healing Potion	Instant	Heals +7 HP	1 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Haste Potion	Instant	Re-roll up to 2 Dragon Dice	1 Gold	2
Vision Potion	Instant	Add a Crossbow  Symbol	1 Gold	1
Mana Potion	Instant	Add a Magic  Symbol	1 Gold	1
Stealth Potion	Instant	Add a Daggers  Symbol	1 Gold	1
Steel Shield	Durable	+1 AC	2 Gold	1



Chapter 3: Another Drunk...

Home sweet home. Back to your favourite spot, and another pint of ale, this time the fine one, as you can all afford to spend some gold on your recuperation before you go back out to face the inferno of flames.

"The last one was not such a fire-breather was he?"

A squeaky voice, and breath purified with alcohol, makes you put down your pints.

"I think you met my brother before?" The small man continued, "Iago! Pleasure to meet you!"

"Alright, are you still looking for another Dragon? I know you are. Well, I just got word on a new King's bounty, for a vicious black beast that ripped apart a whole castle just to feast off the king's guard inside...."

You get most of the information that Iago could provide and set off the very next morning to hunt The Black Beast of Raindrop Keep.

The sun has set as you arrive at Raindrop Keep - or what's left of it. The entire place has been burned to the ground. As you find a nice stream to water your horses, a fearful scream can be heard from the west. You quickly decide to ride off to search for the beast. After just a few minutes, you see that a small village is under attack from the blackest of dragons.

All you know at this point is how savage this dragon is, as you draw your weapons and pray to your favoured god for their blessing.

The Young Black Dragon

This dragon has a very special ability - a Shockwave attack. He can hinder your chances to activate your best Skills as he may lock one Dragon Die on his sheet on every "successful" Dragon's Fury phase. He locks 1 die per phase but if you cannot release it (by sustaining a counter attack hit), you might lessen your chances as he may lock another die in his next Fury phase. Any locked die can be used by the dragon for his next Fury phase.

DICE & DRAGONS

YOUNG BLACK DRAGON

II



EXP

12

GOLD

5

55

HIT POINTS

REAPING JAWS



6 HP

TAIL STRIKE



10 HP

STRIKE FROM ABOVE



13 HP

Shockwave. When damage is inflicted by this dragon in his Fury phase, lock 1 die on it. That die cannot be used until released. To release 1 locked die, a Hero must sustain damage from a counter hit.

Savage and brutal beast of prey. Uses his brute strength to overcome his foes.

After a Successful Hunt:

The black terror has been halted thanks to the surviving Heroes. The king himself received message from the village elders about your brave deed.

Village Marketplace

The Raindrop Keep marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Small Healing Potion	Instant	Heals +4 HP	1 Gold	1
Healing Potion	Instant	Heals +7 HP	1 Gold	2
Holy Water	Instant	Add a Hammer  Symbol	1 Gold	1
Stealth Potion	Instant	Add a Daggers  Symbol	1 Gold	1
Steel Shield	Durable	+1 AC	2 Gold	1
Magic Shield	Durable	+2 AC	4 Gold	1
Magic Sword	Durable	Add a Sword  Symbol each turn	5 Gold	1
Pinpoint Crossbow	Durable	Add a Crossbow  Symbol each turn	5 Gold	1



Chapter 4: Ghastly Wind

A full cycle of the moon has passed since your last hunt and you and your fellow heroes are starting to get a bit bored with your luxurious lifestyle - drinking ale and sleeping until the sun warms your face at noon.

Today however, you woke with a cold sweat, reminding you what you already know, the flying terrors are still out there. It's time to grab your fancy new coat, leave the Burned Oak Inn, and find Iago, or any drunken bard you can grab... But sadly, despite your eagerness, you find none.

You return to the Burned Oak for a few pints of your favourite ale, and overhear a conversation between an attractive lady and a knight. The lady tells a tale of her village, and the knight tries to impress her with his fake might. Long story short, you drive away the pesky knight and find out from the lady about a new breed of dragon, poisonous, and as cunning as you could ever face.

With no rest you ride through the night to end this foul dragon.

"Welcome to Deepridge Burrow!"

A sign directs you to the local blacksmith where you find the lady's brother, who happens to be the only male survivor in the village. He tells you everything he can remember, and how to draw the green menace from his hideout.

The Green Dragon

This dragon is poisonous. Each time a counter attack hits your hero successfully, your hero will be poisoned by the dragon, slowly killing your hero. To mark this, place a Poison token on your Character sheet. On the start of your following turns your hero will be dealt 2 points of damage per Poison token on your sheet. Any Healing effect used on your hero removes one poison token in addition to its normal effect. AC will not negate the poison damage dealt by the dragon's effect.

DICE & DRAGONS

GREEN DRAGON

III



EXP

14

GOLD

6

65

HIT POINTS

BITE ATTACK



6 HP

SLASHING CLAWS



10 HP

GREEN INFERNO



13 HP

Poison. On each sustained counter hit damage, place a Poison token on the Hero sheet. At the beginning of his next turn, he will sustain 2 points of damage. Remove 1 Poison token by using any Healing effect on the poisoned Hero.

Most poisonous creature in the wild kingdom.

After a Successful Hunt:

The green menace has been stopped from kidnapping men from Deepridge Burrow thanks to your brave act. You also manage to free some villagers, including the lovely lady's fiance - oh well, glory and fortune still awaits.