

## Village Marketplace

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

Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	1
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Strength Potion	Instant	Add a Sword  Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Blessed Hammer	Durable	Add a Hammer  Symbol each turn	1 Gold	1
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	1 Gold	1
Magic Staff	Durable	Add a Magic  Symbol each turn	2 Gold	1



## Chapter 5: Flammable Reunion

You return to Bearwood as rumors have started that the red dragon has been seen once again. Your gut is telling you that you finished off that dragon and there is no way it could still live.

You stay for the night in the local Inn, resting from the long journey, and try the new local ale that was named after your last triumph, Dead Red. During a small chat with the local barkeep, trying to convince him that the Red menace is dead...

Suddenly a giant burst of flame erupts out of a blood-red sky as a fearsome red dragon blows apart the last standing watchtower.



You all have the same reaction, it's the red dragon's mother! She has come with a vengeful desire to settle the score with the village that took her youngling.

You are about to face a very tough, fully-grown red dragon. Draw your weapons!

### The Red Dragon

Much like her offspring, this is hell with wings. No special ability or anything special to report, just keep out of her Red Line of Attack as it can consume a whole village.

# DICE & DRAGONS

## RED DRAGON

III



EXP

16

GOLD

8

80

HIT POINTS

SLASHING CLAWS



7 HP

TAIL STRIKE



11 HP

RED INFERNO



15 HP

*This beast can melt and consume an entire city within seconds.*

### After a Successful Hunt:

You have once again extinguished the flames that burned Bearwood. The King's Guard's High Commander sends his best regards, along with your well earned bounty. He also lets you know about another place you should check out, once you have re-equipped.

## Village Marketplace

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

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Healing Potion	Instant	Heals +7 HP	2 Gold	1
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Strength Potion	Instant	Add a Sword  Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Blessed Hammer	Durable	Add a Hammer  Symbol each turn	1 Gold	1
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	1 Gold	1
Magic Staff	Durable	Add a Magic  Symbol each turn	2 Gold	1

## Chapter 6: The Cold Never Bothered Me

In the Commander's note he mentioned a city located in the northern province of Kemora. The city, that bears the same name, has never been confronted by a raiding dragon before as the harsh freezing conditions deter such a fire breathing creature.

As we regroup at the local inn, we all realize that besides the old inn keeper behind the bar stand, there is no one here. We take our time and speak with the old man and starts to explain how this great city was once an important place to travellers and traders as they came to seek for the riches buried in the mountains to the north. However, the recent raids from the frozen one (as he called him) has scared off most of the visitors and local citizens.

The next day we climbed to the top of the highest watchtower to light the fire once more...



### The Blue Dragon

The dragon you about to face has two abilities.

Firstly, he is Hardened by cold, so he has an AC value of 1, just like the Pale dragon you encountered in your 2nd Hunt (page 5).

His second ability is what really makes him unique. Each time a Counter Attack hits your hero they will be Frosted; take one of your Class Tokens that you have not used this round and place it on the Dragon sheet. This token is now locked; your Hero will now have 1 less turn each Round.

Any Healing or Blessing effect used on the Frosted hero will unlock this token. You may use the newly unlocked token in your next turn.

If you sustain a Counter Attack on your last turn in a Round then lock the Class token you just used.

DICE &  
DRAGONS

BLUE DRAGON

III



EXP

18

GOLD

8

75



HIT POINTS

A COLD ONE



6 HP

WINGED ATTACK



10 HP

COLD INFERNO



13 HP

**Hardened.** AC 1.

**Frost.** On each sustained counter hit damage, take 1 of the Hero's Class tokens and place it on the Dragon sheet. Release 1 Class token by using any Healing or Blessing effect on the frosted Hero.

*Hardened by the harsh sub-zero conditions, this dragon likes to freeze and slow down his opponent before feasting on their flesh.*

**After a Successful Hunt:**

*After defeating this dragon of frost, you receive your second letter of recommendation from the King's Guard.*

## Village Marketplace

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

Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	1
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Holy Water	Instant	Add a Hammer  Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Magic Sword	Durable	Add a Sword  Symbol each turn	1 Gold	1

### A word before moving on to the next chapter

In your final two hunts you will face some of the deadliest Dragons in Aqedia. Failing to Hunt these two is not a black mark on your glorious campaign, just a lesson learned - the hard way!



## Chapter 7: What's That Color Again?

*After dealing with almost every breed of dragon you might have thought off, this new challenge seems like it might be too much to for any group of heroes to deal with.*

*"His eerie silence was not the worrying part of the story - it's the reports we got about the stench of rotten flesh that filled the air every night he came to assault the old village of Jowryk."*

*"The village is on an island just off the east coast of Alantria. You will need to take the barge to cross the shallow passage."*

*"Godspeed!" the commander signed off.*

*With little time to think, and with the thrill of meeting yet another foe, you ride at first light.*

### The Undead Dragon

The village elders told stories about a great and wise dragon that dominated the vast land of Alantria. He is a member of the Ancient ones, a breed of undying dragons. The Undead dragon rolls 4 times (instead of 3) on his Fury phase and he can Regenerate his health during combat. On any successful attack (Counter or in his Fury phase), for each Dragon symbol, the dragon heals himself of 3 points of damage as he drains life from each attacked hero.

DICE &  
DRAGONS

UNDEAD DRAGON

IV



EXP

20

GOLD

10

75



HIT POINTS

BRUTAL STOMP



7 HP

WINGED ATTACK



11 HP

DEATH FROM ABOVE



14 HP

**Ancient.** In his Fury phase, this Dragon rolls 4 times.

**Regeneration.** While attacking (Counter or Fury), for each Dragon symbol rolled, the Dragon heals himself of 3 points of damage.

*Sudden Death has a whole new meaning...*

After a Successful Hunt:

The undead threat is finally over, and the entire state of Alantria might just have a royal feast in honor of this shining victory of the living.

## Village Marketplace

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

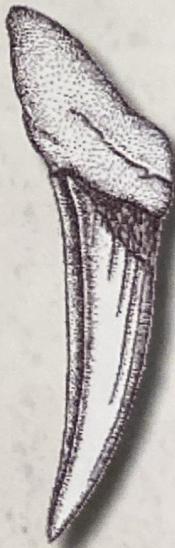
Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	2
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	2
Stealth Potion	Instant	Add a Daggers  Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Vision Potion	Instant	Add a Crossbow  Symbol	1 Gold	1
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	4 Gold	1
Staff of Healing	Durable	+1 HP extra healing when activating a Healing Skill	4 Gold	1



## Chapter 8: Death From Above

On your last night of feasting the Inn is packed with everyone that has come to share the tales of your glorious adventures. At just half past midnight the door of the inn is kicked in by two small men. They fall down exhausted from their long journey.

They are the cousins of Iago and his brother Lago. They tell you over a nice warm bowl of soup, that Iago and Lago are missing. They had all formed a party of "heroes" to try to track down a dragon but were obviously out-matched, and had fled the dark beast's lair. They do not know if the brave Rogues are still alive as they are nowhere to be found.



You do not know if they are stupid or just unlucky, but you do know their description sounds much like a creature you already met...

## The Black Dragon

Your journey is about to end, one last dragon to slay before you become a legend. While searching his vast lair, you are surprised and attacked by the great dragon as he senses your arrival. He hunts you for a change!

This encounter will change the round order, so the Dragon's Fury phase will take place before the Heroes Attack phase each Round instead of afterwards.. In addition to his supreme senses, he also can produce a Shockwave, much like one of his younger siblings (see page 7 in this guide for more details).

# DICE & DRAGONS

## BLACK DRAGON

V

EXP

24

GOLD

12

80



HIT POINTS

REAPING JAWS



7 HP

TAIL STRIKE



13 HP

BLACK INFERO



18 HP

**Sneaky.** This Dragon attacks first! (Conduct a Fury phase before the Heroes phase).

**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 a counter hit damage.

*After raiding villages his whole life, this dragon learned a lot about his prey.*

## After a Successful Hunt:

Once the great beast has taken his last breath you start to look around for clues about the whereabouts of Iago and Lago. With no obvious sign of them you decide to gut the dragon, and look into... just then their first cousin spots a torn piece of Iago's cape.

"They might be alive!"

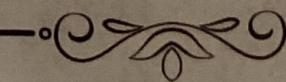
## **Final Words**

You started your long journey as want-to-be heroes. Each time, many doubted your capability to defeat the dragon before you, but after your steep rise to fame, your tales are well carved in the history tablets of Aqedia.



## **Items Reference Chart:**

Item	Type	Effect	Cost
Small Healing Potion	Instant	Heals +4 HP	1 Gold
Healing Potion	Instant	Heals +7 HP	2 Gold
Great Healing Potion	Instant	Heals +9 HP	3 Gold
Haste Potion	Instant	Re-roll up to 2 Dragon Dice	1 Gold
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold
Stealth Potion	Instant	Add a Daggers  Symbol	1 Gold
Strength Potion	Instant	Add a Sword  Symbol	1 Gold
Holy Water	Instant	Add a Hammer  Symbol	1 Gold
Vision Potion	Instant	Add a Crossbow  Symbol	1 Gold
Mana Potion	Instant	Add a Magic  Symbol	1 Gold
Steel Shield	Durable	+1 AC	2 Gold
Magic Bracelet	Durable	+2 AC	4 Gold
Magic Sword	Durable	Add a Sword  Symbol each turn	5 Gold
Pinpoint Crossbow	Durable	Add a Crossbow  Symbol each turn	5 Gold
Blessed Hammer	Durable	Add a Hammer  Symbol each turn	5 Gold
Stealth Cloak	Durable	Add a Daggers  Symbol each turn	5 Gold
Magic Staff	Durable	Add a Magic  Symbol each turn	5 Gold
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	4 Gold
Staff of Healing	Durable	+1 HP extra healing when activating a Healing Skill	4 Gold



# Character Skill Reference Chart

Skill	Class(es)	Symbol 1	Symbol 2	Symbol 3	Symbol 4	Symbol 5	Effect
Lighting Storm	Wizard/Ranger						7 HP
Sneak Attack	Rogue/Warrior						6 HP
Defensive Stance	Rogue			≠	≠	≠	+1 AC
Pin Down	Ranger/Rogue						-1 AC
Bestial Pounce	Ranger			≠	≠	≠	Ally
Herbal Medicine	Ranger		=	=			+3 HP
Throwing Axe	Ranger/Warrior						6 HP
Hammer Swing	Cleric/Warrior						6 HP
Drain Life	Wizard						3*+3 HP
Genie	Wizard			≠	≠	≠	Ally
Healing Wave	Cleric			=	=	=	2x+3 HP
Magic Bolt	Wizard						4 HP
Fireball	Wizard						7 HP
Shield	Wizard/Cleric						+2 AC
Stab	Rogue						4 HP
Flanking Blow	Rogue						6 HP
Sudden Death	Rogue				=	=	7 HP
Blessing	Cleric						Re-Roll
Smite	Cleric						4 HP
Healing Hands	Cleric						+6 HP
Holy Storm	Cleric				=	=	7 HP
Slash	Warrior						4 HP
Smashing Blow	Warrior						7 HP
Savage Attack	Warrior						9 HP
Parry	Warrior			≠	≠	≠	+2 AC
Accurate Shot	Ranger						4 HP
Dual Shot	Ranger						7 HP
Crossfire	Ranger						9 HP
Strike	All Classes						5 HP
Critical Hit	All Classes						7 HP