



ISLE OF DRAGONS

PLAYER'S GUIDE

Fantasy Role-Playing Game
by C.K. Ipson

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C.K. Ipson

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PREFACE:

Isle of Dragons is an old school role playing system designed for 2-5 players. It is available in both book and PDF formats and only requires two standard dice to play.

It all begins in 980 AD, about 100 years before the First Crusade. It is a time remembered through ancient sagas and stories retold. A time whose events are a blend of facts and legends: The Roman Empire has fallen. Vikings raid from the north. King Arthur and his knights quest for the Holy Grail and Saint George slays a wicked dragon to save a princess. Myths are real and dark evils lurking in the shadows are not just stories.

Formatted like a TV series. Each game begins with a “teaser” scene that gives the players a glimpse into what awaits them.

After the teaser, the Director (Game Master) plays the opening theme music. (Dragon Theme)

Each episode is composed of 3 major scenes featuring a combat or role-playing encounter. Players create the story together. Each player is a character on the show. Episodes are divided into seasons with the first episode available for free. Each game session should take about 2 hours and ends with a closing scene called the Fireside.

An extra scene, or “Stinger” is included if you have more time to play!

Waiting for you is a large collection of terrible monsters drawing on the myths and legends from the dark side of history: epic sagas, cryptids, old wives tales and the mythical island of Hy-brasil, the Isle of Dragons.

Players who journey to the island find themselves

trapped on an island that drifts through time. Jumping from the past to the future. It is a quest not only to stop the dragons, but to survive and find their way home.

HOW TO PLAY:

This game is played in the imagination, often referred to as "Theater of the Mind". It is a collaborative effort that creates a story, some of it planned, other parts determined by chance. No two games are the same and can in fact be vastly different. One person takes the role of the Director who guides the action. The Director has access to the maps, controls the monsters and guides the characters through the adventure. The players create characters who must fight and solve puzzles as the actors in an imaginary television show. The players are the character's "screenwriter" and work with the Director to create the scenes.

The game rules are divided into two parts. The first is this Player's guide used by both the Director and the players to create and equip their characters. The second guide is for the Director and contains the tables, charts and monster descriptions needed to run the game.

CREATING A CHARACTER:

To play, players must first create a character. Characters in the game fall into two types: Warriors who fight with swords and other similar medieval weapons, and Mages who have "powers" and use magic to fight.

Players begin by choosing to be a Warrior or a Mage. They then roll for their Skill or Trade, and choose a name.

Abilities and Health:

Players and monsters in the game have four scores which are used for resolving combat: Attack, Defense, Magic and Resistance.

During combat, two six sided dice are rolled and added together. To successfully hit, the sum needs to be equal to or higher than the targets "Defense" or "Resistance".

Basically, you roll two dice and usually need to roll an adjusted 7 or better.

Defense for physical attacks, Resistance for magic attacks. Bonuses/Penalties to these rolls are noted as the "Attack" or "Magic" score.

ATTACK: This is a bonus added to an attack roll when trying to hit a monster.

DEFENSE: This is the minimum number that needs to be rolled (the sum of two 6 sided dice) in order for a monster to hit. Players start the game with a 7 Defense and adjust from there (for example they are wearing armor).

MAGIC: This is the attack bonus against Resistance when attacking using magic powers and items.

RESISTANCE: This is the minimum number that needs to be rolled during a magic attack. This also begins at 7 for players.

Ability scores can increase as a character rises in level. Every three levels, a +1 bonus is given that can

be used to raise either Resistance, Defense, Attack or Magic. Each ability score can be raised by two points in this way.

HEALTH: This is a measure of strength and stamina. Damage from attacks is subtracted from this number. At the start of the game, players are 1st level and have 6 health points.

Damage represents the cumulative physical demands of fighting (blocking and evading). Reaching zero or less health indicates a fatal injury has been inflicted that can end in death. A major trauma has been received that will have lasting effects.

If the player lies still they may survive, although they may have permanent health loss, scarring, even the loss of a limb or eye. Alternatively, the player may forgo any chance of being healed and take a final action with bonuses.

Health is regained through resting and magic. For every 4 hours spent fully resting, 1 point of health per character level is regained. Higher level characters regain strength faster when they rest. In most cases, an eight hour rest should bring all characters back to full health.

The players rest for the night in a closing scene. During this, each player tells a 5 minute story from their character's past. Remember that though it is the Director who sets the scenes, it is the player's job to try and do more than just react to the script but to also develop their character's backstory.

At the end of each episode, players are given a topic for the next episode's Fireside scene so they can prepare for the next show.



CHARACTER TYPES:

Players can choose to be either a Warrior or a Mage. Both types of characters have a similar game strength, but fight in different ways. Warriors use weapons, the Magi use “powers”.

Warriors-The Warrior class fights with swords, spears, axes, bows, knives and similar medieval weapons. They can wear armor and carry a shield. They receive a +1 Attack bonus at first level and get 2 strikes per move. Each strike represents an offensive action. These can be individual swings of a weapon or shots from a bow. These may be combined as a Double Strike with one weapon if the other hand is

empty. Each strike requires an Attack Roll. If they are carrying a shield, torch or other object they can only strike once with their weapon.

Warriors are natural fighters. They are quick and strong with the ability to anticipate attacks and find ways to exploit an enemy's weaknesses. They tend to be confident and make born leaders.

Magi-The Mage class usually fights using their magic powers. These powers can be either Frost (ice), Storm (lightning) or Fire based. A player must choose the type of power when the character is created. Magi can not wear armor but can carry a shield. They can also use one of their strikes to create a shield magically. A mage can take two Magic Strikes per move that can be combined as a Double Strike. If they are carrying an item or creating a magic shield, they may only take one strike.

A Mage can use one handed weapons and bows. They can take two strikes with these weapons but can not combine them as a double strike. When using a bow, they may only take one strike per move.

The Magi initially get a +1 bonus towards their Magic attacks. A Mage can use one of their strikes to create a shield that gives them a +1 bonus towards their Defense and Resistance. If they have a magic wand, staff or scepter, they can create this +1 magic shield and still retain both of their strikes.

Magi are generally viewed with great distrust, any display of magic is considered witchcraft and is likely to frighten or anger those who witness it. Because of this, magi are often taught they must hide their abilities and tend to be secretive about their powers.

Both Warriors and Mages can use magic items

such as Wands, Potions, Scrolls, Scepters and Rings. A Mage can use single handed swords and other one handed weapons but only get one offensive strike per move (They can still use a shield, magic or physical).

Similarly, a Warrior can use a wand, scepter or magic scroll to cast a spell, but does not get a starting magic bonus like a Mage. Two-handed weapons can only be used by a Warrior. A magic staff may only be used by a Mage.

CHARACTER SKILLS:

Prior to becoming adventurers, characters were trained or mentored in a trade or profession.

Characters had a life before deciding to pursue adventure. The character's class outlines the skills they had before they left home, these skills are usually passed down by their family or through a mentor.

Initially characters receive a +2 bonus when attempting the skills associated with their class. The base chance for the player to do something is determined by a dice roll. One dice is rolled to determine success. For example, if the chance to catch a fish is six, a player needs to roll a 6 on a six sided die to succeed. However, if they have a fishing skill, they can apply their +2 bonus and only need to roll a 4 or higher.

As characters advance in levels, they may choose to add bonuses to their skills, but rolling a 1 during a skill check always fails no matter how many points have been added. If a skill's base chance is higher than 6, those without the skill are unable to do it.

CLASS DESCRIPTIONS:

The character class descriptions give very general descriptions of their abilities. They receive a +2 bonus on these skills and possibly other actions not specifically mentioned. For example, it can be assumed that a character with a farming skill has knowledge of planting and the seasons even if this is not specifically mentioned in the description. The Director makes the rulings whether the bonus will apply depending on the situation. A group of standard classes is listed below.

These are character backgrounds which are rolled for at the start of the game. Each player rolls 4 dice which gives a result from the list below. This Class type describes what way of life the Warrior or Mage came from. These are the abilities they already have at the start of the game.

Alchemist: An alchemist is able to create the potions of Flying and Water Breathing. Each potion takes one week to complete with a successful roll. They can also read Latin, the language used for magic.

Courtesan: This may refer to an aristocratic patron of royal courts. Possibly an intellectual or dignitary. In other cases it may be a euphemism for the oldest profession.

Craftsman: Specializing in either wood or stone, craftsmen can use their skill to detect secret doors and may add a strength bonus to damage.

Bowyer: This skill allows the construction of one normal arrow per hour. If an entire day is spent on one arrow, +1 to damage may be added to that arrow.

Baron/Baroness: A royal landowner who can read Latin and command their subjects. They start the

game with 1000d.

Blacksmith: A blacksmith gains his bonus towards weapon damage due to strength or when using fire based magic. They are able to identify the damage bonus and quality of weapons.

Duke/Duchess: A royal landowner who can read Latin and command their subjects. They start the game with 5,000d.

Entertainer: A Bard or Acrobat that is able to charm with their music, stories or physical tricks. They are usually well traveled with a bonus to lore checks and reading Latin. Those who specialize in music may be able to charm wild animals. Physical entertainers are flexible and well balanced. They may apply their bonus to defense, balancing and climbing.

Farmer/Laborer: These classes receive their bonus to weapon damage from their natural strength. They add +2 to damage with their strikes!

Feral Child: Raised outside of human society by animals. These characters have the ability to sneak, hunt and fish. They can also communicate with the type of animal that raised them.

Gambler: In addition to being skilled at games of chance, they can perform sleight of hand tricks such as palming objects and picking pockets.

Gypsy: A gypsy is well traveled and knows legends and lore. They can perform sleight of hand tricks and pick pockets as well.

Healer: When the ingredients are available, a healer is able to create one healing potion per day. The better the roll the better the potion. Using 1d6 an adjusted 8 or higher creates extra healing and a 7 or less creates a normal potion of healing. They can also create an antidote potion or power potion with a skill roll of 7 or better. Potions take 3 days to make.

Healers can read Latin.

Hunter: A huntsman's bonus applies to sneaking, tracking and hunting.

King/Queen: Able to read Latin and command their subjects. They start the game with a magic item and 50,000d.

Knight: A knight is from a royal family and receives a damage bonus due to their strength and training. They are educated and can read Latin

Locksmith: A locksmith can open locks and deactivate traps. They are skilled with intricate mechanisms.

Magician: A magician can perform card tricks, sleight of hand and pickpockets. They can read Latin, make smoke bombs and attempt to disappear if they roll successfully.

Merchant: A merchant can bargain up to a 30% discount on items and has knowledge of lore and Latin.

Priest: A priest or holy person can repel undead monsters. With a successful roll, undead equal to the Priest's current Health will be destroyed or flee in fear. They can create holy water and read Latin. A Priest will avoid using swords and other obvious weapons, especially against human opponents (A staff or rod to appear as a neutral non-combatant is preferable). When fighting monsters, there are no weapon restrictions.

Prince/Princess: Of royal blood, they can read and write Latin and command their subjects. They start the game with 10,000d.

Sailor/Fisherman: A sailor (pirate?) is strong and able to add their bonus to physical damage. They can navigate by the stars and, of course, catch fish.

Scribe: A scribe is able to read Latin and has

knowledge of history and lore. They can make copies of a magic scroll. These each take 1-3 days to complete.

Slave: Having either recently escaped or set free. A slave has two classes and should roll again. This second roll indicates what the character was before they were captured. Most slaves were forced to perform hard labor and get a strength bonus to damage.

Thief: Thieves make their living picking pockets, running scams, stealing and robbing when they have opportunity. Their abilities are Sneak, pick pockets and open locks.

EXAMPLE CHARACTER SHEET:

Skills according to your Class

Your Weapons, the rest of your inventory is on the back

Magic words will be learned during your adventures

Character Name

Player Name

Level (1)

Pre-Game Occupation

Warrior or Mage (Fire/Frost/Storm)

Money

Attack Bonus

Defense Score (7)

Magic Attack Bonus

Resistance to Magic (7)

Health (6)

ISLE OF DRAGONS

SKILLS/MAGIC WORDS

WEAPONS:

CLASS TABLE:

4	Feral Child	Sneak (6), Hunt (6), Fish (6)
5	Alchemist	Creates potions (7), Read Latin
6	Locksmith	Open Locks (7) , Find Traps (6)
7	Entertainer	Charm (6), Lore (7), Acrobatics (6)
8	Gambler	Games of chance (5), Slight of hand (6)
9	Healer	Healing potions, Antidote, Power potions
10	Merchant	Bargain (5), Read Languages (6)
11	Blacksmith	Identify (6), Strength bonus to damage
12	Sailor/Fisherman	Fishing (6), Strength bonus to damage
13	Farmer/Laborer	Strength bonus to damage
14	Huntsman	Sneak (6), Track (6), Hunt (6)
15	Thief	Sneak (6), Pick Pockets (6), Open Locks (7)
16	Slave	Roll again for former profession
17	Craftsman	Secret doors (6), Strength Bonus to damage
18	Archer	Attack bonus with a bow
19	Gypsy	Lore (7), Slight of hand (6)
20	Priest	Repel undead (7), Read languages (6)
21	Scribe	Read Languages (6), Lore (7), Copy Scroll (7)
22	Courtesan	Charm (6), Pick Pockets (6)
23	Magician	Slight of hand (6), Open locks (7), Disappear (7)
24	Royalty	Roll on the table below

ROYALTY:

1	Royal Knight	Strength Bonus to Damage, Command (7)
2	Royal Knight	Strength Bonus to Damage, Command (7)
3	Baron/Baroness	Read Languages (6) Command (7)
4	Duke/Dutchess	Read Languages (6), Command (7)
5	Prince/Princess	Read Languages (6), Command (7)
6	King/Queen	Read Languages (6), Bargain (5), Command (7)

BACKSTORIES:

At the start of the game, characters are simple and undeveloped. Beyond their occupation, their lives are a blank sheet. At the end of each episode, players develop and add details by telling short stories. The Director will supply a suggested topic for the next episode.

The stories only need to be a couple minutes long. At the end of the first episode, players will be asked for a basic description. What is the character's name? What do they look like? Are they extroverts or introverts? What is one thing that makes them interesting?

Later, as the game goes on. Players will be asked to elaborate on who they are and where they come from. They will describe their homeland and tell tales from the life they left behind.

Role-Playing characters can be as simple as making a fantasy version of yourself. What would you do if you were a warrior or had magic powers? But you are also free to develop a different personality that may be nothing like the real you. As a player you become an actor, with a character whose motivations and actions are determined by their own background and circumstances.

LEVELS:

As characters gain experience, they gain health and can apply bonuses to their abilities and skills. Experience is usually gained through a combat based milestone system. The rule of thumb is for every 100 points of damage done in combat, a character gains

one point of health. When a character earns 1200 experience (6 health points) they advance one level and receive another Skill point. These points can be applied to their Civilian Skill (and their associated abilities), Attack damage (Magic or Physical), or a new skill. This new ability can be a specific skill like learning to read Latin but can't be a whole class.

In other words, they could learn to sneak or bargain, but can't learn to be a King! Players also receive one Bonus point every three levels. These can be added to either defense, resistance, magic or their non-magical attacks. However, no more than 2 bonus points may be applied to any one Ability Score.

The narrator awards experience when a series of tasks are completed. Each episode generally lasts about 2 hours and is considered a Milestone worth 100 experience points. This allows players to add one Health point at the end of each episode. Players generally go up one level every 6 episodes.

LEVEL TABLE:

TIME:

Time is divided into Strikes and Moves. Strikes are used during combat and last roughly 2-5 seconds. Players have up to two Strikes per Move. There are approximately 10 moves per minute.

Outside of combat, time is measured in hours and minutes. Of course, in the 10th Century there were no clocks! Daylight is divided into 12 hours which vary by the season and the night divided into 4 units each known as a Watch.

Level	Health	Experience	Skill Points	Bonus
0	1-6	600		
1	12	1200	+2	+1
2	18	1800	+3	
3	24	2400	+4	
4	30	3000	+5	+2
5	36	3600	+6	
6	42	4200	+7	
7	48	4800	+8	+3
8	54	5400	+9	
9	60	6000	+10	
10	66	6600	+11	+4
11	72	7200	+12	
12	78	7800	Special	



MONEY:

Money in the game consists of gold and silver coins. Silver is by far the most common and players will generally be using Roman denarii. When attempting to assign value for goods, silver coins can be quickly valued as the equivalent of approximately 1 USD. Gold coins are worth the equivalent of a Spanish doubloon, and are worth 16 denarii each. A Doubloon can be divided into eight parts, each worth 2 denarii (Pieces of Eight). For pricing context, most ordinary peoples' wages vary between one and five denarii per day. Shopkeepers and skilled labor can earn five, and the unskilled workers in the field are paid only one. A night's stay at an inn can vary between 1 and 10 denarii per night. An average meal being served costs one denarius. Most characters start the game with 100-600 denarii. (1d6 x 100)

MEASUREMENTS:

Distances in the game are measured with the Roman Foot, Pace and Mile. A foot is approximately as long as, well, your foot. A Pace is about 5 feet or 1.5 meters (Count every other walking step). A mile is 1000 paces. For simplicity's sake, assume a Mile to be its English equivalent or roughly 1.5 kilometers.

Using the Roman measurements of liquids and weight would be needlessly complicated. In game descriptions, liquids are measured in Gallons, each about 4 liters. Weight in Pounds, each about 2 Kilograms.

LANGUAGE:

For ease of play, it is assumed that the players and speaking monsters can communicate without a language impediment. The language used for magic and most writing is Latin. During the course of the game, a Mage or Warrior interested in Magic Words will need to be able to read Latin to reach their fullest potential. Players may use a Latin dictionary or an online translator (easy to find and free) during the game.

COMBAT:

Attack rolls are made by rolling two six sided dice (abbreviated 2d6).

To hit a monster, players need to roll higher than their target's Defense score. For example, for a normal, unarmored human to be hit, a monster will need to roll a 7 or better.

Similarly, to make a successful magic attack you must roll two 6 sided dice (2d6) with a sum higher than the target's Resistance.

When rolling to hit, a pair of ones always misses (and requires a roll on the fumble table), and a pair of sixes always hits. If doubles are rolled (except 1s), a third roll of 1d6 is added to the total.

Players in the game can have up to two strikes per move, one for each hand available to fight. Most one handed weapons (ex. A sword, axe or wand) will do one dice (1d6) in damage (plus the players damage bonus) per strike. Players can take two strikes per move with a one handed weapon as long as their other hand is free. Large weapons and magic staffs that require two hands do 2d6 in damage but only one attack roll is made. Players may opt to make a

two handed attack with a one handed weapon if they declare this before they roll. The advantage of this is two dice are rolled allowing the possibility of adding damage with a doubles rule.

Attack and Magic bonuses are applied to each strike, if a double strike is made, the bonus is only applied once.

When doubles are rolled a third d6 roll is added to the attack roll, damage or initiative.

A player only gets one strike if they are using a shield. The exceptions are a mage using a physical shield, they may still take two attacks if they are using a wand or scepter. A warrior can make two strikes per move with a short sword and still use a shield.

The order of combat is determined by an initiative roll. The players and monsters both roll 2d6, the higher roll wins and goes first. In the event of a tie, roll again. In some cases, the players or monsters may wish to flee. To do this, they must win an initiative roll by at least 3. The doubles rule applies to initiative, if doubles are rolled a third die is added to the result.

Players may fight unarmed using their hands and/or feet. They get up to two strikes per move with each attack doing 1-2 points of damage plus any strength bonus.

ARMOR AND SHIELDS:

Players can purchase or in other ways “acquire” various types of armor to protect themselves. Many styles and combinations of leather, animal skins/scales and chain mail are possible. Protection is

broadly defined as Light or Heavy.

Light armor generally includes skins, leather and metal protection up to a short sleeved chain mail shirt with an open faced helmet. This offers enough protection to raise Defense by one point while still being light enough to swim for a short period.

Heavy armor is more cumbersome and expensive. It generally refers to full chain mail with leg and hand protection and a full face helmet. It is custom fitted to the wearer. It offers a two point defense bonus, but in water, you will sink like a stone.

Plate mail armor was not yet in use in 980 AD. If players do somehow acquire it, it offers a plus 3 bonus to defense, but it lowers resistance to elemental magic by one point.

Shields are an inexpensive and effective defense. They give a one point bonus to Defense. They are especially effective against missile fire and elemental magic (lightning, fire and ice) giving a two point bonus against these attacks. Using a shield restricts the user in most cases to one strike per move, but they can be tossed aside if necessary.

EQUIPMENT:

Weapons:	Damage:	Coins:
Knife	1-3	50d
Dagger	1-6	65d
Short Sword (Gladius)	1-6	150d
Arming Sword	1-6/2-12	300d
Bearded Axe	1-6/2-12	90d
Great Axe (two handed only)	2-12	225d
Spear	1-6/2-12	20d
Dragon Lances (6)	2-12	300d
Long Bow (two handed)	1-6	150d

Armor:

Light Armor (+1 Defense)	175d
Heavy Armor (+2 Defense)	3,000d
Shield (+1 Defense, +1 Resistance)	60d

Supplies:

Supplies:	Coins:
Arrows (18)	25d
Backpack	50d
Bed Roll	10d
Cloak, Ruana	10d
Large Sack	5d
Lantern	25d
Small Lamp	5d
Flask of Oil	2d
Torches	5d
Holy Water (1-6)	5d
Silver Cross (1-6)	75d
Silver Dagger	100d
Rope (50')	10d
Tinder Box	20d
Water/Wine Skin	10d
Mirror	5d
Lockpicks	30d
Pen & Parchment	10d
Meals (One day)	5d+
Antidote Potion	20d
Healing Potion	25d
Extra Healing Potion	50d



TRANSPORTATION:

Type:	Coins:
Horse	3000d
Donkey	1000d
Wagon	1000d
Cart	300d

Note: Equipment prices are in Denarii sold at retail in a large city. Items can be re-sold at 30-50% of normal sale price. Quality is assumed to be average. A +1 to damage weapon is double the price, +2 is 4 times the price, +3 is 8 times the price. Magic items are not sold in stores. Results may vary.



WEAPONS:

Knife: A knife has a blade less than 6 inches long. It is primarily used for eating so it is probably best not to use it to stab zombies and other yucky things. They do not count towards encumbrance.

Dagger: Larger than a knife, but smaller than a sword. A dagger can be used for two strikes per move while not carrying a shield. They can be thrown but not used for a double strike. A dagger can be poisoned, but be aware you could accidentally cut yourself or your allies.

Short sword/Gladius: A short sword pairs well with a shield. It is light and nimble enough that a Warrior can still make two strikes per move while carrying a shield, but it is not heavy enough to make an effective double strike. It is popular with Magi as they are not overly heavy and only count as 1 item towards encumbrance.

Arming Sword: The classic sword of the medieval knight. An arming sword can be used by a Warrior for either single or double strikes. Only one strike per move can be made with a shield. A Mage can only use an arming sword to make one strike per move. They are relatively heavy and count as 2 items toward encumbrance.

Bearded Axe: An axe may be used much as a dagger with regards to strikes and throwing. They are also useful for general camp duties and add a +2 bonus when opening wooden doors and chests.

Great Axe: These two handed weapons are always used as a double strike. If double sixes are rolled, the narrator will roll for the wound location... a limb or head may be severed! They require plenty of room to

swing and can only amputate in wide open areas. They count as two items toward encumbrance. (pole-arms, halberds and other similar weapons also fall into this category.)

Spear: A spear can be used as a one or two handed weapon. When thrown, it counts as a single strike. Spear is a generic term which also includes lances, harpoons and other similar weapons. They count as one item towards encumbrance.

Dragon Lance: These spears are specially designed to be thrown long distances and are used with a throwing aid to add velocity and distance (much farther than a spear!). They are normally in bundles of 6 and are considered a double strike when they hit. They are lightweight compared to a spear and up to 6 may be carried as one item.

Longbow: A longbow requires two hands and allows 2 strikes per move. The bow counts as one item, the quiver of arrows (up to 18) counts as a second item.

Armor Types:

Light Armor: This includes various types, generally made of leather or other organic materials such as animal scales. They provide a +1 to defense and count as one item towards encumbrance. Although they restrict movement enough to prevent a Mage from using their powers they are not too heavy to prevent swimming short distances.

Heavy Armor: Consisting of chain mail with additional protection for the head, legs, arms and feet. This provides a +2 bonus to Defense. It counts as two items toward encumbrance and is much too heavy to swim in.

Shield: A shield provides +1 bonus towards defense.

Against missile fire and magic attacks, they provide a +2 bonus. They may be tossed aside during combat which will use one strike.

THE DIRECTOR:

The game of Isle of Dragons is overseen by the Director. The other players usually do not need to know as much about the game's rules and setting.

The Director is the main storyteller and arbitrator. It is their job to make the monster's attack rolls. They oversee and steer the action while acting as the story's narrator.

Like other role playing games, learning to be the Director (also known as a Dungeon Master or Game Master) may seem daunting but can be rewarding and fun.

Isle of Dragons is designed to be easier to "run" than most other role playing games. You don't need to be a "Master" with many hours spent reading and preparing for a game session. The goal has been to make the game interesting, but with minimal time devoted to consulting rules.

THE CAST:

The other players participate as the actors and screenwriters. They work with the Director to make the scenes. The goal of the game is to make the "show" as interesting as possible. The characters sometimes *should* make bad decisions. They need to have depth and personalities. Their reactions and adventures are what bring the show to life.

Remember sometimes a player's character isn't going to make it to the end. Making memorable moments. Fighting. Clever tricks. Sacrifice to

overcome conflict is what drives the narrative. Make it fun. Make it scary. Whatever the group feels will make the show a hit to watch.

There can be a “chosen one” character who overcomes their past to become the Hero. There could be a “band” of heroes. Often one player is mysterious or a streetwise mentor. The group's interactions make the story.

The game works like a live improv with the Director asking each player in turn what they want to do. The Director describes the scene. The player reacts and describes what their character will try to do. This back and forth is how the game is played.

Most people find acting is hard. Reading a script, speaking with an accent, reacting in a way that feels genuine is difficult. Thankfully, the players only need to DESCRIBE what they are doing. It is assumed that the character on the show can actually do it.

The Director will let random chance guide the show's bigger moments. No one knows exactly how the show will play out.

Players should look beyond being just a character on the show. Learn to help the Director keep the scenes moving smoothly. There are two versions of the main rule book. The free version contains all of the core game mechanics. All players can access this which will help them better understand how the game is run. Players can even use these rules to direct an individual episode themselves. Let the main Director take a break!

The full version of the Director's guide contains show “spoilers” which the cast should not know. This paid version of the Director's guide contains magic items, treasure and the description and statistics for over 100 monsters.

Each episode is run from a script outline. The individual episodes contain the monsters and obstacles the cast will face. There are several story arcs that play out over three seasons. The background music for major scenes is provided on the game's YouTube channel as are the player maps.

Custom character sheets, dice and a game screen are available online. I appreciate your support and hope your games are fun and memorable!

In a world where magic is real and dragons rain terror from above, an island shrouded in mist appears on the horizon.

Playing an episode of Isle of dragons is like writing and starring in your own adventure series. Each screenplay includes background music and the director's instructions. The players improv the script!

This guide contains all a player needs to generate and equip their character. The rules are easy to learn and use regular six sided dice.

To play the game, the group's game master will also need the Director's guide that contains additional rules to run the game, over 100 monsters, magic words and wondrous treasures!



CREATE YOUR FAVORITE SHOW!

Episode Screenplays feature Player Maps & Music on YouTube.

isleofdragons.com