

# ISLE OF DRAGONS

The background of the cover is a monochromatic blue-toned image. On the left side, there is a large, detailed compass rose. The rose has a central circular hub with a gear-like pattern. Radiating from the center are eight points, each labeled with a cardinal or ordinal direction: 'N' (North), 'NE' (Northeast), 'E' (East), 'SE' (Southeast), 'S' (South), 'SW' (Southwest), 'W' (West), and 'NW' (Northwest). The letters are in a stylized, serif font. To the left of the compass rose, there is a fleur-de-lis symbol. In the bottom right corner, there is a thick, coiled rope, possibly made of hemp or cotton, which adds a nautical feel to the design.

## DIRECTOR'S GUIDE

Fantasy Role-Playing Game  
by C.K. Ipson

# ISLE OF DRAGONS: Director's Guide

By C.K. Ipson

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[www.isleofdragons.com](http://www.isleofdragons.com)

## INTRODUCTION:

Isle of Dragons is a tabletop RPG designed to be played like the filming of a one hour television show. It is a game within a game. On one level, players are role-playing the characters on a show. On another level, they work with the Director to help produce the show.

The Director is in charge of coordinating the actors, extras, scenes and music cues.

The game is played like it is being filmed for TV from a script outline. It is the Director's Job to lead the show's production.

The Director gives the player's their cues and describes the settings and situations they need to react to. The Director plays the part of the narrator as well as controlling the antagonists and complications the characters face. To do this in an unpredictable way, the show's plot is steered by a simple set of game mechanics.

Isle of Dragons uses what is called a D6 system. All random events are determined by rolling standard 6 sided dice. The instructions on how to do this are in the guide.

The show is about an epic adventure long ago. It is the year 980 and near the coast of medieval Scotland, the mythical island of Hy-Brazil magically appears in a shroud of mist. A group of heroes has been drawn together in what is to become the greatest adventure ever told!

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The Director can cast the show as either a fellowship or “Chosen One” journey depending on how many players are available.

Once the show is cast, it moves into production. The director uses an outline script for each episode. This script includes the narration and situations to be described to the characters. The characters play the scenes as they develop, and react to the descriptions from the Director.

Music and on screen maps are provided on the Isle of Dragons YouTube channel.

Your gaming group is in essence a group of independent filmmakers.

**YOU HAVE A VIRTUALLY UNLIMITED BUDGET FOR SPECIAL EFFECTS.**

It is a theater of the mind game. Everyone can imagine the show being produced as big as any Hollywood movie.

Isle of Dragons players don't need to be actors. They are screenwriters for their character. In other words, you don't need to be a voice actor. Simply describing *how* things are being said is enough.

The show's plot moves with what are called “beats”. Each scene moves and builds the action forward with the details created on the fly.

Player's should be encouraged to help with descriptions of the world they are encountering. The goal of the game is to make an imaginary hit show. Everyone can pretend that they are the writers, actors and producers as well as the actual characters being portrayed.

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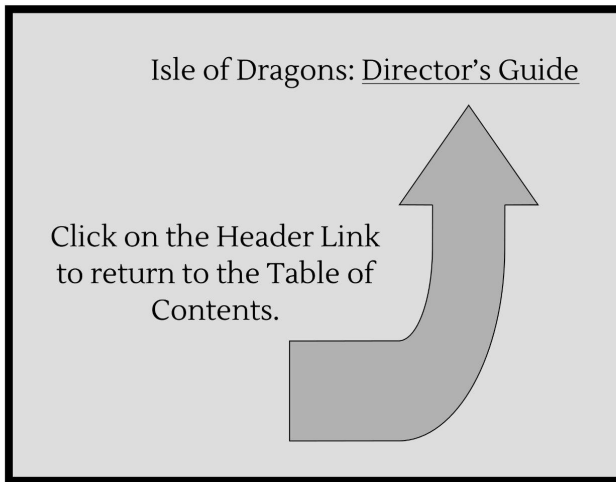
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## **CASTING:**

Isle of Dragons is designed to be played by 2-5 people. It can be done as a fellowship of equal players or cast with a main lead as the “chosen one”. Your group does not need to be big. It can be played with just two people. Players can control more than one character if need be. They can even be encouraged to step up to guest direct an episode.

## **DIRECTING:**

As the Director, some pre-production is needed. Read the Script. Have an idea who the villains are and what motivates them. Know where the traps and pitfalls awaiting the characters are.

When the time comes, make the random rolls that decide the outcomes of the battles. The show is fluid so you can only prepare so much. The important thing is to let it develop as a fun collaboration. The rules are important, yes... but the number one goal is to make things fun and interesting. Let it grow in unexpected ways. Make it something you would want to watch. Twists and turns. Dramatic and fearful villains. Keep things moving and try to bring out everyone's best possible performances.

## **THE SCRIPT:**

Any director will tell you, it is hard to make a good show from a bad script. Isle of Dragons is intended to be a three season show with several story arcs. Each

season has twelve episodes. These episodes lead to two season finales and eventually the show's dramatic conclusion.

These scripts outline events in a mythical version of the past. Many settings and antagonists are taken from actual mythology and pop culture. Where possible, there are Wikipedia links provided to help with their backgrounds.

### **ROLLING THE DICE:**

When players choose a course of action that is not assured, it is up to the Director to decide what the chances are. This game only requires 2 standard dice with 6 sides each, although a magic eight ball, a 20 sided die, or a dice rolling phone app can also be used. At the end of this section is a probability chart showing the chances of rolling a number or higher using six sided dice, 20 sided dice or a magic 8 ball.

Battles are resolved using the combat rules. Other challenges are assigned their chance to succeed directly from the rules or, as the Director sees fit.

For example, a player may want to climb up a rocky wall. The Director estimates that they have a 50% chance to make it. In this case they can roll one dice with a roll a 4 or higher determining success. Further actions by the group can then be determined in similar ways. Assuming the player makes it to the top, he could then throw down a rope. The Director considers the variables and feels the other players have a 90% chance of climbing up successfully with

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the rope to aid them. However, using only 6 sided dice there isn't a roll for 90%, so the Director just chooses the closest available, 92%. (see table) This will require rolling two dice that add up to 4 or higher.

The table below is rounded to the nearest whole number. Note that if you have 10 or 20 sided dice available, the odds are easy to calculate in 5% increments. A Magic 8 Ball toy contains a 20 sided die, included in the table are the answers to use for game outcomes. Alternatively, there are free phone apps available which will simulate a magic 8 ball or any other type of dice you wish.

In Isle of Dragons there is a special rule when a pair of doubles are rolled. When rolling for attacks, damage or initiative, a third roll of 1d6 is added to the total.

Rolling a pair of ones always fails.

Rolling a pair of sixes always succeeds.

When computing damage of 1-3, use rolls of 1-2 as 1, 3-4 as 2 and 5-6 as 3.

Monsters generally divide their attacks equally among all players if there is room to do so. If not, Combat is handled by what is called the Marching Order.

Marching order arranges the players and monsters in one or more rows. See Managing Combat for more on handling encounters.

## PROBABILITY TABLE:

Percent	2d6	1d6	1d20	Chance	Magic 8 Ball	AC
100%	2	1	1	100%	My reply is no	
97.2%	3		2	95%	My sources say no	
91.7%	4		3	90%	Very doubtful	
			4	85%	Don't count on it	
83.3%	5	2	5	80%	Outlook not so good	
			6	75%	Better not tell you now	
72.2%	6		7	70%	Ask again later	
66.7%		3	8	65%	Cannot predict now	
58.3%	7		9	60%	Reply hazy, try again	10
			10	55%	Concentrate and ask again	9
50%		4	11	50%	Outlook good	8
			12	45%	Most likely	7
41.7%	8		13	40%	Signs point to yes	6
33.3%		5	14	35%	As I see it, yes	5
27.8%	9		15	30%	You may rely on it	4
			16	25%	It is decidedly so	3
			17	20%	Without a doubt	2
16.7%	10	6	18	15%	It is certain	1
8.3%	11		19	10%	Yes	0
2.8%	12		20	5%	Yes-Definitely	-1



## COMBAT RULES:

As one might expect, there are countless ways the players may choose to fight and interact with the monsters they encounter. Guidelines for many of the most common scenarios are listed below:

**BASIC RULES:** Two six sided dice are rolled against a target's "Defense Score". Special rules apply if doubles are rolled. Every player has five stats. The first is their physical Combat Bonus. The second is their Defense score.

The Defense score is the number an attacker must roll equal or higher to. Defense is modified higher or lower by armor or a creature's natural defenses.

Magical combat is handled in a similar way with the third score representing a possible bonus to use magic powers. The fourth score is the magical "Resistance" that must be beat.

The fifth score given is how many Health points something has. In the notations, health points are preceded by the letter H. This number is a "starting point" and should have at least the value of one random dice roll added to it.

This format is used consistently throughout the game and appears as below:

**Vampire:** +3/10, +3/10 H30+ D1-6/1-6, Special: Charm(7) - Create Undead.

Following these 5 core numbers is the amount of Damage a creature causes with their attacks. After

this, any special attacks are noted. See Monster Descriptions for more details.

**Unequal sides:** In many cases either the players or the monsters will be outnumbered. It is assumed that both players and monsters will do all they can not to be "ganged up on". They will fight in formations or use the terrain to prevent situations where they are trying to fight more than one attacker at a time. There are exceptions such as very large creatures, but one on one combat as a general rule makes running the game and balancing encounters much easier.

**Cover:** A player or monster can use obstacles to aid their defense and resistance. For example, taking a position behind a rock. If the cover blocks 50% from attack, the bonus is +1. Taking cover that blocks 75% from the opponent grants a +2 bonus.

**Poison:** If a player is poisoned, 2d6 is rolled to avoid the effects. The number needed depends on the strength of the poison which will be given in its description. The default strength of poison is 7. If an antidote potion is taken, the player needs at least an hour of resting to recover to fighting strength.

**Falling:** If a player falls, the damage is 1d6 for every 10 feet up to a maximum of 10d6.

**Holding:** A player may try to hold an opponent by rolling a successful attack roll that is also higher than the target's remaining health points.

**Knock-out:** A player may attempt to knock out a human or humanoid creature with a successful strike to the head. This can be done with fists or a blunt object. A roll on the wound location table indicates where the strike landed. Strikes still do damage and can be lethal if Health is reduced to zero. The victim will remain unconscious for 1-6 moves. The narrator can give success bonuses based on factors such as surprise or being held.

**Petrification:** If a player is turned to stone, they can be restored with a stone to flesh scroll.

**Fear:** If a player is affected by fear, they are unable to attack until a successful save is made. They can attempt to save once per move. They will attempt to flee unless that is impossible in which case they will try to hide or stand unable to move.

**Undead:** Silver, magic weapons, holy water or crosses are needed to damage undead. The exceptions are zombies and skeletons who are affected by normal weapons as well. A successful attack roll must be made when using holy water and crosses, they cause 1d6 in damage. Vampiric monsters have the ability to control and direct the actions of zombies and skeletons.

Undead can be driven away or destroyed using the repel undead skill and a holy symbol. With a successful skill roll, a player's current health worth of undead can be affected. Undead are repealed starting with the lowest level monsters. The player's

health is applied as “damage” to the undead. Undead with less than 6 Health are destroyed. Higher level monsters are driven away and will attempt to flee the area. Undead who have been repelled will not return until the next night.

**Rain and Water:** Magic is severely limited while under water. A fire mage can create air to breath, but can not use fire attacks. A frost mage can create a bubble to hold air, but can not launch ice attacks. A storm mage can only use an electric based attack by touching the target directly. Magic words do not work under water.

Rain has a similar effect. A torrential downpour is essentially the same as being under water. A light rain reduces damage by 25%, normal rain 50%, heavy rain 75%. If an opponent is partially submerged, magic damage is reduced proportionally. For example, if they are 50% under water, damage is reduced by 50%.

**Mud/sand:** Fighting while moving through soft ground such as mud and sand reduces agility. Attack and defense are reduced by one point or more depending on the conditions.

**Surprise:** Attacking with surprise requires suitable preparation and winning the initiative by at least three. Attacks made this way are +2 to hit and automatically do an extra 1d6 per strike. This applies to attacks made while invisible.



**Fumbles:** If double ones (snake eyes) are rolled during an attack, a roll is then made on the fumble table. A fumble can result in many unfortunate results such as dropping your weapon or even hitting one of your comrades!

**Mass attacks:** Creatures with 3 or less Health points may attack in large groups (horde, swarm, pack). Some examples include: skeletons, zombies, ghouls, flying snakes, phantom spiders, bats and drekavacs. They swarm the players and roll a collective attack each move. **Player attacks automatically hit.** Players only need to roll damage each move to determine how many they have killed. This is done by dividing their damage among the attackers, killing the maximum possible. This allows a large-scale battle to happen fairly quickly. Mass attacks allow big, epic feeling fights without a tedious amount of dice rolls. Intelligent monsters often use these types of creatures as minions.

**Large Scale Battles:** The mass attack rules may also be used for large scale battles. Players generally will go fight the bosses and more significant foes using the normal combat rules. The outcome of the other combatants are resolved without attack rolls, essentially in the background. All the minor combatants are treated as having 1 health point. This allows the general direction of the overall battle to develop move by move by rolling the casualties on each side.

The number of dice rolled can be adjusted if the

sides are not of equal strength. If the number of attacks are not equal, one side is 2-12 and the other 1-6, the stronger side rolls twice as many dice. If the health is different, compute the percent difference and add that many dice.

The number of dice rolled per move depends on how many are able to engage at one time due to the terrain or combat strategy used.

The Wound Location Table should be used during combat to help describe the encounter in an exciting way in addition to the position of fatal strikes. When strikes are made, the table can also be used to add detail to near misses as well as hits.

However, every hit and miss made during an encounter does not need to be described. Use it to add excitement to a scene, but don't become so caught up in details that the pace becomes too slow.

Health represents stamina and endurance, so at the beginning of a fight, the location of every blow does not need to be noted. However, as Health falls below 50%, a more detailed description of each blow can add drama.

This table is also used for weapon strikes resulting in amputation or decapitation with magic swords and battle axes. Hits to the head or neck are instantly fatal when double 6s are rolled with these weapons. Other locations will usually take a combatant out of the fight. In most cases they should be treated as having reached 0 health and will die without immediate aid.

## Fumble & Wound Location Table:

1d6	Fumble
1	Roll 2 more times on this table
2	Hit another player 1-6 damage
3	Hurt yourself 1-6 damage
4	Fall, lose next 2 moves
5	Slip, lose next move
6	Brilliant save, no fumble

1d6	Wound Location
1	Head (Attack, Defense, Speech)
2	Neck (Speech)
3-4	Body (Health)
5	Leg (Defense)
6	Arm (Defense)



## MANAGING COMBAT:

When fighting outdoors or in large rooms, managing combat is relatively simple. Roll initiative to see which side goes first. Each side rolls 2d6 with the higher score winning the first attack. The monsters and players then square off in pairs. Extra monsters generally "wait their turn" to replace their fallen comrades.

When playing solely in the imagination, it is difficult to use complicated tactics during battle. But most of the time if the fighting is in pairs it is not overwhelming.

However, there are times when it is necessary to keep track of where everyone is (such as a narrow hallway). It can be difficult without miniatures to keep everyone on the same page. Tracking player and monster positions during combat can instead be handled using a text-based system.

The Players are listed in the order they are traveling. This is called the Marching Order. Player names are listed in *Italics* and the area they are fighting is listed in **Bold**. For example:

### **Dungeon Hall**

*Player 1*

*Player 2*

*Player 3*

*Player 4*

Each place in line represents a distance of 5 feet (usually one square on the map). This is also the

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distance most players can move during one combat move.

Dashes are used to indicate distances. Each dash represents one square (5 feet). For example, if two Vampires are encountered 10 feet away:

### Example 1



### Dungeon Hall

Vampire 1

Vampire 2

--

*Player 1*

*Player 2*

*Player 3*

*Player 4*

If a fight is to begin, the monsters and players must first roll for initiative. One player rolls for the group (usually the closest to the monsters), and for the purpose of this example, rolls higher and wins. Players 3 and 4 decide they will attack without moving forward and each take ranged attacks with their bows. The Warriors and Vampires charge each other and close the distance.

## Example 2



### Dungeon Hall

Vampire 1

Vampire 2

*Player 1*

*Player 2*

-

*Player 3*

*Player 4*

The Vampires and first two players are now engaged at close range. Players 3 and 4 will continue attacking from a distance. The vampires and players 1 and 2 both used their first move closing with each other. It is now the beginning of the second round. Since the monsters used their first move to charge at the players, it is now the player's turn.

In most instances, players and monsters can engage at close range if they are within 2 lines of each other. In the example above, Warrior 1 can fight either Vampire 1 or 2. Warrior 2 is close enough to fight Vampire 2 but not Vampire 1.

The players all roll their attacks and damage

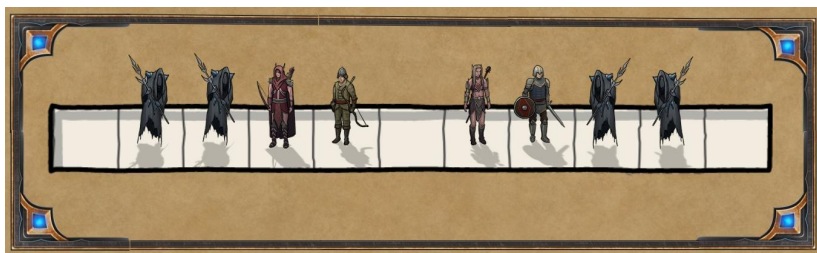
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(players 3 and 4 continue using ranged attacks). The Vampires then take their first turn.

The players can help the Narrator by adding details to monsters they injure. For example, if one of the Vampires is wounded he should have his description clarified. Perhaps “Vampire bleeding”, “Unhappy Vampire”, or even “Vampire Charlie”. Anything to help clarify who is being attacked better than a number. This also adds more detail to the story.

Encounter areas can be added if needed when they are at least one move away from each other. For example, if two more vampires attack from the rear, a second area can be added.

### Example 3



### Dungeon Hall

Vampire 1

Unhappy Vampire

*Player 1*

*Player 2*

## **Behind You!**

*Player 3*

*Player 4*

Vampire 3

Vampire 4

Warriors 3 and 4 roll initiative and engage the second group of vampires.

When finished with their initial battle, player 1 is 3 moves away from being able to strike Vampire 3 (without a ranged weapon). Player 2 can be there in 2 moves.

Notes can be added in parentheses behind the monsters or players if necessary. For example, an unconscious player or a monster affected by a spell.

When playing online, the Narrator can share maps and the battle position text (a notepad file works) to clarify what is happening.

During the fight, delegate to one or, let all of the players add up the damage they do to their opponents. Keep your own tally of the players remaining Health so you know how much Health they have left.

Remember, only you know how much Health the monsters have left. This gives some flexibility should you need it. A battle can be extended or cut short if needed. Your group may be over or under powered for an encounter. A long battle may be essentially over and players are just “mopping up”. Or conversely, a big end battle is going to be over much too quickly. Some groups are savvy when it comes to tactics while others rush in blindly. Feel free to give



players a rough assessment of a monster's condition, but don't give exact numbers.

## **COMPLICATIONS:**

Nothing ever goes as planned! During combat unexpected problems can make the scenes more unpredictable and exciting. Often these events build on the previous ones to add stakes to the scene.

Sometimes these problems benefit the monsters, sometimes they benefit the party. Most of the time, they affect both sides equally. Roll 2d6, if doubles are rolled consult the table provided with the encounter. If one is not provided, use the guidelines below.

1. Rolling 1s is always bad! This will always indicate a problem that adversely affects the players and not the monsters. Usually this means the arrival of more monsters.
2. A pair of 2s usually indicates more monsters show up, however they will attack both sides equally.
3. An environmental issue that affects both sides the same. This will usually be an attack roll penalty.
4. An environmental issue that delays combat keeping the combatants separated for a period of time. In most cases initiative will need to be re rolled when combat resumes. This usually benefits the players allowing them to regroup, plan and heal.
5. More monsters show up who are helpful to the

party. After the battle, they may or may not continue to be allies!

6. Double 6s indicate an event or monster that helps the party and not the monsters.

Rolls for complications can be made in secret and do not need to be shown to the players. Neutral complications can be added liberally by the Director as they will not affect the balance of an encounter. Neutral events usually involve fire, weather events, or collapsing walls, floors and ceilings.

### **HEALTH:**

Health 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. Health can be regained through potions and resting. For every 4 hours spent fully resting, 1 point of health per character level can be regained. For example: 2nd level characters gain 2 Health every 4 hours, 3d level gain 3 every 4 hours.

Damage to health represents the cumulative physical demands of fighting (blocking and evading). When a player reaches zero or less health, a roll is made to determine where they were hit (see table). The wound is considered lethal and 2d6 must be rolled to determine how long the player will survive without aid. The result of the roll represents time in moves (20 seconds each) they have left, meaning a player will survive between 40 seconds and 4 minutes depending on the roll.

There is an adjustment for the player's level. The player's level is the minimum amount of moves the player will survive. For example, a 4th level player will survive 4-12 moves instead of 2-12 moves.

The other players may either use magic or a heal skill to attempt to revive the player. Each player may make one attempt if they are not engaged in combat. The base chance to heal is rolling a 6 on 1d6. Using a magic word has a 50% chance of success, requiring a roll of 3 or higher on 1d6. If the player is "saved", they immediately recover 1d6 health points but additional health may only be restored through resting. Healing potions only restore strength and stamina and do not help once a lethal wound has been inflicted.

A lethal wound has lasting effects after recovery. A six sided die roll is made with results of 4 or higher indicating only a permanent scar at the wound's location. A roll of 1, 2 or 3 leaves more severe, permanent damage. The wound location and a 1d6 roll determine the effect. If the result is an arm or leg, Roll 1d6 again with 1-3 for left, 4-6 for right.

**Head:**

- 3 - Hearing loss in one ear. (-1 Defense)
- 2 - Loss of one ear and blindness in one eye. (-1 Defense, -1 Attack)
- 1 - Loss of one ear, blindness in one eye and some brain damage. (-1 Defense, -1 Attack, -1 Magic)

**Neck:**

- 3 - Voice is now hoarse. (-1 using Magic Words)

- 2 - Player can only whisper. (-2 using Magic Words)
- 1 - Player has lost their voice.

**Body:**

- 3 - 1 point of Health is permanently lost per level.
- 2 - 2 points of Health are permanently lost per level.
- 1 - 3 points of Health are permanently lost per level.

Note: Health points are awarded normally afterwards.

**Leg:**

- 3 - Player walks with a limp. (-1 Defense)
- 2 - Player has a severe limp. (-2 Defense)
- 1 - One leg is lost. (-2 Defense, -1 Attack)

**Arm:**

- 3 - Restricted movement in one arm. (-1 Defense)
- 2 - One arm badly damaged. (-2 Defense)
- 1 - Arm is lost. (-3 Defense, -1 Attack)

**FINAL ACTION:**

A dying player may forgo any chance of being healed and instead take one last strike. This action is their "final breath" and seals their fate. The player's level is added to their final attack roll as a bonus. The number of moves they have left to live (2d6, added to their level) is added to the damage done. Once this action is taken, the player is dead and can not be revived except with a resurrection scroll.

## **PLAYER SKILLS:**

Players start the game with skills based on their civilian class. They are able to further develop skills as they gain experience. Rolls for success are made on 1d6 with a one always being treated as a failure. Some skills are impossible without training and will need a skill bonus to be achievable. New skills can be added at the Director's discretion.

How hard new skills requiring a mentor are to develop is up to the Director. You can let players choose skills and add bonuses assuming the training is done outside of game time, or it can become part of a quest.

If there is no training available, they can apply the points to Energy, Strength or a skill they already have. Points can be held until such time as training becomes available.

Some common skills include:

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## SKILL TABLE:

Acrobatics	6	Tumbles, Rolls and Tight Rope walking
Bargain	5	20% discount per successful roll
Bowyer	6	Allows construction of one arrow per hour.
Charm	6	Convinces a non-combatant that player is a trustworthy friend
Climb	5	Equivalent to a rocky cliff.
Command	7	Royal influence over humans from non-native lands.
Copy Scroll	4	Chance to copy a magic scroll correctly
Create Potion	7	Base chance when time and ingredients are available.
Detect	5	Perception and Observation (Modify for the situation)
Energy		Add +1 to Magic Damage
Find Traps	5	Find and, if possible, disable traps
Fish	5	One attempt every 15 minutes.
Gamble		20% bonus per skill point.
Heal	6	Restores 1-6 Health. Requires one hour.
Hunt	5	Wild game to feed 1-6 people where applicable.
Identify	6	Discover a power of a magic item. (one attempt per day)
Listen	5	To hear sounds through a door.
Lore	6	To know some history of a place or monster.
Magic Word	6	Chance to successfully use a Magic Word (requires item)
Navigate	7	To use the sun and stars for guidance.
Open Locks	6	Must have lockpicks. One attempt per lock per day.
Pick Pockets	6	To remove an object equivalent to a wallet or purse.
Repel Undead	6	Will affect undead up to the current health points of the player.
Secret Doors	5	Allows detection of secret doors per 15min of searching.
Slight of Hand	6	Allows palming or pocketing a small object unseen.
Smoke Bomb	7	A puff of smoke allowing the player to move 30' unseen.
Sneak	5	To successfully move unheard and unseen if possible.
Strength		Add +1 to Weapon Damage
Tame Animals	6	Brings a wild animal under control up to the health of the player.
Tracking	6	Allows player to follow for one hour per successful attempt.
		<i>*Note a 1 always indicates failure</i>

**Bargain:** Associated with the Merchant class, but usable by anyone, the bargaining skill can be used to purchase items at a 20% discount. Further discounts can be negotiated in 10% increments, however, failures at discounts beyond 20% will anger the seller who will then refuse to sell.

**Bowyer:** This skill relates to making arrows in the wild. Each successful roll indicates an arrow has been produced using found materials. The time required is one hour per arrow. If the necessary materials are at hand, 2-12 can be made per hour.

**Charm:** Using this skill, a player may attempt to convince a non-combatant that they are as trustworthy as a close friend.

**Climb:** This skill is used for climbing difficult surfaces. The base roll is based on climbing a rocky cliff and assumes a vertical ascent with difficult but not impossible places to grip. The base chance can be adjusted for easier or more difficult climbs.

**Command:** Players of royal descent have the ability to inspire and/or intimidate common people to obey them. Even outside of their own realm, their mannerisms and apparent authority can be used to persuade others to obey reasonable commands.

**Create Potion:** This is the base chance for a healer or alchemist to create a potion assuming the ingredients and necessary time are available.

**Detect Traps:** When searching an item or area, players can use this skill to find both magical and non magical traps. Deactivating them depends on the trap and how the players make the attempt. Their

chances are set by the narrator accordingly.

**Fish:** Assuming there is water with fish in it and they have the tools, one attempt can be made every 15 minutes. Each catch is enough to make a meal for one person.

**Gamble:** This skill increases a player's odds by roughly 20% with a successful skill check.

**Heal:** A player can bind wounds or otherwise aid the injured using this skill. One hour of treatment will cure 1-3 Health points. This is limited to one attempt per player per patient. More than one player may attempt to heal, but the result is still limited to 1-3 health points of healing per patient per day. If a player has been reduced to 0 health, this skill can revive them if they are not below -3 points.

**Hunt:** Where game is present, this is the chance to catch an edible animal, enough to feed 1-6 people. This requires one hour per attempt.

**Identify:** Once per day, a player may try to discover if an item has magic powers.

**Listen:** This is the ability to hear sounds through a door.

**Lore:** When a new monster is encountered, this is the chance a player may know a little about it. This will be general knowledge including what it is called and perhaps some of its rumored abilities/weaknesses. This skill may also apply to certain people, places and items.

**Magic Word:** When a player is using a wand or similar item to cast a spell, this is the base chance of success. Unless otherwise noted, attempting to use a magic word will cost the player 2 health points.



**Navigate:** This is the ability to use the sun and stars to maintain a course, read maps and a general knowledge of headings and speed.

**Open Locks:** A set of lock picks are needed. Three attempts may be made per hour. After 3 times the lock is considered unpickable.

**Pick Pockets:** This skill assumes the item is in a reachable pocket or purse. If the attempt fails by more than 2 points, the attempt is detected by the victim or someone nearby.

**Repel Undead:** By forcefully presenting a holy symbol such as a cross or Bible, undead may be forced to flee the area. Undead with less than 6 health are destroyed. This will affect up to the player's current health per attempt. Players may do this once per move. Undead with more Health than the player are unaffected until they reach 6 Health or less.

**Secret Doors:** This is the ability to locate and open unlocked secret doors. If they are locked then additional action is needed. The attempt is for one room. The time needed is one move per 5' section of wall.

**Sleight of Hand:** This skill allows the palming and pocketing of small items.

**Smoke Bomb:** This skill is the ability to prepare and use a small grenade like device that creates a flash and smoke. When successful, it creates a distraction allowing the player to seemingly disappear. A player can move a distance of two moves during this diversion.

**Sneak:** This is an attempt to move silently and

unseen.

**Tame Animals:** This is the ability to bring a team of domesticated animals under control. Attempts may be made to tame wild animals with less Health than the player.

**Tracking:** This skill allows the player to follow the trail left by people or animals. Each successful attempt equals 4 hours of movement.

**Detect:** This is a catch-all skill that can be also described as perception. This skill difficulty is adjusted by the Director to fit the situation. Class adjustments may be applied if applicable. For example a gambler would get their bonus if they were trying to detect a lie. A sailor would get their bonus trying to detect the seaworthiness of a boat.

## **MAGIC TYPES:**

Magic use is left purposefully vague in the Player's Guide to allow the Director to reveal it as the game is played. The amount of magic in the game begins with the basic powers, the ability to blast fire, lightning or ice from the characters hands. This is called elemental magic. These types take their names from the appropriate dragon. Further abilities and the use of magic words is revealed and developed as the game progresses. Different types of elemental magic allow different special abilities to develop.

Player magic is divided into three types: Fire, Frost and Storm. The type is chosen by the player when a character is created. The way their magic manifests

itself in the game is based on this choice.

**Fire Mage:** A fire mage uses blasts of fire to cause damage in combat. They may create a fiery shield to protect themselves, however, caution should be used indoors or near anything flammable!

**Storm Mage:** A Storm mage's combat attacks take the form of a lightning strike. They may use one of their strikes to create an almost invisible force field around themselves.

**Frost Mage:** A frost mage will use an icy blast as their weapon. Their shield blocks attacks with slabs of ice.

In addition to their elemental powers, a mage can use their Magic Bonuses when using Magic Words.

NPCs and certain evil monsters like Hags use Shadow Magic. Shadow Magic is evil and can be used to drain life or to create undead monsters. It looks like purple/black fire when used.

## MAGIC WORDS:

During the course of the game, a player can gain the ability to cast spells. To do so, they must possess a magic item such as a wand, staff, scepter or intelligent sword. Magic Words are spoken in Latin and most spells are limited to one or two words. Using Magic Words takes energy from the player which is subtracted from their Health. Most Magic Words take two health points to cast. These points are subtracted regardless of the spell's success or

failure.

**When a player uses a magic word, it drains 2 of their Health points regardless of success or failure.**

Players learn magic words during their adventures, or they may attempt to create them themselves. It is up to the narrator to determine if they succeed in creating a new spell (see **creating new spells**). Spells are limited in destructive power to damage equal to a normal magic attack. Using magic words requires concentration and freedom of movement. Using a magic word counts as both strikes during combat.

**When using magic words against an opponent, both the caster's skill check and the target's resistance must be rolled.**

Magic bonuses apply towards resistance. The range of most spells is line of sight and within 50'. Example spells include:

## MAGIC WORD TABLE:

1	Magic Words
1	Abracadabra
2	Anguis
3	Aranea Telam
4	Aqua
5	Caligo
6	Cibus

2	Magic Words
1	Confiteri
2	Dilata
3	Distractio
4	Domus
5	Fortuna
6	Habere

3	Magic Words
1	Hocus Pocus
2	Ignis
3	Infotunii
4	Interfico
5	Invenire
6	Leporem

4	Magic Words
1	Lux
2	Nuntius
3	Occumbo
4	Obliviscatur
5	Obscurum
6	Polypus

5	Magic Words
1	Prohibere
2	Recludo
3	Remedium
4	Reparatione
5	Revelare
6	Sconsio

6	Magic Words
1	Silentium
2	Somnum
3	Tardus
4	Vide
5	Roll 2 More Times
6	Roll 3 More Times

**Abracadabra:** This is the simplest spell to cast and players get +2 towards their skill check. This will make an inanimate (not living) object of up to 1 cubic yard per level disappear! The object is held in stasis in another dimension called the Nusquam or "Nowhere". Food doesn't spoil, a dead body remains preserved. There is no time in the Nasquam. The object is returned with the words "Hocus Pocus".

Only one object can be made to disappear at a time, however, a closed sack, chest or other container can be made to vanish with all of its contents. Objects held in the Nasquam are connected to the magic item used to cast the spell. If this is lost or destroyed, so are the objects that have been stored there.

For an unknown reason, bunnies, cats and birds are the only animals who can be made to vanish and reappear! Other living things and undead are unaffected by the spell.

**Anguis:** This spell allows the caster to control a rope, being able to make it climb and tie itself as long as concentration and line of sight is maintained.

**Aranea Telam:** This creates a thick web 10' x 10' which can be used to block a doorway or similar opening. The web may also be used to entangle an opponent. The web can sustain damage equal to the caster's health before breaking.

**Aqua:** Creates pure water. Up to one gallon per level of the caster.

**Caligo:** A thick fog is created that reduces visibility to 5'. It takes 2-12 minutes to form and lasts an hour. The size of the cloud is 20 cubic feet per level of the

caster.

**Cibus:** Creates food. Enough for one meal for one person per level of the caster.

**Confiteri:** Used for questioning. If the target is guilty, they will confess or suffer intense pain for 2-12 moves. It has no effect on the innocent. Note that they can admit to knowing something without revealing what it is.

**Contrarium:** Reverses the effect of a magic word.

**Dilata:** This will enlarge or grow an item up to ten times its original size.

**Distractio:** This creates a noise, flash of light or similar event sufficient to distract a creature(s) for one move.

**Domus:** Creates a nearly invisible hut, hidden by illusion, with room for up to 6 people. The hut is warm in cold conditions and players can see out with only a minor dimming of the surroundings. The spell can last up to 24 hours.

**Fortuna:** The luck spell allows rolling a third dice during combat rolls. The player then can pick the two best (or any doubles) as their result. For skill checks, two dice are thrown and the better of the two is chosen. The effects last for 2-12 moves.

**Habere:** Will hold a creature for 1-6 moves. This will affect creatures with equal or less health than the caster. Strikes against held creatures automatically hit.

**Hocus Pocus:** This spell returns an object made to disappear with "Abracadabra". This is more difficult and players do not get the +2 bonus. The object can be made to reappear in any open space within 15' of

the caster.

**Ignis:** Creates a small fire. Useful for lighting campfires or torches. It does 1-6 damage.

**Infotunii:** This spell is the reverse of Fortuna. The Target must take the 2 worse rolls of 3 for 2-12 moves.

**Interfico:** This is the kill spell. It will do damage up to the caster's level. For example, at 3d level it will do 3-18. At first level 1-6. But beware, if the skill check is failed, the caster takes the damage. The resistance roll is still made by the target, but the caster automatically fails.

**Invenire:** Detects magic, the object must be lightly tapped and will glow if it is magical.

**Leporem:** Will charm a person or creature for 2-12 moves into believing the caster is a friend to be trusted. The spell is broken if they are attacked by the caster or their allies.

**Lux:** Creates light equal to one lantern. The duration is up to 24 hours per use. This is the easiest spell with a +3 to skill check and requires no Health to cast.

**Nuntius:** Caster can whisper a short message which can be heard by the recipient many miles away. The skill roll is hidden from the sender, so delivery success is unknown.

**Occumbo:** This will cause the target to drop or release an item.

**Obliviscatur:** Target will have one memory erased for 1-6 weeks.

**Obscurum:** Blind. This will temporarily blind an opponent for 2-12 moves. It will affect creatures with up to twice the Health of the caster.

**Polypus:** Creates 6 tentacles which rise from the floor



and squeeze causing 2-12 damage. This spell also can be used to guard a doorway, waiting for up to 24 hours.

**Prohibere:** Stop. This will end a spell. This does not take any health to use on Magic Words you have cast. When used as a "Counter-spell" it drains 2 health and the target rolls their resistance. If their roll is successful the spell continues. Damage taken is not undone.

**Recludo:** Unlocks a door or chest.

**Remedium:** Will cure 2 points of damage. It can also grant a second save attempt vs stone to flesh or poison.

**Reparatione:** Will repair or mend small objects.

**Revelare:** Will reveal the location of a trap or secret door in a 10' radius.

**Sconsio:** Will levitate an object (50 pounds per level) while concentration is maintained.

**Silentium:** This spell will silence a spell caster. It can also be used on a player's shoes to add a +3 bonus to Sneak.

**Somnum:** Will put a person or monster to sleep for 2-12 moves. It will affect creatures with up to twice the health of the caster. A sleeping creature may be automatically hit for maximum damage. This will however wake them up immediately.

**Tardus:** This will slow a creature by 50% up to twice the health of the caster. It will reduce the number of attacks and lowers defense and resistance by one point.

**Vide:** This allows the caster to see through a door, wall or chest up to 1 foot thick. It requires a light tap

on the object.

The tables can be used to randomly determine spells written on a scroll or known by a NPC or Monster. Roll 2d6 with the first as the "tens" number, the second as the "ones" number. This method of rolling gives each result an equal probability rather than a bell curved result.

### **ENCUMBRANCE:**

Players can only carry so many things and should be able to give a realistic explanation of how and where they are carrying their items. It can be expected they will be able to carry roughly 100lbs of gear and supplies without significant penalty. At low levels players will not have much to carry. As they get to higher levels, they may learn to use a large chest to carry their items using the magic word "Abracadabra". But, due to the unreliable nature of magic words, important items will still usually be carried on their person.

For calculating movement, the number of items carried can be used for a quick estimate. Normal clothing, and very small items do not count. A backpack with some food, water, knife and small personal effects is one item. A weapon or sack containing 100 coins counts as an item (roughly 10 pounds). Large items and two handed weapons count as two. Light armor is one, heavy armor is two. Generally, up to 24 items may be carried with anything above 10 items considered too much.

Movement is as follows:

0-4 items 24 miles per day (20')
5-10 items 18 miles per day (10')
11-17 items 12 miles per day (5')
18-24 items 6 miles per day

Unless otherwise noted, maps will have hexes that each represent 1 mile. Standard maps have squares equal to 5 feet.

Lightly encumbered players can hike 24 miles a day and run 20' per move. Movement is slower when fighting and is reduced to 2 squares per move, or 1 per strike. Players cannot move and strike at the same time. They can however do one of each. Note that a shield counts as one strike and limits maximum movement to one square.

Normal encumbrance allows hiking 18 miles per day and 10' per move. During combat it takes their entire turn to move 1 square.

Above 12 items, characters are considered overloaded. It is assumed they will drop some items to fight, as the weight of more than 10 items will hinder them. Those carrying 11 or more items fight with a -1 penalty to all of their ability scores. They can still move 5' per turn.

Fighting with more than 18 items is at -2, they must stand in one place with no movement while they fight.

Fighting in Isle of Dragons is not meant to be a

highly realistic combat simulator. During combat, assume most players can move 1 square per move.

## **MONSTER DESCRIPTIONS:**

This section contains an extensive list of monsters and creatures, most are from folklore and myth. Further information on most monsters can easily be found on the internet. The monsters are from a diverse group of world mythologies. More detailed and varied descriptions can be found online. Quality illustrations and artwork can easily be found with an internet search that will help you bring the monsters to life. Monster statistics should be considered guidelines and are not set in stone. A quick internet review will reveal that monsters from myth and folklore have descriptions and abilities that vary widely from tale to tale. For example, an elf could be a wise and ancient warrior, or a little man who works at the North Pole!

In Isle of Dragons, monster descriptions will have their numbers in this format:

ATTACK/DEFENSE, MAGIC/RESISTANCE, HEALTH.  
DAMAGE: SPECIAL

Monster descriptions will include their damage bonus and note any special attacks. For example:

**OGRE:** +2/10, 0/10 H12+ D2-12+2

(The Ogre gets +2 on its attack rolls and a 10 is

required to hit THEM. They have a minimum of 12 Health points (This may be adjusted up by the narrator, see Creating Adventures). They have one attack doing 4-14 points of damage.)

The monster's description will contain the normal number appearing and note if the monster has a special attack, such as poison or fear (the number to roll or higher is given in parenthesis).

*When players encounter a new monster, it should not be called by name but rather just described. If a player uses a lore skill, they can identify the creature and its general abilities.*

**Amphiptere:** 0/4, 0/4 H1+ D1-3

A flying snake. If this isn't bad enough, they attack in groups like a swarm of bees using the Mass Attack rules. They are often found near or in Dragon's lairs.

**Ant, Giant:** 0/7, 0/7 H1+ D1-3

Giant ants are usually found in large groups and are 1-2 feet long! They are unusually strong for their size and attack using the Mass Attack rules. This can be a dreadful problem.

**Ape, Great:** +2/10, 0/10 H30+ D2-12

Usually found in the deep jungle, these aggressive primates will attack with little provocation. They will not however fight to the death unless they don't have a choice. They are highly intelligent and fond of shiny objects. They will most often travel alone. If found in a group (1-3) they may have some treasure consisting of gold coins or gems.

**Aswang:** +1/8, 0/8 H36+ D1-6+2/1-6+2 or by weapon, Special: Drain\*

These day walking vampires have superhuman strength at night(+2 damage), and are not harmed by sunlight. They have a long, proboscis tongue rather than fangs to drain their victims blood (\*Drain 1-6 Health from a sleeping or held victim, this is transferred to the Aswang as health) They have the ability to shape change and can be identified by looking closely at their eyes. Your reflection will be upside down!

**Bal-Bal:** 0/7, 0/7 H10+ D1-6/1/6

These frightful undead creatures feed on the bodies of the dead. With foul breath and long serpent like tongues, they lurk near graveyards waiting to steal corpses. They are usually encountered in groups of 1-6 and can be hit with normal weapons.

**Banshee:** +3/9, 0/9 H65+ D1-6/1-6, Special: Fear(7)

These evil undead creatures are known for their terrifying screams which cause all who fail to roll their resistance or higher to become frozen with fear. The fear lasts 1d6 moves. A banshee will be burned by a crucifix or holy water. A banshee appears as a woman dressed in a white flowing gown, floating several inches above the ground.

**Basilisk:** +1/7, 0/7 H60+ D1-6 + poison(6), Special: Save vs Stone(6)

The Basilisk is a giant serpent that can grow up to 50' long. Their bite is poisonous and meeting their gaze will turn you to stone! Attacking a Basilisk while avoiding their gaze is done at a -2 penalty.

**Bat, Giant:** 0/4, 0/4, H1+ D1-3

The giant bat is the size of a small dog and attacks in groups using the Mass Attack rules.

**Badger, Giant:** +2/10, 0/10 H70+ D2-12

As large as a rhinoceros, giant badgers dig deep burrows which have been known to connect to deep caves and dungeons. They are intelligent and tend to look upon adventurers as helpful in ridding their homes of evil creatures.

**Bakunawa:** 0/7, 0/7 H230+ D4-24

A giant sea serpent thought to be able to devour the moon! Though not quite *that* big, their mighty Jaws can bite a ship in two. These are cruel, evil creatures best to be avoided. Banging pots and pans is believed to drive them away... but I wouldn't count on it!

**Bear:** +1/8, 0/8 H40+ D1-6/1-6

Bears are omnivores who usually only attack when hungry or surprised. They are encountered in groups of 1-3. Giant bears could be encountered that have double the health.

**Bigfoot:** +1/10, 0/10 H30+ D2-12

These large and hairy humanoid creatures stand 7-8' tall. Found in remote forests, they are related to Yeti. They may be found in groups of up to three.

**Blob:** 0/7, 0/7 H50+ D1-6, Special: Dissolve\*

Purple in color, these gelatinous creatures dissolve their prey. Their size is equal in volume to a 55 gallon drum, however they can grow much larger. They have been known to adhere to ceilings and fall onto their victims. Armor and weapons that come in contact with the blob must roll 7 or higher on 2d6 or

be destroyed (Magic items add their bonus to their save) Cold does triple damage against these creatures. Fire and electricity do normal damage.

**Bore Worms:** 0/5, 0/5 H1 D: Special

These nasty little critters are most often found in decaying flesh but can burrow through living tissue just as fast. In living creatures they quickly move towards the brain which is their preferred food. They secrete a chemical which creates a drunken euphoria in their victims. Those under its influence are easily manipulated and unable to lie. Death follows in 2-12 days. Ingesting natural insecticides such as neem oil may cure an infection. A player with a lore skill may know a remedy.

**Broonie:** 0/7, 0/7 H4+ D1-3, Special: Invisibility

Standing under 3 feet tall, these small humanoids have brown, wrinkled skin. They are usually dressed in rags and only come out at night. Generally benevolent, a Broonie will do small chores around the house in exchange for small offerings of food left by the hearth. They are shy and seldom seen with a mischievous nature. They are easily offended and will leave if not respected.

**Bugbear:** 0/7, 0/7 H4+ D1-3, Special: Teleport

These hairy, humanoid creatures stand approximately 4 feet tall and take particular delight in scaring naughty children. They are usually found hiding under a bed or in a closet. They are quite fond of shiny objects and will try to steal one and vanish if given the opportunity. A bugbear has a 33% chance (2 in 6) of vanishing should it wish to escape.

**Bukavac:** 0/8, 0/7 H80+ D2-12



This six legged monster lives in swamps and marshes. It has big twisty horns and likes to jump upon and then strangle its victims.

**Bunny, magic:** 0/12, 0/10 H1 D1, Special: Teleport

For reasons no one understands, bunnies (along with Doves and Cats) are the only known animals that can be made to disappear and reappear using the magic word Abracadabra. However, while they are in the Dusquamm some find a way to escape and come back on their own. These animals are now linked to a magic item and have the ability to appear and disappear at will. Bunnies never become domesticated pets and can not be trained. At most, they can be friendly and sometimes come when called. They are very timid creatures and use their ability to stay hidden most of the time.

**Bunyip:** 0/7, 0/7 H80+ D1-6/1-6/2-12

These nocturnal man eaters dwell in swamps and marshlands. Resembling a giant, hairy crocodile with a short snout. They have saber teeth and long forearms with sharp claws. The hind legs are very powerful and they are able to walk upright if they wish. They are solitary and thankfully not encountered in groups.

**Cat, magic:** 0/12, 0/10 H1 D1-2, Special: Teleport

Magic cats are linked to a magic item and can appear and disappear at will (see magic bunny). They tend to be somewhat to very malevolent. They are natural predators, unpredictable, and surprisingly intelligent.

**Centaur:** 0/7, 0/7 H30+ D1-6/1-6 or by weapon

Half human and half horse. Centaurs are excellent

archers and receive a +1 to hit when using a bow. There are normally 1-6 encountered. They are distrustful of humans and will seek to avoid contact.

**Chimera:** +1/, 0/9 H80+ D1-6 or 2-12 or 1-6+Poison(7)

These fire breathing monsters have a lion's head, a goat's body and a serpent for a tail! Usually. There are rumors that other combinations exist, none of them good. The "lion" will bite (2-12) at close range, breathing fire (1-6) at those farther away. The tail attacks with its poison bite(7) independently if it has the opportunity.

**Chupacabra:** 0/7, 0/7 H18+ D1-6+3

These large, doglike creatures are hairless nightmares! They have sharp spines along their back and drain the blood from their victims with 3 large fangs. They can see in the dark, run very fast and have been known to hunt in packs of 2-12.

**Creeper:** 0/7, 0/7 H10+ D3-18

Creepers look like sickly green undead pigs which walk on their hind legs. They attempt to sneak up on players, exploding when they are within 5 feet. An exploding creeper will do their damage in a 30' radius. Indoors, a creeper explosion has a 50% chance of causing ceiling falls causing 1-6 damage to all within 50'. Creepers are afraid of cats and will avoid areas they are in.

**Crocodile:** 0/7. 0/7 H30+ D2-12

Crocodiles prefer to attack with surprise. They have been known to grow up to 20' long with 3 times the normal health points. They are found in groups of 1-6.

**Cyclops:** +4/11, 0/6 H100+ D2-12/2-12

These giants stand 15' tall and have one eye in the center of their forehead. When not tending to their sheep, they enjoy long walks in the park and eating adventurers.

**Dinosaur:**

Giant reptiles, brought back in time by the Isle of dragons, six common examples are:

Brontosaurus: +3/7, 0/10 H150+ D 3-18+5 (stomp)

Pteranodon: +2/7, 0/10 H50+ D2-12

Stegosaurus: +3/8, 0/10 H75+ D2-12+3

Triceratops: +3/8, 0/10 H75+ D2-12+3

Tyrannosaurus Rex: +4/8, 0/10 H80+ D3-18+3

Velociraptor: 0/4, 0/4, H2+ D1-6

Smaller than seen in the movies, about the size of a large dog, these attack in groups using the Mass Attack rules.

**Djinn**: +2/9, +2/9 H100+ D3-18

Existing as both spirit (90%) and physical (10%) beings. These ancient creatures are most often encountered under the control of a powerful Sorcerer. If freed, they can offer three wishes in return. But beware, some are good, but others are quite evil.

**Dog, Black**: 0/7, 0/9 H30+ D1-6

These supernatural beasts are larger than regular dogs with glowing red eyes. They are omens of bad luck and death. They attack with a terrible bite which will leave the victim paralyzed with fear unless a successful Resistance roll is made.

**Doppelgänger**: 0/7, 0/8 H30+ D2-12

These evil shapeshifters feed on the minds of their victims, eating their brains to steal their identity.

They will seek to kill their prey in private, in the guise of their last victim. They then assume the new form, closely mimicking their personality but not their magic or combat skills.

**Dove, magic:** 0/12, 0/10 H1 D1, Special: Teleport

Able to appear and disappear at will and linked to a magic item (see magic bunny). Doves can be trained to a very limited degree.

### **Dragon:**

Descendants of pterosaurs, dragons are highly intelligent, able to speak, and most have magic based breath weapons. Better described as wyverns, medium size dragons are approximately the size of a giraffe. They have wings, hind legs and tail but no forearms.

Dragons can live for 100 years or more and grow more powerful as they age. They are highly intelligent and will seek to escape if half of their health is lost. A dragon's magic ability originates in their horn(s). These horns are used to make magic wands, staffs and the grips of magic weapons. Dragons can fight with their powers or with either a powerful bite (2-12 + bonus), hind legs or tail (2-12 + bonus).

Small: +4/9, +4/9 H75+ D2-12 or Special

Medium: +4/10, +4/10 H150+ Damage 2-12+4 or Special

Large: +5/11, +5/11 H200+ D2-12+8 or Special

**Fire:** Fire Breath (3-18 + Magic Bonus)

Usually found in temperate forests and mountains, red dragons have fire powers as an Air Mage. They are destructive, evil creatures that are cunning and

clever. They can create a powerful wind using their wings and powers that is able to destroy buildings and knock characters off their feet. Red dragons have two long magical horns.

**Frost:** Cold Breath (3-18 + Magic Bonus)

Found mostly high in the mountains in areas of arctic cold. White dragons have ice powers as a Frost Mage and can attack with a cloud shaped breath weapon that does cold damage to all in the area. White dragons do not like interacting with humans, however, they are good creatures of great wisdom. White dragons have one long horn.

**Storm:** Lightning (3-18 + Magic Bonus)

Found in the ocean, these great sea serpents have electricity based powers. They can electrify the water around them doing damage to everything within 50' or attack with a lightning bolt from a long spiny dorsal fin on their head. Their presence affects the weather. Storm Dragons are normally encountered with high winds and rain.

**Shadow:** Purple Fire (2-12+ Magic Bonus)

These monsters have black scales which reflect no light. Their eyes glow purple. They are much smaller than other dragons ( $\frac{1}{2}$  Health) with a long tail that resembles a tentacle with suckers to grip their victims. A black dragon does not eat. They live by draining the life force from their prey. The touch of a black dragon drains 1-6 health per strike which is then transferred to the dragon. Once a tail attack is successful, the dragon will drain 2-12 per move automatically from its paralyzed victim. Shadow dragons are able to shape change to a human form,

although in a dark room, their eyes still retain a purple glow. Shadow dragons have two, devil-like horns. When they breathe fire, it is purple/black.

**Drekavac:** 0/4, 0/4 H1+ D1-2

Child sized humanoid monsters with large heads, horns and sharp claws. They feed on the dead and are known for their horrific screams! They attack in large groups per the Mass Attack rules. Drekavac disappear in a puff of black smoke when killed.

**Draugar:** 0/7, +2/9 H70+ D1-6/1-6 or by weapon

These powerful magical zombie-like beings exist after death through the force of their own will. Possessing the abilities and magic they had in life. Their purpose is usually revenge or the completion of important unfinished business. They may only be harmed by magic weapons. They can appear in dreams, leaving behind a small gift or sign to be discovered upon waking to prove the visit was real.

**Dropbear:** +2/7, 0/7 H40+ D2-12

These leopard sized marsupial creatures live in the trees, dropping onto their prey from above.

**Dullahan:** +2/10, +2/10 H160+ D3-18, Special: Instant Kill(7)

Headless horsemen who carry their hideously grinning head beneath their arm. They often use a human spine as a whip, pulling a funeral wagon adorned with skulls and bones. A Dullahan can kill by merely speaking the victim's name! (One attempt per person per day) They dislike being observed and will attempt to blind those who see them with their whip. They are frightened by gold and even a small amount will drive them away.

**Dungavenhooter:** +1/8, 0/7 H50+ D1-6 or 2-12

Resembling a large black alligator, the monsters have large nostrils but no mouth! They inhale the life from their prey and may do so from up to 5 feet away. When striking from a distance they do 1-6, but if possible they will jump on you for 2-12!

**Dwarf:** +1/9, 0/9 H6+ D1-6/1-6 or by weapon

These small but mighty people are usually found underground in their mines. They fight with axes and wear armor. They are usually encountered in groups of 4-6.

**Eagle, Giant:** 0/7, 0/7 H55+ D1-6/1-6

These large birds are big enough to carry a human. They are highly intelligent and can be friends or foes depending on the situation. Usually 1-6 are encountered.

**Eidolon:** Special

An Eidolon is a magical phantom, a replica of a person, living or dead, that seems real in every way until the moment it vanishes. The Eidolon will behave in every way like the original but can not attack and will vanish if struck.

**Elf:** +1/9, +1/9 H6+ D1-6/1-6 or by weapon

These slender and graceful people are distrustful of humans and usually found in secluded forests. They fight with bows and swords. Some may have magic powers or use Magic Words. They are found in groups of 1-6.

**Fay:** 0/8, +2/8 H36+ D1-6/1-6 or by weapon/magic

A fay/fae/fairy may appear as a young beautiful woman, or an old grandmother. They can transform into a pixie to fly and may sometimes choose the

form of a deer to hide their identity. Fay will have one of the three Elemental Magic powers. They usually carry a magic wand and can use unlimited Magic Words without any loss of Health. A Fay may grant wishes, but this is done with illusions that are not permanent. Small illusions can last weeks, larger ones only hours.

**Gargoyle:** 0/9, 0/9 H20+ D1-3/1-3

These guardians are stone during the day, but come alive at night to protect castles, churches and other buildings. There may be 1-6 encountered.

**Gbahali:** 0/7, 0/7 H55+ D2-12+3

Similar to a giant crocodile, these 30' long monsters have a shorter snout, longer legs... and a bigger appetite! The skin of the Gbahali is like that of a chameleon allowing it to attack with surprise!

**Ghost:** 0/12, 0/7 H6+ D0, Special: Fear (7)

These solitary incorporeal spirits can be found haunting graveyards, caves and other abandoned places. They are not necessarily evil and do not attack. They can only be hit with magic or magical weapons. Those who fail to roll higher than a 7 (player's resistance bonus applies) will flee, running for 1d6 moves.

**Ghoul:** 0/4, 0/4 H2+ D1-3

The undead victims of vampires. They are infected with enough vampirism to keep them alive and slow their decay, but only retain limited intelligence. They hunger for human flesh! Ghouls dislike sunlight and attack per the Mass Attack rules.

**Giant:** +4/11, 0/7 H75+ D2-12/2-12

Giants stand 15' tall, are bad tempered and fierce.



They travel alone or in pairs and will grind your bones to make their bread.

**Gnome:** 0/8, 0/8 H4+ D1-3

These 10" tall dwarf-like creatures are fantastic engineers who can usually be found in groups of 1-6.

**Goblin:** 0/7, 0/9, H3+ D1-3

These small malevolent creatures are greedy, bad tempered and grotesque in appearance. Often encountered in caves or castles, they wear hats dyed red with human blood.

**Gowrow:** 0/9, 0/7 H40+ D1-6/1-6 or 2-12

This monster is 20' long with long tusks, horns along its back and a tail ending in a sharp blade. It's long claws are razor sharp! They can be found lurking near caves deep in the woods.

**Grue:** +2/10, 0/7 H30+ D2-12

The grue is a sinister, lurking presence in the dark places of the earth. Its favorite diet is adventurers, but its insatiable appetite is tempered by its fear of light. No grue has ever been seen by the light of day, and few have survived its fearsome jaws to tell the tale.

**Gremlin:** 0/8, 0/8 H4+ D1-3

These small mischievous monsters prefer to attack using sabotage and traps. They are found in groups of 2-12.

**Griffin:** +1/8, 0/8 H40+ D1-6/1-6

A griffin has the legs and body of a lion, and the head and wings of an eagle. Griffins will attack humans on sight and use them to feed their young.

**Gumberoo:** 0/12, 0/7 H45+ D1-6/1-6

These large creatures look like huge, hairless bears

with tough black hides. So tough, that swords and other edged weapons bounce off with no effect! Magic does normal damage with fire being the most effective. Gumberoo are highly flammable and will explode when exposed to fire! This does 2-12 to all within 30'.

**Gumiho:** 0/7, +2/9 H30+ D1-6/1-6

These ancient shapeshifters are foxes in their natural form, often they take the form of a beautiful woman to seduce young men... only to kill them and eat their heart!

**Hag:** 0/9, +3/9 H36+ D1-6/1-6 or 2-12, Special: Control Undead

These evil creatures normally appear as ugly old women, but can change their shape to appear however they wish. They have the powers of a shadow mage with +3 to their magic attacks and the ability to control skeletons, zombies and drakavats. They can control up to their own Health of these creatures and retain control even if they are wounded. If a Hag has a magic wand, they can use magic words without a health penalty. They are encountered alone or in groups of three. In groups of 3 they can perform the forbidden magic needed to create undead and animate objects.

**Hafgufa:** 0/12, 0/12 H600+ D6-60

This giant fish is so big it is often mistaken for an island. It feeds by vomiting the contents of its stomach to attract fish. It then swallows them all in one massive bite.

**Harpy:** +1/8, 0/8 H30+ D1-6/1-6

These hideous creatures are part bird, part ghastly

woman. They are fast fliers and are strong enough to carry a person away.

**Hippogriff:** +1/8, 0/8 H40+ D1-6/1-6

Half eagle and half horse, these creatures are able to fly faster than any other creature and are said to even be able to fly to the moon. Unlike the griffin, a hippogriff may be tamed and used as a steed.

**Hobbit:** +1/9, 0/9 H6+ D1-6/1-6

Also known as munchkins or halflings, these little people are known for their love of food and the comforts of home. They also have been known to make excellent burglars! Although Hobbits are not especially dangerous, they do have soulless lawyers who will do anything to make some Dinarii.

**Hodag:** 0/10, 0/8 H100+ D2-12

This vicious beast has the head of a frog, the grinning face of a giant elephant, thick short legs set off by huge claws, the back of a dinosaur, and a long tail with spears at the end.

**Human:** 0/7, 0/7 H6+ Damage 1-2/1-2 or by weapon.

Humans fall into two categories. There are normal people who make up the vast majority and those who either have magic powers or have become warriors, mercenaries, pirates or bandits. Zero level humans have no weapons training or magic powers. Around age 16 they receive their first skill point gaining a new one approximately every 2 years in their trade or profession. Those with special fighting or magic abilities begin to show signs between 16 and 18 years old.

First level humans have basic combat training or magic ability (+1 to attack or magic damage) and 6-11

health. Bonuses and health are increased per the player's guide.

Adventurers tend to peak in their abilities at 12th level. At this point they are in top form having reached their mid to late 20s and will plateau at this level for a number of years before starting to decline when they reach their 40s. At level 13 players roll 1d6 and multiply by 10. This gives an estimate of how many more years they have to live.

Elves, Dwarves and Hobbits follow the same rules for magic and fighting. A player may play as one of these other races if they wish, they do not receive any special bonuses.

A rolled random encounter with humans in the game is generally with “bad guys” who will attack, however, this is not an absolute. There is always room in the game for bargaining and creative solutions. In most cases they will be in groups of 5 or 6, with 4-5 level 1 humans and one level 3 leader. Usually, the leader will have a magic/special item. Some example groups can be found in the Encountering Humans section.

**Hydra:** +1/7, 0/7 H100+ Damage 1-6 x 8 attacks

These dragon-like creatures do not fly, but have 8 heads, each with its own attack.

**Ijiraq:** 0/7, 0/7 H20 D1-6/1-6 or 1-3/1-3

These shapeshifters are humanoid with their eyes and mouth vertical instead of horizontal. They can take many forms, however, their eyes are always red. They are invisible when viewed directly and can only be seen at the edge of your peripheral vision. When attacking they take the form of a large bear(1-6/1-6),

once they are hit they revert to a humanoid form(1-3/1-3). They are malicious and evil, take care they do not lead you astray. A Ijiraq can disorient players causing them to become lost.

**Jabberwocky:** 0/7,0/7 H42-Damage 1-3/-1/3 or Bite 1-6.

A dragon-like creature with large talons and burning eyes of fire. It has rabbit-like front teeth and will always fight to the death.

**Kaiju:** +1/12, 0/12 H1000+ D6-60

These are a class of monsters so large that they can easily destroy an entire city or army. They are essentially undefeatable except by other Kaiju. Modern examples seem to especially enjoy destroying Tokyo Japan.

**Kaperosa:** 0/7, 0/8 H30 D1-6/1-6

Often known as the white lady, they are usually dressed in white with long black hair. They move by silently floating slightly above the ground, appearing and disappearing at will. They attack by wrapping their cold, dead fingers around your throat. A Kaperosa can not be hit with non-magic weapons.

**Kapre:** 0/8, 0/8 H30+ D1-6

These giant humanoids live in the trees. They can become invisible at will and have the ability to confuse and disorient those nearby. They like to smoke and their location can often be discovered by looking for it rising from the tree tops. Kapre are generally not hostile unless the area they live in is threatened. Those disoriented by a Kapre can break the spell by removing their clothes and putting them back on inside out.

**Ki-rin:** +1/10, +2/10 H100+ D1-6/1/6 or 2-12

## Isle of Dragons: Director's Guide

Benevolent, intelligent and indescribably beautiful. These wise and peaceful creatures have an oxen's body with a dragon-like head. Instead of fur they have shimmering scales and a magical horn. They have the powers of a storm mage and can fly without wings. It is said that they always fly so that their hooves will not harm even a blade of grass.

**Kobold:** 0/7, 0/7 H3+ D1-6

These small man-like creatures have dark skin and grotesque features. They can turn invisible and are known to be malicious if not given gifts of gold. They are thought to be distantly related to goblins.

**Kraken:**, 0/7, 0/7 H150+ D1-6 x 8, Special: 2-12

These giant monsters of the deep have been known to sink entire ships, growing to 100' long with eight tentacles and a beak-like mouth that does an additional 2-12 if double 6s are rolled during a tentacle attack.

**Lion:** 0/7, 0/7, d6+4 - Damage 2-12

These kings of the jungle are found in prides of 1-6.

**Leviathan:** 0/10, 0/10 H200+ D4-24

A whale of biblical proportions! Weighing 50 tons and over 50' long, with a jaw filled with deadly teeth. This ancient monster of the deep is a fierce predator! You are going to need a bigger boat.

**Lizard Man:** +1/8, 0/8 H10+ D1-6/1-6

Green with tails and the head of a lizard, these humanoids will attack on sight with spears and swords. They hunt in groups of 2-12.

**Loogaroo:** 0/8, +2/8 H45+ D1-6/1-6 or 2-12

These vampiric shape-shifting witches remove

their skin at night to assume their true form. They become a fireball able to pass through the smallest crack or opening to suck the blood from their victims. They can only be hit with silver or magic weapons. Cold magic does double damage, fire has no effect.

**Manticore:** 0/7, 0/7 H45+ D1-6/1-6 or bite 2-12

These evil creatures have the body of a lion, the face of a man, and the sting of a scorpion. They have three rows of teeth and will even eat your bones, leaving nothing behind.

**Medusa:** 0/9, 0/7 H90+ D1-6/1-6, Special: Petrification(7)

The youngest of the three Gorgon sisters, slain by the hero Persius. Famous for her snakes for hair and a gaze that will turn even the most powerful to stone. She may no longer be with us, but her older sisters???

**Mermaid:** 0/7, 0/7 H6+ D1-6

These humans of the sea have the tail of a fish and can breathe both above and below water.

**Minotaur:** +3/10, 0/10 H75+ D2-12

Most often found underground in a labyrinth, these are large, strong men with the head of a bull. They can see in the dark and fight with a large, two handed axe.

**Mummy:** +2/9, +1/9 H12+ D1-6/1-6, Special: Fear(7)

These zombie-like creatures are wrapped from head to toe with bandages and have red eyes of burning fire. Those who see them must roll their resistance or flee in fear! Mummies have the powers of a storm mage and the ability to use magic words. They have abilities equal to what they had in life.

**Näcken:** 0/7, 0/7 H15+ D1-6/1-6

These freshwater mermaids can shapeshift to hide their true form. They use music and song to lure their victims to a watery grave.

**Ninki Nanka:** 0/7, 0/7 H100+ D2-12

Over 30' long, these dragon-like creatures have long necks, a horse shaped head with horns and prefer to dwell in swamps and marshes.

**Nuckelavee:** +2/8, 0/8 H120+ D2-12/2-12

This powerful and hideous monster appears as a rider on a horse. Except the rider has no legs and is bodily one with its mount. It has long arms that can reach the ground. The horse's head has one central eye, and the whole thing has no skin! The horse's legs have fins and it is usually found near the ocean. It can not cross freshwater and avoids the rain.

**Ogre:** +2/10, 0/10 H12+ D2-12+2

Ogres are large, hideous, man-like creatures that love to eat just about anything, including adventurers!

**Object, Animated:** 0/7, 0/7 H4+ Damage 1-6 (Vary by Type)

Ordinary objects are sometimes magically brought to "life", such as suits of armor to serve as guards. They have very limited intelligence.

**Orc:** +1/8, 0/8 H12+ D1-6/1-6

These mean and nasty creatures are thought to be a corrupted type of elf, but much, much larger. They can be found in groups of any size and live in dark caves and dungeons

**Pegasus:** 0/7, 0/7 H35+ D1-6/1-6

These gentle white horses have wings and can



carry up to two riders.

**Penanggalan:** 0/7, 0/8 H32+ D1-6/1-6

Also known as Manananggal, or Tik-Tik, these vampiric creatures appear as normal women during the day. However at night they divide in two! Their head and internal organs separate from their lower body and they take flight in search of their favorite food: Unborn babies! Horrible to behold with a long serpent's tongue, these evil undead are cunning and ruthlessly evil.

**Phantom:** 0/12, +2/7 H12+ D1-6/1-6, Special: Fear(9)

Non corporeal beings from beyond the grave. These tortured souls cause fear when seen (resistance at - 2) and their icy touch creates a lingering pain that will only heal with time.

**Pixie:** 0/9, 0/9 H2+ D1-2

These magical creatures are only 6 inches tall and can fly with their delicate wings. Known for playing pranks, they each carry enough pixie dust to allow up to 1 person to fly for one hour. They are found in groups of 2-12

**Psoglav:** 0/7, 0/7 H50+ D2-12

A human body with a dog's head. The head has iron teeth and one central eye. The legs are those of a horse. They live in caves, love gems and eat people!

**Rabbit, Black:** 0/7, 0/7 H20+ D2-12

These are as big as a horse and not at all timid!

**Rat, Giant:** 0/4, 0/4 H3+ D1-3

Growing up to 3' long, they are always hungry! Usually found in large groups. They are sometimes referred to as R. O. U. S. (rodents of unusual size) and attack per the Mass Attack rules.

**Reeper:** 0/8, +1/8 H12+ D1-6/1-6 or 2-12

These unholy creatures are the skeletal remains of magic using vampires. Their eyes glow with black/purple fire. They attack with blasts of black fire. Usually encountered on horseback wearing a hooded black cloak. They often carry a sickle or black bladed sword.

**Rock Monster:** (Horta): +3/11, 0/10 H55+ D2-12

Little is known of these intelligent but seldom seen underground creatures. They can easily travel through solid rock by secreting a powerful acid which can be sprayed as a weapon. They actually look like a rock themselves and can hide with a 50% chance of success. Generally they travel alone and can be friendly if approached properly. They measure appropriately 5' long and 3' high.

**Ropen:** +2/7, 0/10 H50+ D2-12

These nocturnal fliers resemble a pterodactyl. They are said to be bio-luminescent and emit a soft glow to attract fish.

**Rusalka:** 0/7, 0/7 H10+ D1-6

These dangerous spirits appear as beautiful young ladies, always found near the rivers or lakes where they died. They lure men into the water with their beauty and beautiful singing only to drown them once they enter.

**Samodiva:** 0/7, 0/7 H36+ D1-6/1-6, Special: Charm (7)

These beautiful vampiric maidens of the forest can instantly charm a man into falling in love with them. They have the powers of a fire mage, using magic as their weapon. They can change into a large bird at will.

**Satyr:** 0/7, 0/7 H8+ D1-6

Also known as Fauns, Satyrs are men with the legs and horns of a goat. They are usually found in the remote wilderness and will have detailed knowledge of the area if you have some wine to bribe them with.

**Scorpion, Giant:** 0/7, 0/7 H6+ D1-3/1-3, Special: Poison(6)

Growing to be over 3 feet long, they are fast, attacking with either two pinches or a poison tail.

**Sennentuntschi:** 0/7, 0/7 H30+ D1-6/1-6

These evil women are created from mistreated dolls. They will rip your skin off. They are sometimes referred to as "The Guschg Herdsmen's Doll".

**Shade:** Special

The spirit of a dead person. Encountered in the underworld or as a messenger from beyond the grave. These non corporeal beings do not attack and will disappear after their message has been delivered.

**Shape:** Special

The shape is an unstoppable supernatural force of pure evil. It can not be killed. It is relentless without pity or mercy. It is usually in the form of a masked human but can be anything... it is the deepest fear there is.

**Shark, Giant:** +2/9, 0/9 H30+ D2-12

Growing up to 50 feet long these monsters will swallow you whole! If a player is hit while swimming, they have been eaten and are automatically hit each following move.

**Sigbin:** 0/7, 0/7 H12+ D1-6, Special: Poison Gas(9)

Appearing as a hornless goat, albeit a hideous one that walks backwards. They can turn invisible at will

and will suck their victims blood from their shadows. These creatures are foul smelling and their flatulence is literally deadly!

**Siren:** 0/8, +1/8 H18+ D1-6, Special: Charm(6)

Half woman and half bird, these creatures dwell by the sea attempting to lure sailors to their deaths on the rocks. Those who fail their resistance feel compelled to follow their beautiful song no matter the danger.

**Siyokoy:** +1/8, 0/7 H30+ D1-6/1-6

These green, manlike, fish hybrids have gills, webbed feet and hands. They can walk on land if they wish for short periods but prefer to dwell in oceans or black lagoons.

**Skeleton:**

The product of dark magic, skeletons are fierce fighters with varying levels of strength and cognitive ability. White being the weakest with a rudimentary intelligence and empty black eyes. Those with glowing blue eyes are considerably smarter and will command lesser skeletons. Red eyed skeletons often will have a magic weapon and fight at the level they were before they were killed.

White 0/4, 0/4, H2+ D1-3 (Mass Attack rules)

Blue +1/7, 0/7 H6+ D1-6

Red +2/8, 0/8 H18+ D1-6/1-6 or 2-12

**Skinwalker:** 0/8, +2/9 H40+ D1-6/1-6 or 2-12

These evil witches can shapeshift to animal form. They are greatly feared, being so terrible that those who know of them refuse to talk about it! They have the power of a Fire Mage and can use Magic Words.

**Slide-Rock Bolter:** 0/7, 0/7 H90+ D4-24

These gigantic ambush predators resemble a huge finless dolphin with a giant mouth. They are grey in color and camouflage themselves on the side of steep mountains. Their tail has hooks which hold them in place high above a trail or pass. The creatures attack by releasing their grip and sliding down the mountain eating all in their path in one giant bite!

**Snake, Giant:** 0//7, 0/7 H6+ D1-6, Special: Poison(7)

Big. Slimy. They can get much larger than the stats provided. It is rumored that there are mages that can speak to them.

**Snipe:** Special

These are imaginary creatures, usually described as a bird-like squirrel with one green and one red eye. The description can vary as the point is to trick someone into trying to catch them. This is supposed to be done with a small bag, alone in the dark during a full moon. Sticks are clicked together to call the creature. The prankers will say they are going to spread out and try to chase the creature toward the one holding the bag. Instead, they go back to camp leaving the catcher alone to figure out what happened.

**Specter:** 0/10, +2/10 H30+ D2-12, Special:

Regeneration

These vampiric ghosts drain the life from their victims which is then transferred to them as health. They may only be hit by silver or magic weapons. Cold magic does not affect them.

**Spider, Giant:** 0/7, 0/7 H18+ D1-6, Special: Poison(6)

Not so itsy bitsy. These stats are for a spider with a body as big as a large dog. Bigger than that? Let's

hope not. Their venom causes paralysis for 2-12 moves.

**Spider, Phantom:** 0/4, 0/4, H1+ D1-2

These ghostly creatures exist as proof nightmares are real! They can only be hit by magic or magic weapons. They attack per the Mass Attack rules and are roughly the size of a cat.

**Spirit:** Special

The consciousness of an area or place. For example, the spirit of the forest.

**Swamp Thing:** +1/10, 0/10 H50+ D1-6/1-6, Special: Snare

These green, 8 foot tall humanoid creatures are a mass of twisted vines with dark sockets for eyes. The creature's arms will ensnare a victim rendering them unable to move while causing 1-6 points of damage each move until they are freed. Sharp weapons can cut the vines but only do half damage to the monster. Severed vines will quickly regrow. Blunt weapons do normal damage. Arrows and spears have no effect. If the creature's arms are each holding a victim, the monster will swing them around using their bodies as weapons.

**Tarasque:** +2/10, 0/10 H150+ D3-18, Special: Poison Breath(7)

These huge beasts have a lion-like head with poison breath. They have a spiked, turtle like shell, six legs with enormous claws and a dragon's tail.

**Tiburone:** +1/7, 0/7 H18+ D2-12

Sharks with wings. Able to circle above you, these large predators have razor sharp teeth, black soulless eyes and can attack from above or below the ocean

waves.

**Tikbalang:** 0/7, 0/7 H18+ D1-6/1-6, Special: See below

A giant man-like creature with a human body and the arms, legs and head of a horse. They are mostly known for their ability to disorient travelers and can sometimes be subdued and commanded to serve other creatures.

**Troll:**

**Rock** 0/10, +2/10 H6+ D1-6

These trolls are made of stone! They are unable to move in daylight and are only encountered at night or in dark places. In most cases they are benign and can even be helpful

**River** +1/10, +1/10 H18+ D1-6/1-6

Not especially friendly. They are most often found under bridges demanding payment for safe passage.

**Mountain** +2/10, 0/10 H40+ D2-12

Very big and not friendly at all! Standing over 12' tall these monsters would love to eat you!

**Unicorn:** 0/7, 0/7 H30+ D1-6/1-6, Special: Teleport

Shy and reclusive. These beautiful creatures can Teleport at will. It is rumored that only a princess may ride one.

**Ushi-oni:** +1/9, 0/9 H100+ D2-12, Special: Poison(7)

With an ox-like head (with fangs and the ability to spit poison) and a spider-like body with six legs ending in spikes. These evil creatures can usually be found on beaches or near other bodies of water.

**Vampire:** +3/10, +3/10 H30+ D1-6/1-6, Special: Charm(7) - Create Undead.

The strongest of the Undead. These wicked creatures feed on the blood of the living. Those killed

by a vampire will return as a Ghoul under their control. They have the ability to shape change into a large bat, wolf or even a gaseous cloud. A vampire can Charm its victims for an easy meal. Vampires may only be harmed by magic, magic weapons or holy water. Garlic might work, but it doesn't seem like a good idea. Direct sunlight causes them to lose 1-6 Health per move. Drinking blood restores their Health as it drains their victim at a rate of 1-6 per move, though this is generally not possible during combat.

**Varua:** 0/7, 0/7 H12+ D1-6

Also known as Aku-Aku, these spirits are most famously known for their giant statues found on Easter Island.

**Vodyanoy:** 0/7, 0/7 H28+ D2-12

Resembling an old wrinkled man with a frog's head. These water creatures can swallow a man whole! They will attack after sunset if they are not given an offering. They appreciate the sight of a beautiful lady and will not attack fair maidens.

**Volans:** 0/4, 0/4 H1+ D1-2

A meat eating fish similar to a piranha, but with wings. They attack in groups using the Mass Attack rules. They leap from the water and are able to glide right into your boat!

**Vrykolakas:** 0/7, 0/7 H18+ D1-6/1-6, Special: Respawn

These zombie-like creatures have swollen bodies, engorged with blood. They kill to feast on the livers of their victims and may only be killed when they are in their grave. If they are slain they respawn the next night. They only return to their graves once a week...



Saturday!

**Wakwak:** +1/9, 0/9 H20+ D1-6/1-6, Special:  
Regenerate

These vampiric, bird-like creatures have a human body. They attack with their sharp claws and nasty pointy teeth. They seek to drain the blood from their victims which is transferred to them as health.

**Warg:** 0/7, 0/7 H12+ D1-6

These wolves are large enough to be ridden like a horse! They are a preferred mount for evil humanoids.

**Werewolf:** +1/8, 0/8 H12+ D1-6/1-6, Special:  
Infection(6)

When the moon is full, watch out! Those infected with the bite of a werewolf are doomed to become monsters themselves, forgetting everything but a need to kill.

**Weasel, Giant:** 0/7, 0/7 H3+ D1-3, Special: Disease

These fast rodents will bite! One in six carry a disease that will end in death after 2-12 days.

**Wendigo:** 0/7, 0/7 H6+ D1-6/1-6

A person who eats human flesh may become a Wendigo. These floating humanoid figures move quickly with the wind, with a starved figure and a distended belly because they're always hungry for more human flesh.

**Wolf:** 0/8, 0/8 H3+ D1-3

Large dogs that attack in packs. They are intelligent and will retreat if they are losing a fight.

**Wood Beast:** 0/7, 0/7 H3+ D1-2, Special: Poison(9)

These scorpion-like creatures live in rotting vegetation and old tree stumps. Their stinger

contains a powerful poison causing tortured\madness and death.

**Worm, Giant:** +5/9, +5/9 H100+ D3-18 or spit acid (1-6 + Dissolve 1 item)

**Wraith:** 0/8, 0/8 H12+ D1-6/1-6

Pale and thin, with long claws and white eyes. These flesh eaters lurk near graveyards waiting for their next meal.

**Yeti:** +1/10, 0/10 H35+ D2-12

These large ape-like creatures dwell in the high mountains. Possibly related to Bigfoot. They are more aggressive with large, sharp teeth.

**Zombie, Biological:** 0/5, 0/5 H2+ D1-6, Special: Contagion

Non-magical zombies are the result of an infection; A parasite or other contagious pathogen. They are slow moving with cloudy eyes. They roll only one dice for initiative and attack with a disease carrying bite. Those bitten will become zombies themselves in 1-6 days. This may be cured with an antidote potion.

**Zombie, Magical:** 0/7,0/7 H4+ D1-6

Magical zombies are similar to skeletons, created and controlled by hags or undead creatures. They are not slow. These zombies are under direct control of their creator and are only animated as long as the summoner is alive.

## **RANDOM ENCOUNTERS:**

Random encounters are rolled using 2d6. Rolling doubles indicates an encounter according to the tables below. There should be one roll for every four hours spent traveling. Four rolls are made while camping at night, once for each watch.

When adventuring underground, rolls should be made when entering a new area or when the players make a lot of noise, such as combat. These rolls are made at the Narrator's discretion. If the players are winning their fights too easily, extra monsters may hear the commotion and come to investigate! The number of monsters appearing should be adapted to the strength of the party. Guidelines can be found in Creating Adventures.

## RANDOM ENCOUNTER TABLES:

	Dungeon 1
1	Mountain Troll
2	Bal-Bal
3	Amphiptere
4	Goblins
5	Outlaws
6	Rock Trolls

	Dungeon 2
1	Minotaur
2	Wendigo
3	Phantom Spiders
4	Orcs
5	Raiders
6	Dwarves

	Dungeon 3
1	Worm, Giant
2	Basilisk
3	Rock Monster
4	Ogres
5	Coven
6	Badger, Giant

	Lost World
1	Tyrannosaurus Rex
2	Velociraptor
3	Triceratops
4	Pteranodon
5	Stegasaurus
6	Brontosaurus



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	<b>Forest/Wilderness</b>
1	Fire Dragon
2	Drekavats
3	Gowrow
4	Bandits
5	Elves
6	Unicorn

	<b>Swamp</b>
1	Storm Dragon
2	Bunyip
3	Bukavac
4	Lizard Men
5	Swamp People
6	Pixies

	<b>Ocean</b>
1	Kraken
2	Zombies (Ghost Ship)
3	Megaladon
4	Siyokoy
5	Pirates
6	Mermaids

	<b>Town</b>
1	Shadow Dragon
2	Vampire
3	Dog, Black
4	Penanggalan
5	Thieves
6	Magi

	<b>Mountains</b>
1	Frost Dragon
2	Manticore
3	Warg
4	Slide-Rock Bolter
5	Dwarves
6	Pegasus

	<b>Jungle</b>
1	Ninki Nanka
2	Skeletons
3	Gbahali
4	Dungavenhooter
5	Tribesmen
6	Swamp Thing

## ENCOUNTERING HUMANS:

Interesting interaction with non-player characters (NPCs) is an important part of Narrating a good game. Be sure to make the people the players encounter as colorful as possible. Painting a vivid picture of who the players interact with brings the game to life. Below are some example groups of Human and Humanoids that may be used based on the locations in the random encounter tables:

### **Outlaws:** (Light Armor and Swords):

Leader +2/8, 0/7, H12+D1-6/1-6. + 1 magic item.

Bandits +1/8, 0/7 H6+ D1-6

### **Vikings:** (Wear Light Armor, carry shields and use swords or bearded axes):

Leader +2/9, 0/9, H12+ D1-6/1-6. + 1 Magic Item

Raiders +1/9, 0/7 H6+ D1-6

### **Pirates:** (Do not wear armor, use swords)

Captain +2/8, 0/7 H12+ D1-6/1-6. +1 Magic Item

Pirates +1/7, 0/7 H6 D1-6

### **Elves:** (Wear armor, use swords or Bow and arrows):

Leader 0/9, +3/7 H12+ D1-6/1-6. +1 Magic Item

Elves +1/8, 0/7 H12 D1-6

### **Thieves:** (Do not wear armor, use knives):

Leader +2/8, 0/7 H12+ D1-6/1-6. +1 Magic Item

Thieves +1/7, 0/7 H6+ D1-6

### **Dwarves:** (Wear Armor, carry shields and use war hammers):

Leader +2/9, 0/8, d6+12 - Damage 1-6. +1 Magic Item

Dwarves +1/9, 0/7, d6+6 - Damage 1-6

**Tribesmen:** (Do not wear armor, use spears, knives and shields)

Leader +2/8, 0/8, d6+12 - Damage 1-6 Spear +2 Damage

Tribesmen +1/8, 0/8, d6+6 - Damage 1-6

**Swamp people:** (Do not wear armor, use spears and knives)

Leader +2/7, 0/7, d6+12 - Damage 1-6/1-6

Tribesmen +1/7, 0/7, d6+6 - Damage 1-6

**Coven:** (No armor or Shields. Group will use either fire, cold or electricity)

Leader 0/8, +2/7, d6+12 Damage 1-6/1-6 Wizard Cloak

Witches 0/7, +1/7, d6+6 Damage 1-6

A group of witches are generally found in groups of 3 at the leader's level. Alternatively, there may be one leader and up to 12 lower level followers.

Treasure: Humans typically carry 10-60 Silver Coins (1d6X10), in their lair they will have more.

## MAGIC ITEMS:

During the course of the game, players can find items of exceptional craftsmanship and magical power. Players can use their identity and lore skills to discover the powers. Use in combat can also reveal items' bonuses. Special bonuses can be revealed at the appropriate time if the Narrator desires. Items can be examined by sages in larger towns to reveal their powers. Magic items are not limited to the following below, the Narrator is free to

add or import from other games as they desire.

### **Magic Weapons:**

Bonus to hit and damage are noted separately in a magic weapon's description. Generally, the maximum magical bonus is +2 which is reserved for the most powerful and rarest magic weapons. Bonuses to damage come largely from the quality and craftsmanship used when creating a weapon. A damage bonus of up to +3 can be the result of craftsmanship alone.

As an example, a sword (axe, lance, bow, etc) in the game can have up to a maximum of +2 to hit and +5 to damage (a combination of magic and weapon quality) against an opponent. However, a weapon may be specialized for a specific type of monster, such as goblins, undead or dragons. For these specialized weapons, an additional +1 to hit and +3 to damage can be added against that type of monster. Specialized weapons will glow when near their monster type.

**Dragon Sword:** +2 to hit, +5 to damage (Against dragons +3 to Hit, +8 to damage) A dragon sword allows a Warrior to make a double strike with one hand, allowing the use of a shield. It is made of the sharpest steel and will sever a head or limb when double 6s are rolled. It glows brightly in the presence of dragons. Dragons hate this sword and will immediately attack and fight to the death.

**Ulfberht Sword:** Made with the best steel with



superior craftsmanship, these highly prized swords allow a double attack while using a shield. They can decapitate an enemy when double 6s are rolled.

### **Intelligent Swords:**

If during combat, a player rolls double 6s and then an additional 6 with a magic weapon, it can develop additional powers. Each player may only have one such weapon. Although they are usually swords, other magic weapons with blades may also become intelligent.

Magic weapons with their own intelligence will communicate with the wielder through dreams, telepathy, or speech. Unfortunately, there are some that don't know when to be quiet! All intelligent swords can glow to create light as a torch and may be used as a magic wand. Their other power(s) are rolled on the table below:

**Mirror:** the weapon can create a mirror image of the wielder to confuse attackers giving a +3 bonus to Defense and Resistance once a day.

**Drain:** Damage done during an attack is transferred to the wielder as health. This may temporarily increase the Warrior's health up to 25% more than their normal amount 3 times a day.

**Flame:** The blade will burst into flame for 2-12 moves adding an additional 1-6 points of damage.

**Haste:** Allows the user to take one extra attack each move for 2-12 moves once per day.

**Stun:** With a successful hit, the target will be

unable to attack for 1-6 moves. This can be used 3 times per day.

**Ice Blade:** The blade adds 1-6 points of cold damage to each strike for 2-12 moves.

**Shock:** The blade adds 1-6 points of electrical damage to each strike for 2-12 moves.

**Sharpness:** The blade is as sharp as a razor, able to amputate or decapitate when a pair of sixes are rolled.

**Stone:** Blade will turn an opponent to stone when double sixes are rolled.

**Fear:** Those struck must save (7) vs fear or flee for 2-12 moves.

**Dancing:** The sword will float and fight independently for 2-12 moves. It takes one strike per move with the same Attack and Damage bonuses as the wielder. The owner directs what the target will be. This can be done once per day.

**Boomerang:** The sword may be thrown as a missile with a successful attack doing 2-12. It will then return automatically the next move hit or miss.

**Defender:** The sword gives a +2 bonus to Defense and Resistance once a day for 2-12 moves.

**Bleeder:** Cuts from the blade will not heal, continuing to cause 1-3 points of damage until bound.

**Reflector:** Once per day a magic or gaze attack may be redirected at the opponent forcing them to save against their own attack.

**Watcher:** The sword will warn the user of an ambush, surprise attack or trap once per day.

**Invisibility:** Allows the user to become invisible as

per the ring.

**Communication:**

Intelligent swords will communicate with their owner per the table below:

- 1: Speech-The sword talks, but does not know when to be quiet! It has a tendency to constantly chatter and loves to insult people!
- 2: Speech-The sword talks, but also loves to hum off key almost constantly!
- 3: Dreams-The sword communicates through dreams and visions.
- 4: Telepathy-The sword communicates telepathically. The user hears its voice in their head.
- 5: Speech-The sword talks.
- 6: Vocalist-The sword can talk and also has a beautiful singing voice able to charm 3 times per day.

**Magic Armor:**

Magic armor has less weight, heavy only weighs the equivalent of light armor, light armor is like wearing no armor at all!

**Turtle Shield:** This heavy shield adds +2 to Defense and +3 to Defense against magic and missile attacks. It is very heavy and counts as 4 items for encumbrance purposes. The weight limits attacks to

one strike per move. It is too heavy for a Mage to use.

**Dragon Shield:** Made from dragon scales, these shields add +2 to Defense and +3 against magic and missile attacks.

## **Potions:**

Potions may be tasted to determine what they do. Potions may sometimes be found in the form of cakes, crackers or candy which when consumed will have the potion's effect. A leather flask can contain 1-3 doses.

Healing potions contain alcohol as a solvent and preservative (as in modern cough-syrup). Taking more than one dose per hour affects the characters per the following chart. The intoxicating effects of the potion wears off at the rate of one per hour. (180 Turns)

**Potion of Wiggles:** Even a small taste will immediately cause 1d6 moves of uncontrollable wiggling making attacks impossible.

**Potion of Healing:** Will cure 1d6 + 5 health although repeated use will cause intoxication.

**Potion of Extra Healing:** Will cure 2d6 + 5 Health points, this may also cause intoxication.

**Antidote Potion:** This potion can be used to cure poison.

**Potion of Water Breathing:** Taking this potion allows breathing underwater for one hour.

**Potion of Flying:** This potion allows the inhibitor to fly at 3 times their normal movement rate for one

hour.

**Potion of Power:** This grants a +1 bonus to Attack and Defense. The effects last one hour.

**Potion of Magic:** This grants a +1 bonus to Magic and Resistance. The effects last one hour.

## Potions per Hour:

Number of Potions taken per hour:	
1	Normal effect with no impairment
2	Mild speech, memory, attention, coordination and balance impairment. Ability scores are decreased by one point. Resistance to fear is increased by one point. Magic Words -1
3	Visibly intoxicated. Speech, memory, attention, coordination and balance are further impaired. Ability scores are decreased by two points and resistance to fear increased by two. Magic Words -2
4	Severe impairment. Vomiting and other signs of alcohol poisoning are common. Player may no longer attack and their defense and resistance are reduced by three. Magic Words -3
5	Loss of consciousness.



### **Wands:**

A magic wand allows a Mage to take a two handed strike with one hand while using a physical shield with the other. It does not allow two separate strikes to be made unless the other hand is free. (Magic amulets, hats, staffs and scepters also allow the use of magic words) Mages and Warriors may both use Magic Words with the proper item.

### **Rings:**

Magic rings automatically resize to fit the wearer. No more than two rings may be worn at one time. Items with a ring's powers may be found in the form of amulets or other jewelry.

**Ring of Flatulence:** This ring appears to be a ring of health and grants +5 health points, however, the wearer will always be farting at the worst possible times. They are loud and terribly smelly making hiding impossible. The narrator should not reveal why this is happening. Only that it does.

**Ring of Magic:** This gives a +1 bonus to magic attacks.

**Ring of Attack:** This gives a +1 bonus to attack rolls.

**Ring of Resistance:** This adds a +1 bonus to Resistance.

**Ring of Health:** Wearing this ring adds 5 health points.

**Ring of Defense:** This ring adds +1 to Defense.

**Ring of Invisibility:** This ring is powerful yet has limitations. It may only be used once per day, but the user may remain invisible for up to 8 hours. While

invisible, footprints may be seen as well as any sounds made can be heard. Rain or dusty environments will reveal the wearer's outline. Undead, vampires and magical creatures such as dragons can clearly see a ghostly figure and suffer no penalties to hit. Metal objects are not invisible unless under clothing or in a leather scabbard. If a metal weapon is drawn, it can be seen. Once successfully hit, the wearer becomes visible. Invisibility is not 100% and some distortion around those hidden might be discerned, especially in full sunlight.

Despite these limitations, if movement is slow and cautious it can be a huge advantage. A first attack can be made from behind with an automatic hit. Invisibility also gives a +2 bonus to defense and resistance against normal creatures and humans although a 12 or higher will always be successful.

This type of ring is customarily referred to as 'my precious'.

### **Scepters:**

A scepter is larger than a wand and is set with a gem or crystal. When used by a Mage, it adds an additional +1 to Magic and an additional 1-6 points of damage to each attack.

A magic scepter will have a power that can only be used once per day. As an example, a Scepter of Ice can be used by a warrior and will create an icy blast doing 3-18 points of damage. When used by a Mage it is +1 against Resistance and does 4-24 points of damage. A mage's damage bonus is also added if they have one.



Any magic scepter can also be used as a torch, creating white light in a 30' radius.

Magic Scepters allow the use of magic words as a wand.

A scepter is used with one hand but is a two strike attack. The other hand is free to use a shield but not another weapon.

**Detector scepter:** This scepter glows blue when touching magic items and glows red when danger is detected within 100'.

### **Scrolls:**

A player must be able to read Latin to use a scroll. Scrolls may only be used once, as it is read, the letters fade from the parchment. Those who can read latin may attempt to make a copy of an unused scroll using the appropriate skill. Only one copy can exist at a time. If a second copy is made, the writing on the original will immediately fade away.

**Scroll of Teleportation:** This allows up to 8 people to instantly transport through the Nusquam to where the scroll was made. If a copy is made before use, the copy will bring you back to the original location. An unused scroll can be 'reset' to a new location if it is copied a second time.

**Stone to Flesh:** This scroll will return those turned to stone by a Medusa or similar creature back to normal. Common side effects include kidney stones and constipation. Otherwise, characters will be restored to the same health and condition they were in when they were petrified.

**Scroll of Resurrection:** This will return a recently killed person to one health point. Once a body has begun to decay, usually 3 days or more, the spell will have no effect. A body can be kept in stasis using the magic word 'Abracadabra'.

### **Unusual Magic Items:**

**Holy Hand Grenade:** Made of ornate gold with a small cross on top. This item looks very much like the orb of charming. If the cross is pulled out like a pin, it may be thrown doing 3-18 damage in a fifteen foot radius. If it is not identified correctly however, it will explode while being examined! In fact, they are highly unstable and should not be dropped, shaken or struck.

**Broom of Flying:** This magical broom will fly up to 400 miles a day in 12 hours. It can carry 2 people with a combined weight up to 600 pounds.

**Cloak of the Wizard:** Besides being quite fashionable, this cloak adds +1 to Defense and Resistance.

**Orb of Charming:** When held aloft, large groups of people may be charmed once per day. All who can see it will believe the bearer is truthful and should be trusted.

**Flying Carpet:** Able to carry 6 people and a total weight of 2000 pounds, a flying carpet will cover 400 miles in 12 hours. However, without much to hold on to, it isn't a fun ride.

**Invisibility Blanket:** Made of a thin, sheer fabric, Anyone or anything covered by this item becomes invisible! From underneath, visibility is reduced,

especially in low light.

Making an attack while remaining covered is essentially impossible. This item is easily torn/damaged. A successful hit against the wearer will damage it and reduce its effectiveness by 25%. It is completely destroyed after being damaged four times.

**Thieves' Boots:** Wearing these boots gives a +3 bonus to the Sneak Skill. Those wearing these boots leave no footprints.

**Crystal Ball/Seeing Stone:** These powerful magic items contain a small void in the middle. This void is a window into the Nusquam and allows viewing far away places, the future and the past. Using these items requires the same skill check as Magic Words.

**Golden Key:** The golden key will mold itself to open any non-magical lock. It will then slowly return to its original shape. This takes 1-3 days, after which it can be used again.

**Ocarina of the Fay:** Playing this instrument before resting doubles the rate of natural healing. Players will recover at twice the normal rate. For example, a 4 hour rest will be equal to 8.

**Winged Sandals:** These allow the user to fly at their normal movement rate. Essentially, they are able to walk/run on air. The weight they may carry is the same as their normal encumbrance.

## **TREASURE:**

In most cases, monster's do not carry treasure with them, it is usually found in their lairs.

Unless noted otherwise in the description, monsters will be worth approximately 1 dinar worth of treasure per health point.

This is the value of the coins, gems or other things of value they have. The narrator is free to list separate items or just give the total value. The base value of treasure is adjusted according to the modifier chart below. In cases where a monster may have treasure, this roll should be made before the encounter starts as the monster will use magic items to their advantage. I

1: - 50%  
2: unadjusted  
3: +25%  
4: +50%  
5: +100%  
6: Magic Table and roll again.

A d6 is rolled on the Magic table. Then another roll is made on the appropriate table. If doubles are rolled, keep that item and then roll for another starting with the Magic table.

## TREASURE TABLES:

MAGIC	
1:	Armor
2:	Magic Weapon
3:	Magic Weapon
4:	Magic Potion or Scroll
5:	Magic Ring or Scepter
6:	Unusual Magic Item

WEAPON TYPE	
1.	Dagger
2.	Spear
3.	Bearded Axe
4.	Sword-Gladus
5.	Sword-Arming
6.	Magic Wand



MAGIC WEAPON	
2:	Sword +3 damage (Breaks on first use, fake Ulfberht)
3:	Weapon +1 damage (+1 Attack, +2 Damage goblins)
4:	Weapon +2 damage (+1 Attack, +3 Damage against orcs)
5:	Weapon +3 damage (+1 Attack, +5 Damage undead)
6:	Ulfberht Sword +2 Attack, +5 Damage
7:	Magic Staff +2 Magic, +5 Damage, Light 30' Radius
8:	Bow +1 Attack and Damage
9:	Battle Axe +1 Attack, +3 Damage (+2/+5 against large creatures)
10:	Arrow of Seeking +2 Attack, +5 Damage
11:	Dragon Lance +2 Attack and Damage (+3/+5 Dragons)
12:	Dragon Sword +2 Attack and Damage (+3/+5 Dragons)

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RINGS & SCEPTERS	
2:	Ring of Flatulence
3:	Ring of Magic +1
4:	Ring of Attack +1
5:	Ring of Resistance +1
6:	Ring of Health +5
7:	Ring of Defense +1
8:	Ring of Invisibility
9:	Scepter of Lightning: 4-24 once per day
10:	Scepter of Ice: 4-24 once per day
11:	Scepter of Fire: 4-24 once per day
12:	Detector Scepter: Light, Detect Magic, Detect Danger

POTIONS & SCROLLS	
2:	Potion of Laughing
3:	Potion of Healing 1-6 + 5
4:	Potion of Extra Healing 2-12 + 5
5:	Antidote Potion
6:	Potion of Water Breathing
7:	Potion of Flying
8:	Potion of Power +1 Attack, +1 Defense
9:	Potion of Magic +1 Magic, +1 Resistance
10:	Scroll of Teleportation
11:	Scroll, Stone to Flesh
12:	Scroll of Resurrection

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UNUSUAL MAGIC ITEMS	
2	Holy Hand Grenade (2d6 15' radius) Looks like Orb
3	Orb of Charming (once per day)
4	Golden Key
5	Thieves' Tools
6	Invisibility Blanket
7	Cloak of the Wizard +1 Defense & Resistance
8	Seeing Stone/Crystal Ball
9	Winged Sandals
10	Broom of Flying (up to two people)
11	Flying Carpet (up to 6 people)
12	Magic Ocarina

MAGIC ARMOR	
1	Turtle Shield: +2 Defense, +3 Resistance, -1 Strike
2	Light Armor +1
3	Light Armor +2
4	Heavy Armor +1
5	Heavy Armor +2
6	Dragon Shield: +2 Defense, +3 Resistance

MAGIC WAND TYPE	
1	Hat
2-3	Amulet
4-6	Wand

## **CREATING BACKSTORIES:**

At the conclusion of each episode there is a final closing scene called the Fireside. Typically held around a Campfire or at an Inn or Tavern. Each player creates a short story about their character's life. It should be encouraged, but not required, to tell this story in character. Suggestions for the next session are made at the end of each episode. The stories do not need to be long, a suggested length is 5 minutes per story.

## **CREATING ADVENTURES:**

Making your own adventures usually begins with what is known as a hook. This can be as simple as you discover a cave, but there are limitless possibilities. An internet search can provide hundreds of examples. A group can generally accomplish 2-4 combat encounters in a 2 hour session.

To create a session, the narrator first picks a hook. Then decides what the antagonists/monsters will be. Creating a map is helpful. This can be a simple sketch (the players need not see it) or, there are many online options available for creating more detailed and impressive looking works. Online can be found random dungeon map generators, as well as websites and programs that allow custom map creation.

When choosing the monsters your players will face, it helps to have a rough estimate of what they can handle without getting killed. To do so, add the health of all the players together, then use the table below as a starting point to determine how much



total Health to give the monsters.

>20% Too easy

20-40% Minor Fight (Random Encounter)

40-60% Normal

60-80% Hard (Boss Fight)

80-100% Deadly

A deadly fight does not necessarily mean the whole party will be killed, however, they are likely to have at least one death.

Once you know the party's total health and have multiplied by the encounter difficulty, this number will need to be adjusted for the ratio of players to monsters. If you can keep them fighting one to one, in other words, one monster per player, the encounter difficulty should be easy to set.

If the monsters are outnumbered, then some adjustments will need to be made.

If the players are outnumbered, allow only one monster to attack each player at a time. If they outnumber the monster(s) they can handle a stronger encounter. If there are only one or two monsters, they can be given double the health. If there are two or three, then increase the total monster health by 50%.

If you love math, a more precise formula uses strikes to compute the multiplier. Add together the total number of strikes per move for the players and monsters. Divide player strikes by monster strikes, multiply by 100, then subtract the result from 100. This number is the percent of added health to give

your monster(s).

As a rough guide, a group of four players can handle normal/hard encounters with the Health levels below:

2nd level - 30-54/42-75

5th level - 75-135/112-201

8th level - 120-216/168-302

11th level - 165-297/247-444

Keep in mind, nothing ever goes exactly as planned! An easy encounter could go horribly wrong if the players are rolling poorly and the monsters are really lucky. Or, the big boss rolls are terrible and the players have a great day. It is usually best to have the players add their cumulative damage against an opponent. The Narrator knows the "Magic Number" that will kill the monster. By keeping the number secret, adjustments can be made should it be absolutely necessary. Monster Health is listed as the minimum they are likely to have. If the party is strong, give them more Health!

Balancing encounters with higher level characters can be done in several ways. More monsters, harder to hit monsters, more monster damage or bad weather/terrain. Generally, making monsters harder to hit isn't ideal (players like to hit stuff, no one likes to miss!) Adding more monsters or giving them more health can work, but slows the game down. By making the monster strikes more painful, a sense of danger can be maintained without longer combat. Higher level characters are better equipped to

handle stronger attacks with healing magic and potions.

Setting the mood and building suspense is equally important. Keep the identity and abilities of the monsters uncertain. The less the players know about the monster, the more they will worry. Use descriptions of smells, sounds and lighting to add tension. Play background music. Dim the lights. Make rolls where the players can not see the results, even if there is no reason to do so. Dice rolling leads the players to believe something is about to happen. A good narrator can make a simple encounter memorable with a theatrical presentation.

## **CREATING NEW SPELLS:**

Magic spells are discovered during the course of the adventure. In the second episode, Rowena Le Fey teaches the players their first spells with more are added to as the game continues. Players and Narrators are free to try and develop their own magic spells. Magic spells should be limited to a simple one or two word Latin phrase. The power of spells should be limited to avoid giving players too much power or unbalance the abilities of a Mage over a Warrior.

Powerful magic spells that take more than 2 health require the cooperation of three Magi, one of each type. These types of spells cost 6 health points to cast. Two points are taken from each caster. Higher level spells include: Create undead, control weather, shape change and teleport.

## **DIRECTOR'S BACKGROUND:**

Spoiler Alert! This section should only be read by the Director and contains information about the campaign world to be discovered while playing the game. Players who read this are robbing themselves of the fun of discovery.

Isle of Dragons is set in the year 980 AD and the games technology and weapons are chosen to reflect this. Many languages are spoken during this time but for the ease of play, it is assumed that players and monsters can understand each other unless noted otherwise.

The written language used in the game is Latin. Latin is used for magic words and is the language used on maps. It is recommended that the cast includes a Mage character who has a Read Latin skill.

At the start of the game, players may use their "powers" to attack and defend themselves in combat. However, as the adventure unfolds, it is discovered that spells may be cast using Magic Words.

According to the game cannon, the first school of wizardry was founded around 990AD. In the show's timeline, the founders of this school exist, but at this time magic spells can only be learned through apprenticeship and discovery. Early in their adventures, characters will meet one of the school's founders, Rowena De Fay.

Similar to Morgan le Fay from Arthurian legend, "Le Fay " means "The Fairy". A fairy being another term for the type of creature she is and not her last

name.

Rowena already has an interest in teaching and will help the characters learn some magic words.

Players will learn that dragons and vampires are the primary antagonists in this world. The game revolves around a reconstructed Wardenclwyffe Tower, built on the Isle of Hy-Brasil.

In the game universe, the inventor and scientist Nikola Tesla has built a castle to test a powerful invention with unexpected results.

Tesla has become a Draugar, turned to an undead creature after his body was returned to Serbia in 1943. Unable to finish the Tower in life, (see Wikipedia), he rebuilt it on what has become known as the island of Hy-brasil (The Isle of Dragons). The tower was an attempt to transmit electricity remotely to any place in the world by using the earth and atmosphere as the conduit. However, the experiment did not go as intended. Instead of transmitting power, the electrical resonances with the earth created a rift that now randomly transports the tower and surrounding island through the "Nasquam".

The Nasquam or "nowhere" is an extra dimensional space. Outside the normal world, it allows travel to any place or time in an instant. The island is unstable, moving back and forth through time randomly. It can appear or disappear from any period in history.

## QUICK START SUMMARY:

The game is designed for 2-5 players. Each player can be a Warrior or a Mage and should have a character sheet. Warriors and Mages start at 1st level with 6 health points and a defense and resistance of 7.

Warriors begin with a +1 bonus to their attack rolls and can wear armor that adds to their defense score.

Mages gain a +1 bonus when attacking with magic. They can get a +1 to their defense by using their magic but can not wear armor. They can use a regular shield or a normal weapon if they wish. They must choose a magic power type: Frost, Fire or Storm.

If used, a shield adds +1 to defense and +2 towards resistance and missile attacks, but a shield limits a player to one strike per move.

Each player strike generally does either 1d6 or 2d6 in damage plus any class or weapon bonuses. Players not using a shield can take two strikes per move. These can be against the same or two different opponents if they are reasonably close together. A player may opt to take a two handed strike using one attack roll that does 2d6 in damage. This permits potential extra damage per the doubles rule. Any bonuses to damage are doubled, but the to hit roll bonus is not. A two handed attack must be declared before the attack roll is made.

**The Doubles Rule:** If doubles are rolled (except

double ones) an additional 1d6 is added to the total. For example, when doubles are rolled when making an attack with a weapon or magic, a third 1d6 is added to the total. These rules also apply to the monster attacks against the players. When snake eyes are rolled during an attack, a roll is made on the fumble table.

A player may use one or both of their strikes to increase their defense and resistance but must declare this prior to being attacked. Each strike dedicated to defense increases Defense and Resistance by one point. This can not be done on the first move if initiative is lost.

Prior to combat starting an initiative is rolled. Both sides roll 2d6 to see who goes first, the doubles rule applies. In the event of a tie, roll again. If one side wins by 3 or more they can choose to flee.

### **PRODUCTION NOTES:**

If you decide to actually video your games, remember the key to good video is lighting! Most of us are able to capture high quality video with our phones. The trick to a professional look is lighting. Shadows give people depth on screen. Good lighting is achieved by using what is known as a key light. Light from the side, not directly in front of the subject.

Put the story first! A good Director helps everyone get along and keeps things lively and exciting. Remember it is a common goal, not winners and losers.

The story goes where it goes. Don't try to fight it. Let unexpected side stories happen. Being the Director is more fun if you don't know exactly what is going to happen. If you don't know what is going to happen, neither does the audience.

Stop by the website and let me know how things are going. I sincerely hope you have as much fun playing this game as I have had trying to create it. My special thanks to all who have gone before. Role playing games are not new, most of these concepts have been borrowed from earlier games. I hope this interpretation of the rules works well for you.

[www.isleofdragons.com](http://www.isleofdragons.com)



## Isle of Dragons: Director's Guide

Isle of Dragons is a tabletop RPG designed to be played like the filming of a one hour television show. It is a game within a game. On one level, players are role-playing the characters on a show. On another level, they work with the Director to help produce the show.

The show is about an epic adventure long ago. It is the year 980 and near the coast of medieval Scotland, the mythical island of Hy-Brazil magically appears in a shroud of mist. A group of heroes has been drawn together in what is to become the greatest adventure ever told!

The game is played like it is being filmed for TV from a script outline. It is the Director's Job to lead the show's production. The Director gives the player's their cues and describes the settings and situations they need to react to. The Director plays the part of the narrator as well as controlling the antagonists and complications the characters face. To do this in an unpredictable way, the show's plot is steered by a simple set of game mechanics.

Isle of Dragons uses what is called a D6 system. All random events are determined by rolling standard 6 sided dice. The instructions on how to do this are in the guide. Rules for combat, movement, skill checks, magic and monsters are all included. Everything you need to run the game except the dice are here. Check out my website for details on accessories, the development blog, and a YouTube channel with the show's music.



**CREATE YOUR FAVORITE SHOW!**

Episode Screenplays feature Player Maps & Music on YouTube.

**isleofdragons.com**