

# ISLE OF DRAGONS

The cover art features a dramatic scene with a dragon's silhouette in the foreground, its wings spread wide. In the background, a large wooden sailing ship is visible against a bright, glowing sunset sky. The overall color palette is dominated by warm yellows and oranges from the sun, transitioning to cooler blues and teals in the lower half of the image.

## PLAYER'S GUIDE

Fantasy Role-Playing Game  
by Chaz Ipson

ISLE OF DRAGONS: PLAYER'S GUIDE

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## PREFACE:

Isle of Dragons is an old school role playing system designed for 3-5 players. It is available in both book and ebook formats and only requires two standard dice to play.

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

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

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

Each episode is composed of 3 major scenes featuring a combat or role-playing encounter. Players create the story together. Each player is a character on the show. Episodes are divided into Seasons with the first Episode in Season 1 included with the Narrator's Guide. Each game session should take about 2 hours and ends with a closing scene. An extra scene, or “Stinger” is included if you have more time to play!

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

Isle of Dragons.

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

## HOW TO PLAY:

This game is played in the imagination, often referred to as "Theater of the Mind". It is a collaborative effort that creates a story, some of it planned, other parts determined by chance. No two games are the same and can in fact be vastly different. One person takes the role of the Narrator who guides the players. The Narrator is the lead storyteller who has access to the maps, controls the monsters and guides the players through the adventure. The players create characters who must fight and solve puzzles in an on-going game that has no set ending or winner. Instead, the aim is to have a good time creating a story together. The game rules are divided into two parts. The first is this Player's guide used by both the Narrator and the players to create and equip their characters. The second guide is for the Narrator and contains the tables, charts and monster descriptions needed to run the game. Included with the Narrator's guide is the first episode to get started.

## CREATING A CHARACTER:

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

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

### Abilities and Health:

Players and monsters in the game have four scores which are used for resolving combat. Two six sided dice are rolled for each attack. The number, or higher, they need to roll is “Defense” or “Resistance”. Adjustments to these rolls are adjusted by “Attack” or “Magic” which are bonuses or penalties to hit.

The four ability scores are:

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

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

**MAGIC:** This is the attack bonus against Resistance when attacking using magic powers, magic items or magic words..

**RESISTANCE:** This is the minimum number that needs to be rolled during a magic attack. This also begins at 7 for players. (58.3% chance)

Ability scores can increase as a character rises in level. Every three levels, a +1 bonus is given that can be used to raise either Resistance, Defense or Attack or Magic rolls. Each ability score can only be raised by two points in this way.

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

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

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

Health is regained through resting and magic. For every 4 hours spent fully resting, 1 point of health per character level is regained. Higher level characters regain the strength faster after a rest.



The players rest for the night in a closing scene. Each player tells a 5 minute story from their character's past. The Narrator sets the scenes, but it is the player's job to determine the outcomes and develop their character backstory.

The Narrator can grant extra points of healing for good stories! At the end of each episode, players are given a topic for their next closing story. Good stories are rewarded with extra healing.



## CHARACTER TYPES:

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

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

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

**Magi**-The Mage class usually fights using their magic powers. These powers can be either Frost (ice), Storm (lightning) or Fire based. A player must choose the type of power when the character is created. Magi can not wear armor but can carry a shield. They can also create one themselves magically. A mage can get two Magic Strikes per move that can be combined as a Double Strike.

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

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

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

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

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

## **CHARACTER CLASS:**

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

Characters had a life before deciding to pursue adventure. The character classes are the skills they had before they left home, these skills are usually passed down through their family.

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

As characters advance in levels, they may choose to add bonuses to their skills, but rolling a 1 during a skill check always fails no matter how many points have been added. If a skills base chance is higher than 7, those without the skill are unable to do it.

## **CLASS DESCRIPTIONS:**

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

classes is listed below.

These are character backgrounds which are rolled for at the start of the game. Each player rolls 3 dice which gives a result from the list below. This Class type describes what way of life the Warrior or Mage comes from. These are the abilities they already have at the start of the game.

**Acrobat:** An acrobat is an expert at climbing, tumbling and balance. They receive their bonus when climbing and balancing. When they are not wearing armor or carrying a shield, their bonus applies to their defense and resistance as well.

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

**Animal Handler:** This skill allows taming of normal wild animals (not monsters), handling teams of horses and an ability to move quietly and unseen. (Sneak)

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

**Bard:** These musicians/storytellers can charm people with their charisma. They may even tame wild animals with their music. They have knowledge of many legends and magic items. They can read Latin.

**Baron/Baroness:** A royal landowner who can read Latin and command their subjects. They start the game with 1000d.

**Blacksmith:** A blacksmith gains his bonus towards

weapon damage due to strength or when using fire based magic. They are able to identify the damage bonus and quality of weapons.

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

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

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

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

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

**Healer:** A healer is able to create one healing potion every 3 days. The better the roll the better the potion. Using 1d6 an adjusted 8 or higher creates extra healing and a 7 creates a normal potion of healing. They can also create an antidote potion or power potion with a skill roll of 7 or better. Potions take 3 days to make. Healers can read Latin.

**Huntsman:** A huntsman's bonus applies to sneaking, tracking and hunting game.

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

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

**Locksmith:** A locksmith can open locks and deactivate traps.

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

**Merchant:** A merchant can bargain up to a 30% discount on items and has the knowledge to read Latin.

**Priest:** A priest can repel undead monsters. With a successful roll, undead equal to the Priest's current Health will be destroyed or flee in fear. They can create holy water and read Latin. A Priest will avoid using swords and other obvious weapons, especially against human opponents (A staff or rod to appear as a neutral non-combatant is preferable). When fighting monsters, there are no weapon restrictions. A priest will not use magic words.

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

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

**Scribe:** A scribe is able to read Latin and has knowledge of history and lore. They can make copies of a magic scroll. These each take 1-3 days to complete.

**Stonemason:** A stonemason can detect secret doors

and passages cut from stone. They receive a strength bonus to damage to their attacks.

**Woodworker:** A woodworker can detect secret doors made of wood and can add their bonus to an attempt to open locks.



## CLASS TABLE:

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

## ROYALTY:

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

## **BACKSTORIES:**

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

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

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

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

## **LEVELS:**

As characters gain experience, they gain health and can apply bonuses to their abilities and skills. Experience is usually gained through a combat based

Milestone system. The rule of thumb is for every 100 points of damage done in combat, a character gains one point of health. When a character earns 1200 experience (6 health points) they advance one level and receive one Skill point. These points can be applied to their Civilian Skill (and all associated abilities), Attack damage (Magic or Physical), or something new! This new ability can be a specific skill or learning to read Latin but can't be a whole class.

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

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

## LEVEL TABLE:

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



## **TIME:**

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

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

## **MONEY:**

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

## **MEASUREMENTS:**

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

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

## **LANGUAGE:**

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

## **COMBAT:**

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

To hit a monster, players need to roll higher than their target's Defense score. For example, for a normal,

unarmored human to be hit, a monster will need to roll a 7 or better.

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

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

Players in the game can have up to two strikes per move, one for each hand available to fight. Most one handed weapons (ex. A sword, axe or wand) will do one dice (1d6) in damage (plus the players damage bonus) per strike. Players can take two strikes per move with a one handed weapon as long as their other hand is free. Large weapons and magic staves that require two hands do 2d6 in damage but only one attack roll is made. Players may opt to make a two handed attack with a one handed weapon if they declare this before they roll. The advantage of this is two dice are rolled allowing the possibility of adding damage with a doubles rule.

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

When doubles are rolled a third d6 roll is added to the attack roll, damage or initiative.
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A player only gets one strike if they are using a shield. The exceptions are a mage using a physical

shield, they may still take two attacks if they are using a wand or scepter. A warrior can make two strikes per move with a short sword and still use a shield.

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

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

## **ARMOR AND SHIELDS:**

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

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

Heavy armor is more cumbersome and expensive. It generally refers to full chain mail with leg and hand protection and a full face helmet. It is custom fitted to



the wearer. It offers a two point defense bonus, but in water, you will sink like a stone.

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

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

# EQUIPMENT:

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

<b>Armor:</b>	
Light Armor (+1 Defense)	175d
Heavy Armor (+2 Defense)	3,000d
Shield (+1 Defense, +1 Resistance)	60d

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



## TRANSPORTATION:

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

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



## WEAPONS:

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

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

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

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

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

**Great Axe:** These two handed weapons are always used as a double strike. If double sixes are rolled, the

narrator will roll for the wound location... a limb or head may be severed! They require plenty of room to swing and can only sever in wide open areas. They count as two items toward encumbrance. (pole-arms, halberds and other similar weapons also fall into this category.)

**Spear:** A spear can be used as a one or two handed weapon. When thrown, it counts as a single strike.

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

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

### **Armor Types:**

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

**Heavy Armor:** Consisting of chain mail with additional protection for the head, legs, arms and feet. This provides a +2 bonus to Defense. It counts as two items


toward encumbrance and is much too heavy to swim in.

**Shield:** A shield provides +1 bonus towards defense. Against missile fire and magic attacks, they provide a +2 bonus. They may be tossed aside during combat which takes 1 strike.

## THE NARRATOR:

The game of Angels & Dragons is controlled by the narrator. The players do not need to know as much as the narrator about the game's rules and setting. The narrator is the main storyteller and arbitrator. They make the monster's attack rolls and are often called upon to make rulings on actions that may or may not be specifically covered in the rules. Like other role playing games, learning the part of the narrator (also known as a Dungeon Master or Game Master) may seem daunting but can be rewarding and fun. Isle of Dragons is intended to be easier to "run" than other role playing games. One does not need to be a "Master" with many hours spent reading and preparing for a game session. The goal has been to make the game interesting, but with less time consulting rules and more time making the story.

How to run the game, over 100 monsters, magic items, treasure and the first Episodes are found in the Narrator's Guide.



Start your journey into the distant past where magic is real and dragons rain terror from above.

Isle of dragons is a complete old-school role playing game played with two six sided dice and your imagination! The rules are streamlined and easy to learn. Inside you'll find what a player needs to generate and equip their character.

To play the game, the group's game master will also need the Narrator's guide which contains the rules to run the game, over 100 monsters, magic treasures and the first episode to get started!



**Available on Amazon and RPG.com in ebook format!**  
The rules and adventure episodes automatically resize to your phone tablet or e-reader.

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