

Dragon Lands

Andy Sekela

1 Introduction

This was originally designed for use with the 2nd Edition "Dragons" expansion. However, I updated it and it is now an expansion in its own right. There are many wondrous treasure to be found in this land. But beware... they are guarded by powerful Dragons. The Dragon Lands are entered from the Chasm space in the Inner Region. The expansion consists of a 2-page board and 45 cards.

- Has many high-Strength Dragons (as well as a few with high Craft)
- Also has many powerful Objects, and a few Followers
- If you plan on visiting the Council of Dragons in the center of the board, try not to kill too many Dragons.
- Become the Dragon Lord by encountering the Royal Lancer.

2 Rules

- The Dragon Lands are entered via the Chasm space in the Inner Region.
- Draw cards from the Dragon Lands deck as directed by the spaces around the board.
- For movement, roll the special realm movement die (3rd edition), or roll 1 normal die and divide the result by 2 (2nd edition). You may move in either direction, but you may not change direction during your move.
- Keep track of how many Dragons you kill while in this realm, as it will affect your roll if you go to the Council of Dragons.
- If you acquire a Dragon Steed, take a Dragon Steed card from the special deck.
- For the breath weapons on the Monster and Spirit cards, the character must take a Craft test to avoid the effects. This means he must roll less than his Craft on 1 die. If successful, the character is not affected by the breath weapon. If he fails

(i.e., rolls equal to or greater than his Craft), he suffers the consequences as noted on the card.