

DRAGONSLAYER

Summary of the Rules

You can refer to this summary for quick reminders when you are in doubt about general rules. For a more detailed explanation, refer to the rules sheet.

Starting the Game

- Select a magician and place him in his abode.
- Put Ulrich and the Dragon Shield on the map.
- Give Hodge, Amulet of Power, and Ulrich's Ashes to Galen.
- Put Vermithrax Pejorative in the "5" box on the map, and place the Dragon Location tiles aside.
- Place your set of two King's men on the map.
- Place tiles face-down in the towns and hamlets.

Playing Your Turn

- Play in this order: Aurric, Merridyds, Old Kyvin, Galen.
- Spend up to 3 days moving by land or sea, or taking tiles.
- Move one of your King's men and challenge, if you want to.
- Move your other King's men and challenge, if you want to.

Spending Days

- Spend one day to enter any place in Urland.
- Spend one day to enter a sea zone.
- Spend one extra day to enter any place with a King's men in it.
- Spend one day to leave any place with a King's men in it.
- Spend one day to take a tile.

Slaying the Dragon

- Move to the Dragon's Lair.
- Draw a Dragon Location tile at random.
- Place your weapons, spells, and magic items on the Battle Display.
- Add your combat strengths, including your companions.
- Add your magic strengths, including your magicians.
- Add or subtract the modifier for the Dragon's location.
- Subtract the Dragon's strength from each of your strengths.
- Look at the Dragon Battle Matrix and apply the results.
- Put your magician in Morgenthorne for the rest of his turn.
- The Dragon raids the nearest place with face-down tiles in it, and battles any magician there as though at High Altitude.

Special Tile Summary

Dragon Shield. If you have Valerian as a companion, you can take this tile from its box on the map the first time you fight the Dragon. The Shield can be used only once (then it is removed from the game) and it never counts as a weapon carried by your party.

Enchant Weaponry Spell, Spell of Killing, Charm of Weaponry. You can use the combat strength of these tiles while fighting the Dragon **only** if you have at least one weapon in your party, and you can use only one of these tiles per weapon.

Silver Ewer, Orb of Vision, Far Mirror. When you enter the Dragon's Lair with any one of these, you can discard the first Dragon Location tile you draw. You can use each of these tiles only once per turn.

Ulrich's Ashes. Galen can turn Ulrich's Ashes into Ulrich by going to the Dragon's Lair as if he were trying to recover abandoned weapons. If he draws "The Dragon is in the Lake of Fire," he has to fight the Dragon and cannot trade the Ashes for Ulrich; if he draws any other tile, he gets Ulrich and the Ashes are removed from the game. Galen can **never** lose Ulrich's Ashes in any other way. Note that Ulrich can carry up to three magic items and/or spells for Galen.

Delayed. When you take one of these, your magician loses whatever days he has remaining this turn and he loses the next turn completely. If you are challenged while delayed, you may not take the road.

Item Stolen. When you take one of these, remove one of your weapons, spells, or magic items from the game; if you have none, ignore this tile.

Companion Killed. When you take one of these, remove one of your companions from the game; if you have none, ignore this tile.

Companion Deserts. When you take one of these, remove one companion **and** one weapon from the game; if you have no companions, ignore this tile; if you have a companion but no weapons, treat it as a Companion Killed tile.

Captured. When you take one of these and you are in a town or hamlet with a King's men tile (even your own) you are captured. The player who owns the King's men tile puts you and his King's men in a castle (use the King's men on top if there is more than one in the town or hamlet).

Betrayed. Treat as a Captured tile, except **also** remove one companion from the game. If you have no companions, ignore this tile completely.

Gain One Day or Escape from Castle. With this tile, you can add one day to any one of your magician's turns, or you can use it to leave a castle rather than lose a turn when captured. You can save this tile to use later, and you can use as many of these as you have in one turn.

Dragonslayer Design Credits

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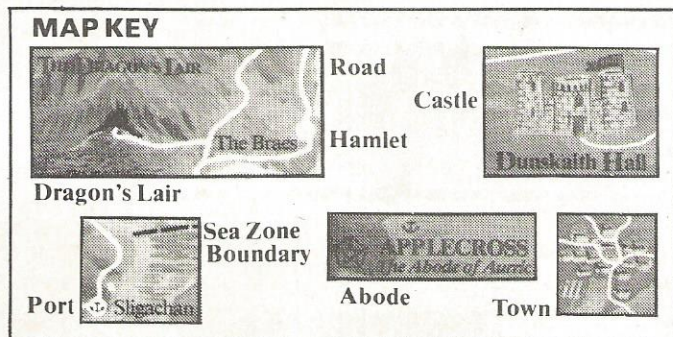
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EXAMPLE OF PLAY

We suggest that you set up the map before playing *Dragonslayer* for the first time, and move your magicians and King's men through the following sample turns to become familiar with how the game works.

Set-up. All players set up according to the rules. Aurric puts Tyrian(8) in Cair Galtrigall and Tyrian(6) in Morgenthorne; Merridyds puts Smerren(8) in Dunskaith Hall and Smerren(6) in Morgenthorne; Old Kyvin puts both Ahnrik tiles in Dunskaith Hall; Galen puts Vannirr(8) in Dunskaith Hall and Vannirr(6) in Cair Galtrigall.

Aurric's First Turn. 1 day from Applecross to Sea of Rum; 1 day to Elgol; 1 day to take a tile. Tile is "Delayed"; tile is placed on top of Aurric to show he loses his next turn. Tyrian(6) to Swanscombe, to Sligachen, to Broadford (3 days); Tyrian(8) does not move.

Merridyds First Turn. 1 day from Glenelg to Cullin Gulf; 1 day to Alsh Channel; 1 day to Killerkin. Smerren(8) to Drumfearn, to Killerkin (2 days); Smerren(6) to Carbst, to Culnakask (2 days).

Old Kyvin's First Turn. 1 day from Badical to Alsh Channel; 1 day to Broadford Bay; 1 day to Creadha Bay. Ahnrik(6) to Drumfearn, to Bradford, to Sligachen (3 days); Ahnrik(8) to Drumfearn, to Broadford, to Elgol (3 days) and challenges Aurric. Aurric cannot avoid challenge (because of "Delayed" tile) and Ahnrik(8) is stronger than Aurric. Old Kyvin player puts Ahnrik(8) and Aurric in Morgenthorne; "Delayed" tile is removed from the game.

Galen's First Turn. 1 day from Cragganmore to Creadha Bay; 2 days to Sligachen, which contains King's men. Vannirr(6) to Lyndale, to Keseleyre, to Killbride (3 days); Vannirr(8) to Drumfearn (1 day).

Aurric's Second Turn. Aurric loses his turn. Tyrian(8) to Lyndale, to Roskill, to Bracadale (3 days); Tyrian(6) does not move.

Merridyds First Turn. 1 day to take tile in Killerkin (tile is Jacob of Roskill, added to party); 1 day to take other tile (tile is Eldrinn's Halberd, added to party); not enough days remain to leave Killerkin (which contains King's men) and enter another place. Smerren(8) to Broadford, to Sligachen, to The Braes (3 days); Smerren(6) does not move.

Old Kyvin's Second Turn. 1 day to Sound of Raasay; 2 days to Culnakask, which contains King's men. Ahnrik(6) does not move or challenge Galen; Ahnrik(8) loses his turn.

Galen's Second Turn. 1 day to leave Sligachen, which contains King's men; 1 day to Dragon's Lair. Announces he will throw Ulrich's Ashes into the Lake of Fire. Draws "Dragon in Passage" location tile. Ulrich's Ashes are removed from the game; Ulrich is added to Galen's party; Galen is placed in Morgenthorne where he remains for the rest of this turn.

Aurric's Third Turn. 1 day to Carbst; 1 day to take a tile (tile is Hart Bow, added to party); 1 day to take other tile (Sling of David; Aurric replaces Hart Bow and takes Sling, since he cannot carry both weapons alone). Tyrian(8) to Roskill (1 day); Tyrian(6) to Sligachen, to Swanscombe, to Bracadale (3 days).

Merridyds Third Turn. 1 day to Broadford; 1 day to take tile (Spell of Killing, added to party); 1 day to take another tile (Spell of Animation, added to party). Smerren(8) to Swanscombe (1 day). Smerren(6) challenges Old Kyvin in Culnakask (Kyvin takes road toward Flodigarry), moves to Carbst and challenges Aurric (Aurric takes road toward Culnakask), moves back to Culnakask (2 days).

Old Kyvin's Third Turn. 1 day to Flodigarry; 1 day to take tile (West Sea Trident, added to party); 1 day to take other tile (Item Stolen; West Sea Trident removed from game). Ahnrik(8) to Carbst (1 day); Ahnrik(6) to Swanscombe, to Fiskavaig (2 days).

Galen's Third Turn. 2 days to Carbst, which contains King's men; 1 day to take tile (Hart Bow, added to party). Vannirr(8) to Broadford and challenges Merridyds (Merridyds takes the road toward Elgol), moves to Elgol, to Glenbrittle (3 days); Vannirr(6) does not move.

Later...

Galen's Turn. Galen decides to fight the Dragon and spends one day going from Swanscombe to the Dragon's Lair. His party includes Ulrich, Hodge, and Valerian, the Amulet of Power, the Anti-Fire Spell, the Hart Bow and — because he has Valerian with him — the Dragon Shield. He draws a Dragon Location tile at random and gets "The Dragon is in the Open," which he puts on the map. Then he puts the Hart Bow and the Dragon Shield in the weapons row of the Battle Display, and the Amulet of Power and the Anti-Fire Spell on the bottom row. Adding the combat strength of himself, his companions, and his weapons, he comes up with a combat strength of 10. Adding the magic strength of himself, Ulrich, the Amulet, and the Spell, he comes up with a magic strength of 8. The Strength Modifiers Display tells him to subtract 1 from each of his strengths, so he has a combat strength of 9, and a magic strength of 8. The Dragon's strength is 5, so Galen's combat strength is 4 more, and his magic strength is 3 more. Looking at the Dragon Battle Matrix, he finds a result of 2/2. The Dragon loses two strength levels, and Galen has to lose two companions or items; he removes the Anti-Fire Spell from the game, and places the Hart Bow on the Abandoned Weapons Display in the box marked "Open." The Dragon Shield is also removed from the game, because it can only be used once. Galen loses the rest of his turn and is placed in Morgenthorne, and the Dragon raids the nearest place that has face-down tiles.

Later...

Aurric's Turn. Aurric decides to recover the Hart Bow Galen left behind in the "Open" box. Aurric goes to the Lair and draws a Dragon Location tile that reads "The Dragon is in the Passage." Since Aurric does not meet the Dragon, he can recover the weapon and add it to his party. He is immediately placed in Morgenthorne where he remains for the rest of this turn.

DRAGONSLAYER Rules of Play

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Introduction to *Dragonslayer*

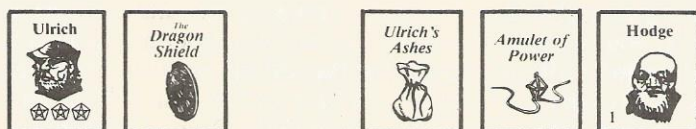
In *Dragonslayer*, you are a magician embarked on a quest to destroy Vermithrax Pejorative, the last Dragon. Before you confront the dread beast, you must travel throughout the island kingdom of Urland in search of companions, magical items, spells, and weapons. Your journey will be eased or hindered by events that occur along the road, and your every step will be dogged by the King's men — desperate men who would take you captive to thwart your mission. And should your good fortune and skill see you through all the dangers of the road, the greatest peril yet awaits you. You must face and match the awesome creature you have sworn to destroy before you can win...before you can claim the title, Dragonslayer.

How to Start the Game

Spread the map of Urland smoothly on a table. Don't punch out the cardboard playing pieces (called **tiles**) just yet; read the following rules first so you know how to sort and use the tiles. When you do punch them out, be careful to work them loose gently to avoid tearing them.



You need two, three, or four people to play *Dragonslayer*. Each of you selects one **magician** tile and places it on the map in the space marked as your magician's **abode**. Your magician represents you and any companions accompanying you throughout the game. If there are fewer than four players in the game, remove the magicians no one chooses. One player should always play Galen, whether there are four players or not.



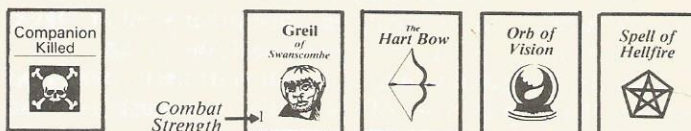
After placing your magician on the map, put the tiles marked "Ulrich" and "Dragon Shield" on their pictures on the map. Give the "Ulrich's Ashes," "Amulet of Power," and "Hodge" tiles to the Galen player.



Place the tile marked "The Dragon Vermithrax Pejorative" in the box on the map marked "The Dragon's Strength is 5." Place the other seven tiles that have the Dragon pictured on them (called **Dragon Location tiles**) to one side of the map, face-down.



Next, give each player a set of two **King's men tiles**. Each set of two has a leader's name on it (for instance, Tyrian). Place each of your King's men tiles face-down in a castle on the map.



The remaining 75 tiles — **representing events, companions, weapons, magic items, and spells** — should all be turned face-down and mixed. Without looking at them, place four of these tiles in each of the four **towns** (Swanscombe, Broadford, Roskill, and Culnakask) and two in each of the 21 **hamlets**. Put the 17 leftover tiles aside without looking at them; you will not need these in this game.

How to Play Your Turn

Players always take their turns in this order: Aurric, Merridyds, Old Kyvin, and Galen. Each of your turns represents 3 days, and everything you do during your turn is measured by the number of days it takes. In each of your turns, your magician can spend up to 3 days, and then each of your King's men can spend up to 3 days.

It costs you one day when your magician:

- Moves along a road into any place in Urland.
- Moves from a port to a sea zone or from a sea zone to a port.
- Moves from one sea zone into a neighboring sea zone.
- Takes a tile in a hamlet or town.

Your First Move

Since you start the game in your abode, you will have to go to sea to reach Urland. Spend your **first** day to move your magician to the sea zone that borders your abode.

You can spend your **second** day moving from the sea zone you are in, across a sea zone boundary, into a neighboring sea zone; **or** you can land in Urland in the port that borders the sea zone you are already in.

If you spent your second day moving into a sea zone, you can spend your **third** day moving into another sea zone, **or** you can land in Urland. If you spent your second day landing in Urland, you can spend your **third** day moving along a road from the port you landed in to another place in Urland; **or** you can take one of the tiles from the port in which you landed. Once your magician has spent 3 days, he can do nothing until your next turn.

Taking Tiles and Forming Your Party

When you take a tile, you will find that it gives you instructions, or it represents a companion or thing. If the tile instructs you to do something, you must follow those instructions immediately and then remove the tile from the game. If the tile is a companion, it becomes part of your **party** of people who will help your magician try to slay the Dragon. If the tile is a thing (weapon, spell, or magic item), you **may** be able to add it to your party, provided you have enough companions to carry it.

- You can never have more weapons than you have people (including your magician) in your party. This means that, if you lose a

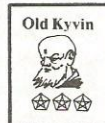
companion, you may have to drop one of your weapons (place it face down in your present location).

- You can never have more spells and magic items (together) than your magician can carry. Your magician can carry as many spells and magic items as he has pentacles (star symbols) on the bottom of his tile.

If you take a tile and find that you cannot carry it, you must either put it back, face-down, where you found it, *or* keep that tile and replace it with one of your other tiles.

Note to the Galen Player: Galen can always carry Ulrich's Ashes (a magic item) *plus* one other spell or magic item, even though he has only one pentacle on his tile.

All the companions and things in your party should be kept off the map in front of you; only your magician (and your King's men) should be on the map.



Moving Your King's Men and Challenging Magicians

After you have finished moving your magician and taking tiles, you can move your King's men to try to slow down your opponents' magicians. Each of your King's men tiles can spend up to 3 days moving, just like your magicians, except King's men can never go to sea, go to the Dragon's Lair, or take tiles.

Each time you move a King's men tile into a hamlet or town that has a magician in it, you may **challenge** that magician if you want to. (If there is more than one magician in a place and you want to challenge, you have to challenge *each* magician in the place, one at a time — even your own, if he is there — *until* a magician accepts your challenge. You can choose which magician you will challenge first.)

When you tell a player you are challenging his magician, he can either **accept** the challenge, or **avoid** it by **taking the road**. If he takes the road, he moves his magician out of the place onto a neighboring road of his choice (spending no days for the move) and your King's men can continue to move. If he accepts the challenge, compare the strength of your King's men tile to the **total** combat strength of all the people in the magician's party. If your King's men tile is as strong as your party or stronger, put your King's men tile *and* the magician in any castle you choose; both your King's men tile and the magician lose their entire next turn, and the rest of this one. If the magician's party is stronger, your opponent puts your King's men tile in any castle he chooses, and your King's men tile loses the rest of this turn (but *not* the next turn).

One of your King's men tiles must finish moving and challenging before your other King's men tile can begin.

Your King's men can *never* challenge a magician who is in a town if there is a companion in that magician's party who lives in that town (as marked on the companion's tile).

A magician must always spend an **extra day** to enter any place that has a King's men tile in it. A magician must also spend a day to *leave* any place that has a King's men tile in it. This is true even if your own magician enters or leaves a place with your own King's men in it.

Your Other Turns

Each of your turns is similar to the first, except that you will not be coming to Urland from your abode. There is no set number of turns to *Dragonslayer*. You keep playing until your magician is dead, or the Dragon is dead.

Slaying the Dragon and Winning

When you think your party is strong enough to fight the Dragon, you can move to the Dragon's Lair and draw a Dragon Location tile at random. This tile tells you where the Dragon is. (If you draw "The Dragon is Away," put your magician in Morgenthorne immediately; you cannot fight the Dragon if he is not there.) Place all of your weapons, spells, and magic items on the Battle Display on top of their pictures. (Some things — like the Amulet of Power — are pictured twice; you will have to pick **one** of these spaces.) Add the combat strength of everyone in your party and, reading across the line that matches your Dragon Location tile, add the combat strength of everything you have on the top two rows of the Display and note the total; then add the magic strength of your magician and the magic strength of everything you have on the bottom row of the Display and note this total. Now look at the Strength Modifiers Display and add or subtract as you are instructed. Subtract the Dragon's strength (recorded on the Dragon Strength Track on the map) from **each** of your strengths and look at the Dragon Battle Matrix, finding the description of your combat strength across the top and the description of your magic strength down the left side. (If **either** of your strengths is less than the Dragon's strength, you immediately lose.) Read the result and follow the instructions at the bottom of the Matrix. (If the Dragon reaches a strength of zero, it is dead and the game is over. If your party is wiped out by the Dragon, you are out of the game.) Finally, put your magician (if he survives) in Morgenthorne, where he stays for the rest of this turn (he can leave next turn). Return the Dragon Location tile to the pile. The Dragon (if he survives) then raids the nearest place that still has face-down tiles in it, and those tiles are removed from the game. If there is a magician in the place raided, he is then attacked and must fight the Dragon exactly as though he had gone to the Dragon's Lair and drawn a "Dragon at High Altitude" tile, **except** that after this fight the magician is **not** put in Morgenthorne, and the Dragon does **not** raid again.

Abandoned Weapons

When you lose a weapon in the Dragon's Lair, put the weapon on the Abandoned Weapons Display in the box that describes where the battle took place. Any party can recover abandoned weapons by going to the Dragon's Lair and drawing a Dragon Location tile. If you draw the tile that matches the location of the weapons, you have to fight the Dragon and cannot recover weapons; if you draw any other tile, you can take the weapons (as many as you can carry) and then go to Morgenthorne for the rest of this turn. The Dragon does not raid (unless you have to fight him). Note that any weapons you lose if you are raided are removed from the game — **not** put on the Abandoned Weapons Display.



How to Win the Game

You win *Dragonslayer* by fighting the Dragon — either in the Lair or in a raid — and reducing the Dragon's strength to zero. It is possible that no one will kill the Dragon, in which case no one wins. It is also possible for your magician to kill the Dragon and be killed himself, in which case you earn a draw with the Dragon.

DRAGONSLAYER

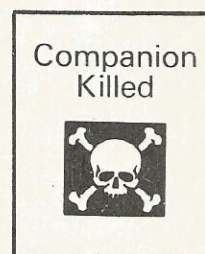
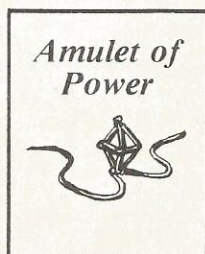
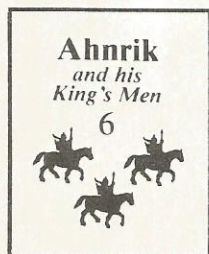
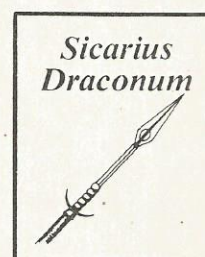
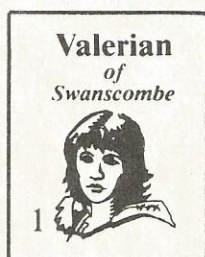
A fantastic
character-action game
based on the film

Included in this game...

- ★ One full-color 17" x 22" map of the mythical kingdom of Urland
- ★ One hundred colorful 1" x 1¼" die-cut cardboard playing tiles
- ★ One 11" x 17" Dragon Battle Display
- ★ One 8½" x 11" sheet of easy-to-understand rules
- ★ One 8½" x 11" sheet of quick reference summaries and a complete example of play

In *Dragonslayer*, you are a magician embarked on a quest to destroy Vermithrax Pejorative, the last Dragon. Before you confront the dread beast, you must travel throughout the island kingdom of Urland in search of companions, magical items, spells, and weapons. Your journey will be eased or hindered by events that occur along the road, and your every step will be dogged by the King's men — desperate men who would take you captive to thwart your mission. And should your good fortune and skill see you through all the dangers of the road, the greatest peril yet awaits you. You must face and match the awesome creature you have sworn to destroy before you can win...before you can claim the title, *Dragonslayer*.





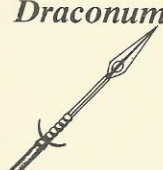


Dragonslayer is an easy-to-learn adventure for two to four players of all ages. In two to three hours, you can play a game through to its exciting conclusion. And if you fail to slay the Dragon once, you will be sure to try again, because no two games will be alike. The unexpected lurks in every town and hamlet of *Dragonslayer*, and you never know until you face the fearsome creature how great a hero you can be.









SPI The Adventure
Game Makers

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WEAPONS: Added to your party's Combat Strength

Place your tiles in the appropriate boxes.	<i>The Hart Bow</i> 	<i>The Axe of Ardanna</i> 	<i>The Hammer of Morgan</i> 	<i>The Sword of the Well</i> 	<i>Sicarius Draconum</i> 	<i>The Dragon Shield</i> 	<i>The West Sea Trident</i> 
HIGH ALTITUDE	3	0	0	0	0	0	0
LOW ALTITUDE	2	0	0	0	2	1	1
OPEN	3	1	1	3	3	3	2
MOUTH	3	1	1	3	3	3	2
PASSAGE	0	1	1	2	2	1	1
LAKE	0	1	1	1	1	3	2


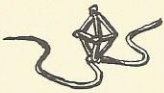





MAGIC ITEMS and SPELLS: Added to your party's Combat Strength



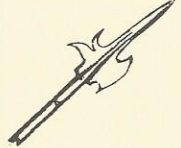





Place your tiles in the appropriate boxes.	<i>Amulet of Power</i> 	<i>Charm of Weaponry</i> 	<i>Anti-Fire Spell</i> 	<i>Spell of Agility</i> 	<i>Spell to Enchant Weapon</i> 	<i>Spell of Killing</i> 
HIGH ALTITUDE	3	1	0	0	2	3
LOW ALTITUDE	3	1	0	1	2	3
OPEN	3	1	2	1	2	3
MOUTH	3	1	2	1	2	3
PASSAGE	3	1	1	0	2	3
LAKE	3	1	2	1	2	3

DRAGON

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DRAGON SHIELD, MAGIC ITEMS and SPELLS: Added to your party's Magic Strength

Place your tiles in the appropriate boxes.	<i>The Dragon Shield</i> 	<i>Amulet of Power</i> 	<i>Anti-Fire Spell</i> 	<i>Spell of Agility</i> 	<i>Spell of Hellfire</i> 	<i>Spell of Lightning</i> 	<i>Spell of Whirlwinds</i> 
HIGH ALTITUDE	0	3	0	0	0	2	2
LOW ALTITUDE	1	3	1	0	1	1	2
OPEN	3	3	1	0	2	2	1
MOUTH	3	3	2	0	2	2	1
PASSAGE	1	3	1	0	3	0	0
LAKE	3	3	0	1	0	0	0

<i>The Diamond Mace</i> 	<i>The Crystal Bow</i> 	<i>Eldrinn's Halberd</i> 	<i>The Bow Whitestag</i> 	<i>The Spear Sessaman</i> 	<i>The Club Imperator</i> 	<i>The Sling of David</i> 	<i>The Black Bow</i> 
0	2	0	1	0	0	2	1
0	2	0	1	1	0	2	1
1	2	2	1	2	1	2	1
1	2	2	1	2	1	2	1
1	0	1	0	0	1	0	0
1	0	1	0	1	1	0	0

Strength Modifiers Display

Effect on your combat and magic strengths when the Dragon is...

flying at High Altitude Add 1 to both your strengths	flying at Low Altitude There is no modification	in the Open Subtract 1 from both your strengths	at the Mouth of its Lair There is no modification	in the Passage of its Lair Subtract 2 from both your strengths	in the Lake of Fire Subtract 2 from both your strengths
--	---	---	---	--	---



DRAGONSLAYER BATTLE DISPLAY

Place the Dragon, place each of the Dragon's combat and magic item tiles in the Dragon's image, and read across the Dragon's location to determine the Dragon's location to determine the Dragon's combat and magic strengths. Refer to the Dragon Battle Strengths Display, and subtract the Dragon's combat and magic strengths from both your combat and magic strengths. Refer to the Dragon Battle Strengths Display, and subtract the Dragon's combat and magic strengths from both your combat and magic strengths. Leave the Dragon's combat and magic strengths in the box of the Dragon Battle Strengths Display appropriate to the Dragon's location during the battle.

Abandoned Weapons Display

Place weapons lost in the Dragon's Lair in appropriate box; see Abandoned Weapons rules for the recovery procedure.

Weapons abandoned at High Altitude	Weapons abandoned at Low Altitude	Weapons abandoned in the Open	Weapons abandoned in the Mouth of the Lair	Weapons abandoned in the Passage	Weapons abandoned in the Lake of Fire
--	---	---	--	--	---

<i>Spell of Animation</i> 	<i>Spell of Storms</i> 
0	1
0	1
0	1
2	1
2	0
0	0

Dragon Battle Matrix

Your Combat Strength Versus the Dragon is...

		...THE SAME	...1 MORE	...2 MORE	...3 MORE	...4 MORE	...AT LEAST 5 MORE
Your Magic Strength Versus the Dragon is...	...THE SAME	10/0	9/0	8/0	6/0	4/0	2/0
	...1 MORE	9/0	7/0	5/0	4/0	3/0	2/1
	...2 MORE	8/0	6/0	5/0	3/0	2/1	2/2
	...3 MORE	6/0	5/0	4/0	3/1	2/2	1/3
	...4 MORE	4/0	3/0	3/1	3/2	2/3	1/4
	...AT LEAST 5 MORE	2/0	2/1	2/2	1/3	1/4	0/5

The number to the left of the slash indicates the number of weapons, spells, magic items, and/or companions (your choice) you immediately lose. Remove any spells, magic items, and companions you choose to lose from the game; place any weapons you choose to lose

on the Abandoned Weapons Display. The number to the right of the slash indicates the number of strength levels the Dragon permanently loses; adjust the marker on the Dragon Strength Track accordingly.

The Dragon's
Strength is

4



The Dragon's
Strength is

3



The Dragon's
Strength is

2



The Dragon's
Strength is

1



Where is the
Dragon?

SOUND OF CANNA

Crossal

Heast

URLA

Glenbrittle

Elgol

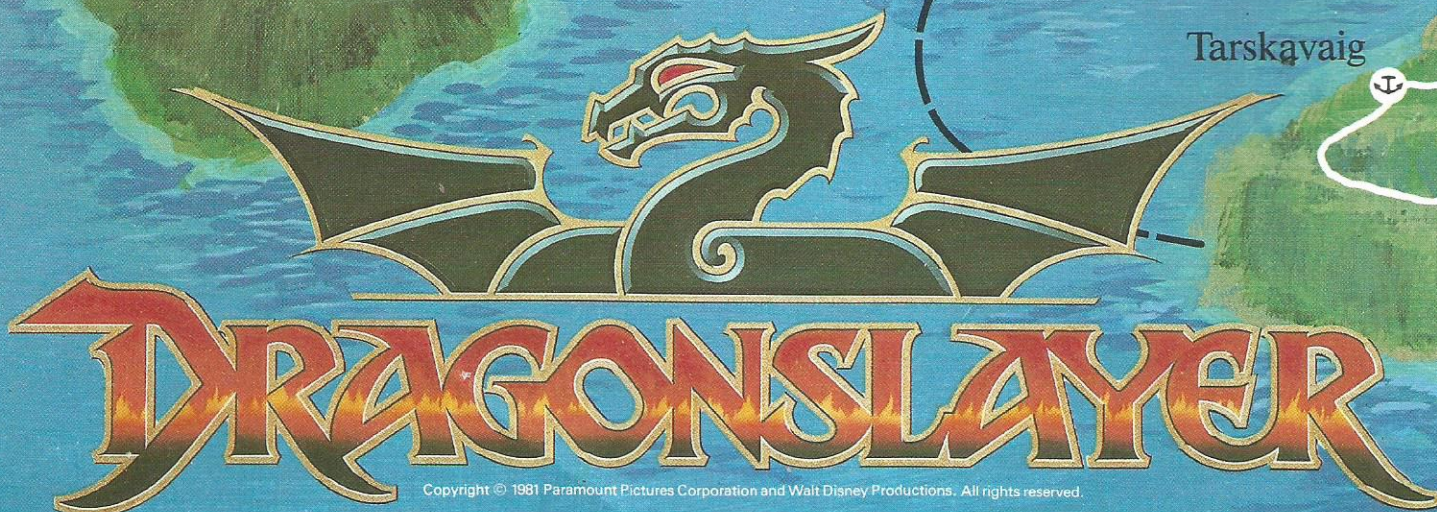
SEA OF RUM



APPLECROSS
The Abode of Auric

LOCH EISHORT

Tarskavaig



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NS LAIR

The Braes

ND

CRAGGANMORE
The Abode of Ulrich and Galen

CREADHA BAY

Sligachan

BROADFORD BAY

ALSH CHANNEL

Broadford

BADICAL
The Abode of Old Kyvin

Killerkin

Drumfearn

Dunskaitth Hall

Armadaile

GLENELG
The Abode of the Merridy Sisters

CUILLINGULF



COALAS SCALPAY

Peilick

Flodigarry

HUNISH SOUND

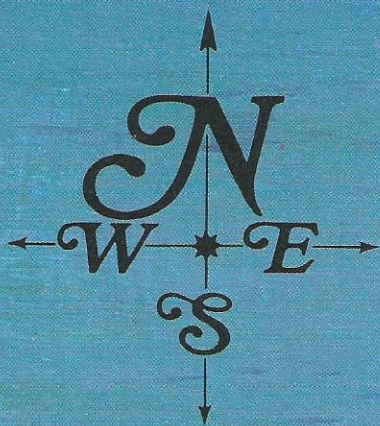
Kilbride

Keseleyre

Culnakask

SOUND OF RAASAY

Swanscombe



RAMSAIG SEA

Cair Galtrigall

LOCH
DUNVEGAN

Uig

Claigan

Lyndale

Corkvall
Hoe

Roskill

Carbost

Morgenth
The Castle of Casio

Bracadale

NORTH LOCH
DRACHEN

SOUTH LOCH
DRACHEN

Fiskavaig

Ulrich



*The
Dragon
Shield*



The Dragon's
Strength is
5