

DRAGONS
—
GUIDE



D&D CAMPAIGN BOOKLET

“The Grand City-State of Alantria Welcomes You!” states a rusty sign along the Old King’s Road. The long journey you took to the isolated village of Bearwood is finally over as you start smelling the stench of a burned watchtower. Bearwood has offered a bounty to any who can track down and slay the foul beast that has started raiding their otherwise peaceful village. Once a key site for commerce, it is now no more than a bunch of barely standing buildings, with a few stubborn farm-owners, waiting for help to come.

Your first Hunt is about to begin. You and your fellow Heroes will try to slay a Young Red Dragon and free the village of Bearwood from the menace.

What’s in this Guide?

This guide will support your entire campaign, from anonymity to fame, as you quest from place to place to find your next challenge.

All Hunts in this guide contain an introductory storyline, followed by the presentation of the Dragon’s Sheet and the Hunt itself. After a successful Hunt, the guide will lead you back to the village to claim your bounty, resupply your inventory for the next Hunt, and, hopefully, once enough Experience Points are gained, you may improve your character by leveling up.

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The Dragon ranking system

For your first campaign you should follow the Dragons in this guide in the order presented.

In order to match your Heroes’ levels with your targeted Dragon in any future Hunts, we have implemented a very simple ranking system. Each rank on a Dragon will match up with a couple of Level 1 Heroes. So a 2nd rank Dragon matches a party containing a 2nd level Wizard and a 2nd level Warrior, or is a tough matchup for a party of three 1st level Heroes. Please refer to page 10 when your party consist 4-5 Heroes.

Dragon Sheet description

This is a list of all the parts of a Dragon Sheet and what they represent. Many of these terms will be described during the rest of this rulebook.

The diagram shows a Dragon Sheet for a 'Young Black Dragon' of Rank II. The sheet is divided into several sections:

- Dragon's Breed:** DICE & DRAGONS
- Dragon's Rank:** II
- Experience Points Gained:** EXP 12
- Bounty Gold Earned:** GOLD 5
- Hit Point Values:** HIT POINTS 55
- Dragon's Damage Table:**

REAPING JAWS	6HP
TAIL STRIKE	10HP
STRIKE FROM ABOVE	13HP
- Dragon's Special Ability:** Shockwave. When damage is inflicted by this dragon in his Fury phase, lock 1 die on it. That die cannot be used until released. To release 1 locked die, a Hero must sustain damage from a counter hit.
- Flavor Text:** Savage and brutal beast of prey. Uses his brute strength to overcome his foes.

If this is your first reading, refer back to the rulebook at this point and learn the rules of the game, and how you can use your Heroes’ Skills to defeat your foe.

Chapter 1: Bearwood in Flames

As you follow the trail to the peak of the hill, just a few miles north of Bearwood, the odor of dead animals and rotten flesh slows your stride for a moment. A local farmer reported that the dragon grabbed his last two goats a few nights ago, and took them back to this hill. You draw your weapons and calmly sneak up on the oblivious Young Red Dragon.

Start your Hunt following the gameplay rules explained in the rulebook. Remember that if you defeat the Dragon you can move on to the Village Marketplace section.

DICE & DRAGONS

YOUNG RED DRAGON

I



EXP

8

GOLD

3

45

HIT POINTS

SLASHING CLAWS		5 HP
TAIL STRIKE	 	7 HP
FIRE BREATH	  	10 HP

Your First Hunt.



This youngling dragon has still not come of age, but even at his smaller stature, he can torch any village he passes through.

After a Successful Hunt:

The Villagers of Bearwood assemble in front of the Inn and give you all great respect and gratitude for your brave feat. They are convinced that you have secured their survival in these harsh times.

Village Marketplace

At the Bearwood marketplace you were able find several Items available for purchase. For a full description of these Items effects see the Items section on page 8 of the rulebook.

Item	Type	Effect	Cost	Qty
Small Healing Potion	Instant	Heals +4 HP	1 Gold	2
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Haste Potion	Instant	Re-roll up to 2 Dragon Dice.	1 Gold	1
Holy Water	Instant	Add a Hammer  Symbol.	1 Gold	1
Mana Potion	Instant	Add a Magic  Symbol	1 Gold	1

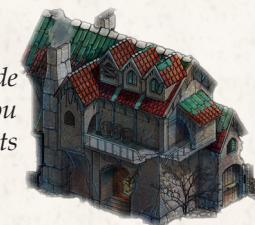
Marketplace Key Terms:

- Item** - The Item name, copied to your designated Item Slot in your character sheet.
- Type** - Instant or Durable (see page 8 of the rulebook for more details on Item types).
- Effect** - Gameplay effect when using or carrying this Item.
- Cost** - The cost in Gold you pay to purchase this Item.
- Qty** (Quantity) - How many Items available for purchase.

Chapter 2: What's next?

After your first taste of success you are eager to gain more riches and fame. In your last stay at the Burned Oak Inn (the best place to be when you are seeking adventure) you remember a drunken Rogue called Lago, mumbling about a distressed village located about five days ride to the east of Charmur, the Capital city of Ashil. He mentioned groggily that the beast you will be facing is pale-skinned, and that the last couple of Heroes that faced him, "Well... they aren't around anymore."

"Five days of riding. Never trust a rogue." you growl as you ride seven long days through the untamed plains of Ashil until you finally arrive at what is left of the once proud village, named after its founder, Agelos.



Agelos' great-grandson greets your party as you unsaddle your horses to give them a much needed rest. He is excited to hear that you traveled so far to find and kill the Pale Dragon. He offers you a king's bounty, and also some insights on what you are about to face.

The Pale Dragon

This dragon is Hardened by battle as he fought his way up in the food chain of wild predators. He as an Armor Class of 1, meaning that each of your Attacks casing 1 less point of damage to him.

DICE & DRAGONS

PALE DRAGON

II



EXP

10

GOLD

4

50

HIT POINTS

BRUTAL STOMP



6 HP

WINGED ATTACK



9 HP

WHITE INFERNO



12 HP

Hardened. AC 1.

Fully grown pale dragons usually set off high cliffs were they can hunt down their prey using their superior sense of smell and nimble strike.

After a Successful Hunt:

The Pale Dragon is dead and your names are becoming more well known. Hopefully your real glory days are still to come...

Village Marketplace

The Agelos marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Small Healing Potion	Instant	Heals +4 HP	1 Gold	1
Healing Potion	Instant	Heals +7 HP	1 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Haste Potion	Instant	Re-roll up to 2 Dragon Dice	1 Gold	2
Vision Potion	Instant	Add a Crossbow Symbol	1 Gold	1
Mana Potion	Instant	Add a Magic Symbol	1 Gold	1
Stealth Potion	Instant	Add a Daggers Symbol	1 Gold	1
Steel Shield	Durable	+1 AC	2 Gold	1

Chapter 3: Another Drunk...

Home sweet home. Back to your favourite spot, and another pint of ale, this time the fine one, as you can all afford to spend some gold on your recuperation before you go back out to face the inferno of flames.

"The last one was not such a fire-breather was he?"

A squeaky voice, and breath purified with alcohol, makes you put down your pints.

"I think you met my brother before?" The small man continued, "Iago! Pleasure to meet you!"

"Alright, are you still looking for another Dragon? I know you are. Well, I just got word on a new King's bounty, for a vicious black beast that ripped apart a whole castle just to feast off the king's guard inside..."

You get most of the information that Iago could provide and set off the very next morning to hunt The Black Beast of Raindrop Keep.

The sun has set as you arrive at Raindrop Keep - or what's left of it. The entire place has been burned to the ground. As you find a nice stream to water your horses, a fearful scream can be heard from the west. You quickly decide to ride off to search for the beast. After just a few minutes, you see that a small village is under attack from the blackest of dragons.

All you know at this point is how savage this dragon is, as you draw your weapons and pray to your favoured god for their blessing.

The Young Black Dragon

This dragon has a very special ability - a Shockwave attack. He can hinder your chances to activate your best Skills as he may lock one Dragon Die on his sheet on every "successful" Dragon's Fury phase. He locks 1 die per phase but if you cannot release it (by sustaining a counter attack hit), you might lessen your chances as he may lock another die in his next Fury phase. Any locked die can be used by the dragon for his next Fury phase.

DICE & DRAGONS

YOUNG BLACK DRAGON

II



EXP

12

GOLD

5

55



HIT POINTS

REAPING JAWS



6 HP

TAIL STRIKE



10 HP

STRIKE FROM ABOVE



13 HP

Shockwave. When damage is inflicted by this dragon in his Fury phase, lock 1 die on it. That die cannot be used until released. To release 1 locked die, a Hero must sustain damage from a counter hit.

Savage and brutal beast of prey. Uses his brute strength to overcome his foes.

After a Successful Hunt:

The black terror has been halted thanks to the surviving Heroes. The king himself received message from the village elders about your brave deeds.

Village Marketplace

The Raindrop Keep marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Small Healing Potion	Instant	Heals +4 HP	1 Gold	1
Healing Potion	Instant	Heals +7 HP	1 Gold	2
Holy Water	Instant	Add a Hammer Symbol	1 Gold	1
Stealth Potion	Instant	Add a Daggers Symbol	1 Gold	1
Steel Shield	Durable	+1 AC	2 Gold	1
Magic Shield	Durable	+2 AC	4 Gold	1
Magic Sword	Durable	Add a Sword Symbol each turn	5 Gold	1
Pinpoint Crossbow	Durable	Add a Crossbow Symbol each turn	5 Gold	1

Chapter 4: Ghastly Wind

A full cycle of the moon has passed since your last hunt and you and your fellow heroes are starting to get a bit bored with your luxurious lifestyle - drinking ale and sleeping until the sun warms your face at noon.

Today however, you woke with a cold sweat, reminding you what you already know, the flying terrors are still out there. It's time to grab your fancy new coat, leave the Burned Oak Inn, and find Iago, or any drunken bard you can grab... But sadly, despite your eagerness, you find none.

You return to the Burned Oak for a few pints of your favourite ale, and overhear a conversation between an attractive lady and a knight. The lady tells a tale of her village, and the knight tries to impress her with his fake might. Long story short, you drive away the pesky knight and find out from the lady about a new breed of dragon, poisonous, and as cunning as you could ever face.

With no rest you ride through the night to end this foul dragon.

"Welcome to Deepridge Burrow!"

A sign directs you to the local blacksmith where you find the lady's brother, who happens to be the only male survivor in the village. He tells you everything he can remember, and how to draw the green menace from his hideout.

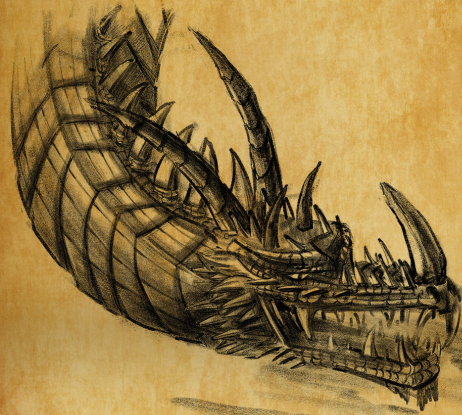
The Green Dragon

This dragon is poisonous. Each time a counter attack hits your hero successfully, your hero will be poisoned by the dragon, slowly killing your hero. To mark this, place a Poison token on your Character sheet. On the start of your following turns your hero will be dealt 2 points of damage per Poison token on your sheet. Any Healing effect used on your hero removes one poison token in addition to its normal effect. AC will not negate the poison damage dealt by this special poison effect.

DICE & DRAGONS

GREEN DRAGON

III



EXP

14

GOLD

6

65

HIT POINTS

BITE ATTACK



6 HP

SLASHING CLAWS



10 HP

GREEN INFERNO



13 HP

Poison. On each sustained counter hit damage, place a Poison token on the Hero sheet. At the beginning of his next turn, he will sustain 2 points of damage. Remove 1 Poison token by using any Healing effect on the poisoned Hero.

Most poisonous creature in the wild kingdom.

After a Successful Hunt:

The green menace has been stopped from kidnapping men from Deepridge Burrow thanks to your brave act. You also manage to free some villagers, including the lovely lady's fiance - oh well, glory and fortune still awaits.

Village Marketplace

The Deepridge Burrow marketplace has all the goods you might need for your next hunt.

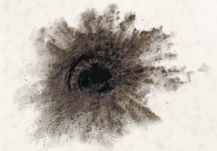
Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	1
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Strength Potion	Instant	Add a Sword Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Blessed Hammer	Durable	Add a Hammer Symbol each turn	1 Gold	1
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	1 Gold	1
Magic Staff	Durable	Add a Magic Symbol each turn	2 Gold	1

Chapter 5: Flammable Reunion

You return to Bearwood as rumors have started that the red dragon has been seen once again. Your gut is telling you that you finished off that dragon and there is no way it could still live.

You stay for the night in the local Inn, resting from the long journey, and try the new local ale that was named after your last triumph, Dead Red. During a small chat with the local barkeep, trying to convince him that the Red menace is dead...

Suddenly a giant burst of flame erupts out of a blood-red sky as a fearsome red dragon blows apart the last standing watchtower.



You all have the same reaction, it's the red dragon's mother! She has come with a vengeful desire to settle the score with the village that took her youngling.

You are about to face a very tough, fully-grown red dragon. Draw your weapons!

The Red Dragon

Much like her offspring, this is hell with wings. No special ability or anything special to report, just keep out of her Red Inferno Attack as it can consume a whole village.

DICE & DRAGONS

RED DRAGON

III



EXP

16

GOLD

8

80

HIT POINTS

SLASHING CLAWS



7 HP

TAIL STRIKE



11 HP

RED INFERNO



15 HP

This beast can melt and consume an entire city within seconds.

After a Successful Hunt:

You have once again extinguished the flames that burned Bearwood. The King's Guard's High Commander sends his best regards, along with your well earned bounty. He also lets you know about another place you should check out, once you have re-equipped.

Village Marketplace

The Bearwood marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	1
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Strength Potion	Instant	Add a Sword Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Blessed Hammer	Durable	Add a Hammer Symbol each turn	1 Gold	1
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	1 Gold	1
Magic Staff	Durable	Add a Magic Symbol each turn	2 Gold	1

Chapter 6: The Cold Never Bothered Me

In the Commander's note he mentioned a city located in the northern province of Kemora. The city, that bears the same name, has never been confronted by a raiding dragon before as the harsh freezing conditions deter such a fire breathing creature.

As we regroup at the local inn, we all realize that besides the old inn keeper behind the bar stand, there is no one here. We take our time and speak with the old man and starts to explain how this great city was once an important place to travellers and traders as they came to seek for the riches buried in the mountains to the north. However, the recent raids from the frozen one (as he called him) has scared off most of the visitors and local citizens.

The next day we climbed to the top of the highest watchtower to light the fire once more...



The Blue Dragon

The dragon you about to face has two abilities.

Firstly, he is Hardened by cold, so he has an AC value of 1, just like the Pale dragon you encountered in your 2nd Hunt (page 5).

His second ability is what really makes him unique. Each time a Counter Attack hits your hero they will be Frosted; take one of your Class Tokens that you have not used this round and place it on the Dragon sheet. This token is now locked; your Hero will now have 1 less turn each Round.

Any Healing or Blessing effect used on the Frosted hero will unlock this token. You may use the newly unlocked token in your next turn.

If you sustain a Counter Attack on your last turn in a Round then lock the Class token you just used.

DICE & DRAGONS

BLUE DRAGON

III



EXP

18

GOLD

8

75

HIT POINTS

A COLD ONE



6 HP

WINGED ATTACK



10 HP

COLD INFERNO



13 HP

Hardened. AC 1.

Frost. On each sustained counter hit damage, take 1 of the Hero's Class tokens and place it on the Dragon sheet. Release 1 Class token by using any Healing or Blessing effect on the frosted Hero.



Hardened by the harsh sub-zero conditions, this dragon likes to freeze and slow down his opponent before feasting on their flesh.

After a Successful Hunt:

After defeating this dragon of frost, you receive your second letter of recommendation from the King's Guard.

Village Marketplace

The Kemora marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	1
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	1
Holy Water	Instant	Add a Hamme  Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Magic Sword	Durable	Add a Sword  Symbol each turn	1 Gold	1

A word before moving on to the next chapter

In your final two hunts you will face some of the deadliest Dragons in Aqedia. Failing to Hunt these two is not a black mark on your glorious campaign, just a lesson learned - the hard way!

Chapter 7: What's That Color Again?

After dealing with almost every breed of dragon you might have thought off, this new challenge seems like it might be too much for any group of heroes to deal with.

"His eerie silence was not the worrying part of the story - it's the reports we got about the stench of rotten flesh that filled the air every night he came to assault the old village of Jowryk."

"The village is on an island just off the east coast of Alantria. You will need to take the barge to cross the shallow passage."

"Godspeed!" the commander signed off.

With little time to think, and with the thrill of meeting yet another foe, you ride at first light.

The Undead Dragon

The village elders told stories about a great and wise dragon that dominated the vast land of Alantria. He is a member of the Ancient ones, a breed of undying dragons. The Undead dragon rolls 4 times (instead of 3) on his Fury phase and he can Regenerate his health during combat. On any successful attack (Counter or in his Fury phase), for each Dragon symbol, the dragon heals himself of 3 points of damage as he drains life from each attacked hero.

DICE & DRAGONS

UNDEAD DRAGON

IV



EXP

20

GOLD

10

75



HIT POINTS

BRUTAL STOMP



7 HP

WINGED ATTACK



11 HP

DEATH FROM ABOVE



14 HP

Ancient. In his Fury phase, this Dragon rolls 4 times.
Regeneration. While attacking (Counter or Fury), for each Dragon symbol rolled, the Dragon heals himself of 3 points of damage.

Sudden Death has a whole new meaning...

After a Successful Hunt:

The undead threat is finally over, and the entire state of Alantria might just have a royal feast in honor of this shining victory of the living.

Village Marketplace

The Jowryk marketplace has all the goods you might need for your next hunt.

Item	Type	Effect	Cost	Qty
Healing Potion	Instant	Heals +7 HP	2 Gold	2
Great Healing Potion	Instant	Heals +9 HP	3 Gold	1
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold	2
Stealth Potion	Instant	Add a Daggers Symbol	1 Gold	2
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold	1
Vision Potion	Instant	Add a Crossbow Symbol	1 Gold	1
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	4 Gold	1
Staff of Healing	Durable	+1 HP extra healing when activating a Healing Skill	4 Gold	1

Chapter 8: Death From Above

On your last night of feasting the Inn is packed with everyone that has come to share the tales of your glorious adventures. At just half past midnight the door of the inn is kicked in by two small men. They fall down exhausted from their long journey.

They are the cousins of Iago and his brother Lago. They tell you over a nice warm bowl of soup, that Iago and Lago are missing. They had all formed a party of "heroes" to try to track down a dragon but were obviously out-matched, and had fled the dark beast's lair. They do not know if the brave Rogues are still alive as they are nowhere to be found.

You do not know if they are stupid or just unlucky, but you do know their description sounds much like a creature you already met...



The Black Dragon

Your journey is about to end, one last dragon to slay before you become a legend. While searching his vast lair, you are surprised and attacked by the great dragon as he senses your arrival. He hunts you for a change!

This encounter will change the round order, so the Dragon's Fury phase will take place before the Heroes Attack phase each Round instead of afterwards.. In addition to his supreme senses, he also can produce a Shockwave, much like one of his younger siblings (see page 7 in this guide for more details).

DICE & DRAGONS

BLACK DRAGON

V



EXP

24

GOLD

12

80



HIT POINTS

REAPING JAWS



7 HP

TAIL STRIKE



13 HP

BLACK INFERNO



18 HP

Sneaky. This Dragon attacks first! (Conduct a Fury phase before the Heroes phase).

Shockwave. When damage is inflicted by this dragon in his Fury phase, lock 1 die on it. That die cannot be used until released. To release 1 locked die, a Hero must sustain a counter hit damage.

After raiding villages his whole life, this dragon learned a lot about his prey.

After a Successful Hunt:

Once the great beast has taken his last breath you start to look around for clues about the whereabouts of Iago and Lago. With no obvious sign of them you decide to gut the dragon, and look into... just then their first cousin spots a torn piece of Iago's cape.

"They might be alive!"

Final Words

You started your long journey as want-to-be heroes. Each time, many doubted your capability to defeat the dragon before you, but after your steep rise to fame, your tales are well carved in the history tablets of Aqedia.

Items Reference Chart:

Item	Type	Effect	Cost
Small Healing Potion	Instant	Heals +4 HP	1 Gold
Healing Potion	Instant	Heals +7 HP	2 Gold
Great Healing Potion	Instant	Heals +9 HP	3 Gold
Haste Potion	Instant	Re-roll up to 2 Dragon Dice	1 Gold
Great Haste Potion	Instant	Re-roll up to 3 Dragon Dice	2 Gold
Scroll of Knowledge	Instant	Re-use a Skill	1 Gold
Stealth Potion	Instant	Add a Daggers Symbol	1 Gold
Strength Potion	Instant	Add a Sword Symbol	1 Gold
Holy Water	Instant	Add a Hammer Symbol	1 Gold
Vision Potion	Instant	Add a Crossbow Symbol	1 Gold
Mana Potion	Instant	Add a Magic Symbol	1 Gold
Steel Shield	Durable	+1 AC	2 Gold
Magic Bracelet	Durable	+2 AC	4 Gold
Magic Sword	Durable	Add a Sword Symbol each turn	5 Gold
Pinpoint Crossbow	Durable	Add a Crossbow Symbol each turn	5 Gold
Blessed Hammer	Durable	Add a Hammer Symbol each turn	5 Gold
Stealth Cloak	Durable	Add a Daggers Symbol each turn	5 Gold
Magic Staff	Durable	Add a Magic Symbol each turn	5 Gold
Gauntlets of Power	Durable	1 HP extra damage when activating a Strike Skill	4 Gold
Staff of Healing	Durable	+1 HP extra healing when activating a Healing Skill	4 Gold

Character Skill Reference Chart

Skill	Class(es)	Symbol 1	Symbol 2	Symbol 3	Symbol 4	Symbol 5	Effect
Lighting Storm	Wizard/Ranger						7 HP
Sneak Attack	Rogue/Warrior						6 HP
Defensive Stance	Rogue			≠	≠	≠	+1 AC
Pin Down	Ranger/Rogue						-1 AC
Bestial Pounce	Ranger			≠	≠	≠	Ally
Herbal Medicine	Ranger		=	=			+3 HP
Throwing Axe	Ranger/Warrior						6 HP
Hammer Swing	Cleric/Warrior						6 HP
Drain Life	Wizard						3*+3 HP
Genie	Wizard			≠	≠	≠	Ally
Healing Wave	Cleric			=	=	=	2x +3 HP
Magic Bolt	Wizard						4 HP
Fireball	Wizard						7 HP
Shield	Wizard/Cleric						+2 AC
Stab	Rogue						4 HP
Flanking Blow	Rogue						6 HP
Sudden Death	Rogue				=	=	7 HP
Blessing	Cleric						Re-Roll
Smite	Cleric						4 HP
Healing Hands	Cleric						+6 HP
Holy Storm	Cleric				=	=	7 HP
Slash	Warrior						4 HP
Smashing Blow	Warrior						7 HP
Savage Attack	Warrior						9 HP
Parry	Warrior			≠	≠	≠	+2 AC
Accurate Shot	Ranger						4 HP
Dual Shot	Ranger						7 HP
Crossfire	Ranger						9 HP
Strike	All Classes						5 HP
Critical Hit	All Classes						7 HP