

# 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.*



# 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.*



# 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.

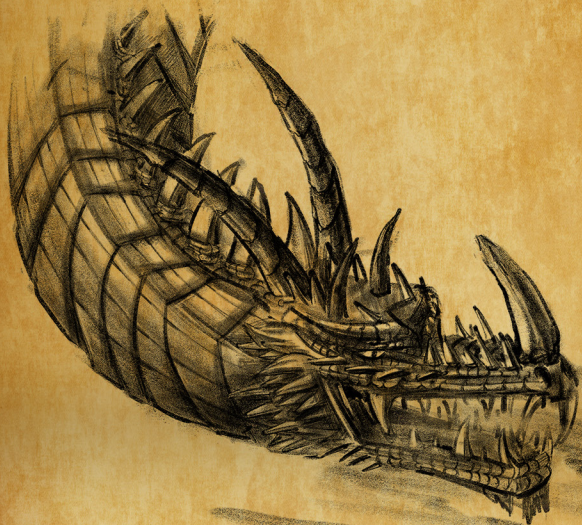
*Savage and brutal beast of prey. Uses his brute strength to overcome his foes.*



# 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.*



# 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.*



# 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.*



# 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...*



# 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.*