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About This Content

Chuck's Dragons

Dragons...ah, yes, the stuff of which legends are made, and perhaps the most famous of all monsters. Dragons are the zenith of high adventure -- they represent the pinnacle of fantasy adventuring. These mythical creatures are the bringers of vast wealth -- as well as the slayers of player characters. High risk/high reward is the name of this game.

This theme presents 6 detailed dragon-based short adventures into your world. Complete mini-adventures based on dragons are found herein -- lairs, treasure hoards and settings for their use.

The treasures are tailored for both high fantasy and low fantasy. In a low fantasy world, the dragons represent one of the most powerful magical elements of the world. Of course, the GM is welcome to tone down the magical powers and treasures if appropriate to ttheir campaign.

This module is designed with a series of 6 unrelated dragon lairs. Many of the dragons are an unusual twist on the standard, and not everyone is "as you would expect." Also included are a series of adventure hooks that can be used by the GM to draw his or her suckers... I mean players, into these encounters. I have written this in my usual style of trickery and treachery, and have done my best to make the encounters both playable and interesting. Many thanks to my dear friend Vicky Potter, who once scribed the Mother of All Treasure Tables for me: I have lifted bits of that book for the wondrous hoards of these beasts, with some modification of course.

Converted by: **Jay Scheponik**

Released on January 29, 2019. Designed for Fantasy Grounds version 3.3.6 and higher.

Requires: An active subscription or a one time purchase of a Fantasy Grounds Full or Ultimate license and the included 5E Compatible ruleset.

Title: Fantasy Grounds - Chucks Dragons (5E)
Genre: Indie, RPG, Strategy
Developer:
SmiteWorks USA, LLC
Release Date: 12 Feb, 2019

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Minimum:

OS: Windows 7x , 8x or 10x

Processor: 1.6 GHz or higher processor

Memory: 1 GB RAM

Graphics: Graphics card recommended

DirectX: Version 9.0c

Network: Broadband Internet connection

Storage: 500 MB available space

Sound Card: a sound card is required for voice communication using external programs like Google Hangouts, Skype or Discord.

Additional Notes: Requirements vary by the add-ons installed and the number of players connecting to your game.

English

leap back against a wall, while th room a strange shape is forming. A human figure is passing through the very wall itself and entering the room. At least, the figure is almost human, but its head is missing. As it materializes before you, the voice becomes clearer. It comes from a head that is carried, not on the apparition's shoulders, but in its hand which hangs down at its side! The sight is h ghostly blood drips on to

A soft voice is calling ou

ADVENTURE SHEET

OPTIONS

MAIN MENU

168

STATS | QUIT

Minions Jobs Buildings Research Defence Profile

| Tower | | | |
| 1000 Stone | | | |

Shrine	Lumbermill	Necro Tower	
50 wood	300 Wood	500 Stone	
25 stone	25 iron	50 iron	
		10 wands	
		10 skeleton mages	

Crypt	Keep
1000 Stone	2000 stone
10 skeletons	1000 iron

Mana Pool	Obelisk
1000 Stone	2000 iron
50 skeletons	50 zombies

Pause

Human Relations

Total: 0   Gold

Supply 1 skeleton. Supply humans with skeleton workers per day in order to lower your notoriety. Note: Each skeleton worker (per day) lowers your notoriety by 1.

Supply half your skeletons.

Supply 500 gold. Give humans a one off gold present in order to lower your notoriety. Note: Your gifts come in 500 gold denominations, each reducing your notoriety by 1.

Supply ALL of your gold.

Create 1 spy group. Create spy groups made up of brainwashed humans (from human farms). Each spy group consists of 20 people and decreases the growth rate of villages.

Send half your humans to spy.

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Back

Resources

| Wood | Stone | Iron |
| 21626 | 5391 | 3370 |

Necromancy: 300

Corpses: 0

| Swords | Bows | Wands | Dead Horses |
| 0 | 0 | 0 | 0 |

Physical Defence: 10095 / 10300

Assassination Defence: 10100 / 1030