

Instruction Manual & Rule Booklet

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LEGENDS OF DRAGONS, THE CARD GAME - OVERVIEW

<u>REQUIREMENTS</u> – Number of Players (1+), Playing Time (Approximately 20 minutes), Age (12+)

Legends Of Dragons the Card Game, is inspired by the written work Legends Of Dragons, by A.J. Bruner. Game mechanics like: role-playing, player elimination, variable setup, grid movement, and campaigning, are mixed into a formula of exciting adventure wrapped in a visually stunning package for 1 or more players!

Playing is a bold and fun experience that combines imagination, strategy, and conquering, in order to achieve the goal - utter dominance over the opponent(s) with your armada of Dragons. Players use decks of 50 cards to attack and defend with Dragons of many types and colors. Play as: 1-player or 2+-players. For an added challenge, players may use up to six (6) dice to increase the difficulty!

1-PLAYER

Players attempt to capture and hold *Regions* within the *World Map*, by defeating the **Avatar Dragons** at each base.

2+ PLAYERS

Players battle against each other, or players battle each other to control *Regions*, or players form Teams to control *Regions*.



GAME CONTENTS

STANDARD

- 2 Dragons decks, 50 cards/ea
- Instructions

- World Map (17" by 11")
- 1 Avatar Dragon Sheet
- 27 Location Cards

OPYIONAL CONTENTS

- 2 decks, 50 cards/ea (1
 1 Sideboard deck (24 Elves, 1 Humans)
 - cards)



THE CARDS



$\frac{DRAGONS, ELVES, HUMANS}{CARDS}$

These are the main forms of Attacking and Defending in the game. Dragons, Elves, Humans each have certain abilities, benefits, and base stats. Note: Base Stats may be increased if using a Stat Multiplier.

- 1. <u>Outside border</u>: Nothing special goes here.
- Art work: Dragon, Elf, Human artwork will be displayed inside this area.
- 3. <u>Card **Base Stats**</u>: Base Stats are always displayed as: Attack / Defense
- 4. <u>Card Text</u>: These are instructions about the card and supersede any **Action Card** events. (see next page)



ACTION CARDS

These cards affect the playing field, including the *Dragons*, *Elves*, *Humans* present at the time the *Action Card* is played and during the time the *Action Card* is in effect

- Outside border: Nothing special goes here.
- Art work: Dragon/Action artwork will be displayed inside this area.
- 3. <u>Card **Base Stats**</u>: Base stats are always displayed as: Attack/Defense.

Some *Action Cards* do not have *Base Stats*.

 Card Text: These are instructions about the card. When an **Action Card** is played, it remains active until the proper number of **Rounds** has passed.



The amount of *Rounds* are determined by the *Stat Multiplier* or a *separate die roll*, as determined by the player(s) currently in the game.*

(*Note: In some cases, the number of *Rounds* is based upon how many cards that player is holding at the time, up to 5.)

KEY TERMS

REGIONS – The **World Map** is divided into four (4) areas: Elven Lands, Human Territory, The Wilds, and Draco Ruinosa.

LOCATIONS – Inside each Region are Towns, Villages, Fallen Outposts, and Main Bases. (see World Map legend)

AVATAR DRAGONS – A representation of a player's character inside the world, or the "leader" of a group of dragons guarding a **Location**. (see **Regions Reference Sheet**)

AVATAR DRAGON SHEETS – Used to keep track of **Stats** for one (1) **Avatar Dragon**. (see **Avatar Dragon Sheets**)

MILESTONES – Specific **Levels** that unlock **Stats** players may change for their **Avatar Dragon**. (see **Milestones**)

LEVELS – A number representing the progression of an **Avatar Dragon**, as related to **Milestones** and unlocking **Stats**.

STATS – Different attributes that alter an **Avatar Dragon**'s abilities.

STAT MULTIPLIER & BASE STATS – Use up to six (6) d6 to determine the **Stat Multiplier**. Multiply the **Base Stats** on **every** card that has an **Attack** and **Defense**. This does **not** affect the **Stats** on an **Avatar Dragon Sheet**. **Defense** determines health.



ROUNDS – The time when all players have taken a turn *and* before the first player begins their next turn.

MARKERS – Placed on a **Location** after it has been captured.

RANDOM ENCOUNTER – As a player moves around the World Map, each space has a chance of triggering a group of Dragons. Roll one (1) d6: 1-3 No/4-6 Yes.

GAME PLAY

The game is broken down into *Rounds*, which all share the same steps.

A **Round** is defined as starting with the **Draw Phase** and ending with the **Discard Phase**.

Attackers must attack and **Defenders** must defend. This means that every **Round** after a Dragon, Elf, Human is placed on the playing field as an **Attacker**, it must **attack**.

If a player has no *Dragons*, *Elves*, *Humans* to defend with, the damage hits the *Avatar Dragon* (player) instead.

Multiple Dragons, Elves, Humans may Attack and multiple may Defend, but they may not do both. (see Combat)

Only 4 *Defenders* and 5 *Attackers* per player may be on the playing field at any given time.

Action Cards that "replace" Dragons, Elves, Humans, are put on top of the card they are replacing and then put on the Discard Pile after they expire, leaving the original Dragon, Elf, Human Card in play.



СОМВАТ

VALID

- PLAYER 1 declares 1
 Black Dragon & 1 Blue
 Dragon attacking.
 These Dragons have
 the Flying ability, and
 may only be blocked by
 another Flying Dragon.
- PLAYER 1 declares 1
 Silver Dragon
 attacks. This Dragon
 is a Grounder and must be blocked by another Grounder
 Dragon.
- PLAYER 1 declares 1
 Green (Grounder)
 and 1 Gold
 (Flying) are attacking.

PLAYER 2 declares their 1 Gold Dragon defends, since it has the Flying ability

PLAYER 2 declares 2 Bronze Dragons are defending, since they have the Grounder ability.

(Note: A Flying Dragon could not Defend against a Grounder) PLAYER 2 declares 1 Copper Dragon defending, which has the Flying ability.

(Note: In this situation, only 1 dragon is blocked, the *Gold Dragon*. All damage from the *Green Dragon* is directed at the *Avatar Dragon* (player).)



COMBAT (CONT)

INVALID

- PLAYER 1 declares 1
 Black Dragon is attacking, which has Flying ability.
- 2.) PLAYER 1 declares 4

 Bronze Dragons as

 Attackers.

PLAYER 2 declares *Green Dragon* as the *Defender*.

(Note: This is invalid, because the *Green Dragon* is a **Grounder** and unable to block a **Flying** dragon. The same is true of the reverse, as shown below.)

PLAYER 2 declares 3 Brass Dragons as Defenders.

(Note: This is invalid since the Attacker is a Grounder and the Defender has the Flying ability.)

SETUP

FOR ALL TYPES: (EXCLUDING FAST DUELS, SEE NEXT PAGE)

Each player shuffles their cards and deals the *top six (6)* cards to their hand.

Players must select one of the *Dragons, Elves, Humans Cards* in their hand as their *Avatar Dragon Card*.*

During the beginning of each player's turn, after their first, they draw one (1) card and place it into their hand. Before the end of the turn, they must play an **Action Card**,

Dragon/Elf/Human Card, or **Discard** until they hold *only* five (5) cards.

Player(s) decide who goes first. At the end of the first player's turn, play rotates to the left or right, as determined by the player going first.

Optional - The player going first may roll up to six (6) d6 to establish a **Stat Multiplier** or use the **Base Stats** already on each card. Otherwise place the **Stat Multiplier** aside so everyone can easily see it. Any die or dice used as a **Stat Multiplier** is/are considered removed from gameplay. If a roll is required, another die must be used.

If using the *Base Stats*, each player's *Avatar Dragon* health starts at thirty (30) (regardless of what the *Defense* value is). Otherwise the *Defense* is multiplied with the *Stat Multiplier*.



If incorporating *Regions*, use *another deck* for the *Avatar Dragons* and remove *all* of the *Action Cards*.

(*NOTE: Should a player be dealt a hand with no *Dragons* to start, they may declare a *re-deal* after showing their hand to all the players. *Player must show their hand*.)



GAME TYPES

ONE (1)-PLAYER WITH REGIONS

Begin on the plot to the North of Location One (1).

Move from plot to plot, in an attempt to capture each *Location* in numeric order. All *Locations* within a *Region* must be captured before capturing the *Main Base*.*

Locations are guarded by **Avatar Dragons** and you must defeat them in order to capture the **Location** and earn the **Benefits**. (see **Regions Reference Sheet**)

Avatar Dragons at each **Main Base** have one hundred (100) Health to start. However, each **Location** that is captured subtracts one (-1) Health from the **Avatar Dragon** guarding the **Main Base**.

ALT – *Random Encounters*, for each encounter won, subtract an *additional* one (-1) Health from the *Avatar Dragon* guarding the *Main Base*. (see *Key Terms*, *Random Encounter*)

The game is over when you have captured all of the *Locations*.



Optional - Single Player with Avatar Dragon Sheets

The **Avatar Dragon** card you select at the **start** of the game is the one assigned to the **Avatar Dragon Sheet**.

At the end of *each* game, add one (+1) *Level* to your *Avatar Dragon*. (see *Milestones*)

Players may *Level* more than one *Avatar Dragon*, but only one (1) per game.

(*NOTE: Mountains are impassable and the river may only be crossed at one of the bridges. see *World Map*)



TWO (2) OR MORE VS (PLAYER VS PLAYER)

Players compete against *each other* to eliminate *all* opponents.

During the *Combat Phase* a player must declare which opponent they are attacking. (see *Turns*)

Attackers must **Attack** and Defenders must **Defend**. (see **Combat**)

Action and **Defenders** cards are active immediately. **Attackers** must wait one (1) full **Round**.

Optional - Two (2) or More VS with Regions

Each player begins one (1) plot away from their first **Location** and after capturing, moves in numeric order.

A player must capture *all Locations* within a *Region* before capturing the *Main Base*.

Players may not challenge a *Main Base* unless they are within one (1) plot from it.

A *Main Base* that is not *successfully* defended falls to that player's opponent.

Players may not attempt to capture a *Main Base* from another player until after one (1) full *Round*.

If any player no longer controls *any Locations* for two (2) full *Rounds*, they are eliminated.



The last player remaining is declared the winner.

ALT – If using **Regions**, players may also include **Random Encounters**.*

Optional - Two (2) or More VS with Avatar Dragon Sheets

If including **Avatar Dragon Sheets**, at the end of each game, the **winning** player may add +1 **Level** to their **Avatar Dragon**.

At any time between games, if a player's **Avatar Dragon** has reached a **Milestone**, they may alter any unlocked **Stats**. (see **Milestones**)

Optional - Two (2) or More VS with full RPG support

This type of game means including both Avatar Dragon Sheets and Regions. (see previous two (2) sections)

ALT – Random Encounters may be included. (see Key Terms, Random Encounter)**

(*,**NOTE: Increases game time.)



TEAMS

Players create even teams and work together to eliminate the other teams.

Players may engage in *mass combat*, Team vs Team, where all members of both teams are trying to eliminate their opponents during *one* match, e.g. 2 vs 2, 3 vs 3, 4 vs 4, etc. Team members may *not* double up against an opponent unless they are the last team member.

Optional - Teams with Regions

Team members all start within the same *Region* and work together to capture it.

Teams may not engage in Team vs Team combat until one member of every team has captured one (1) *Location* first.

The last Team remaining is declared the winner.

Players move plot to plot, capturing *Locations* in numeric order within that Region.

For each Team member, add one hundred (+100) Health to the *Avatar Dragon* guarding the *Main Base*.

ALT - Random Encounters may be included. (see Key Terms, Random Encounter)*

(*NOTE: Increases game time. *Region Benefits* apply to all team members.)



FAST DUELS - FOR TWO (2) OR MORE PLAYERS

Remove all Action Cards from all decks.

Shuffle remaining cards and place face-down as the **Draw Pile**.

At the beginning of each turn, *all* players turn the top card of their *Draw Pile* face-up and place it in between all players.

The card with the highest **Attack** value wins! Unless one player has a higher **Defense**, in which case **they** win! Should two (2) or more players be **equal**, **Attack** and **Defense** are the same, the **next** top card for each player is turned face-up. Continue until **one** (1) player wins the **Round**.

When *all cards* have been played by *all players*, the game is over. The player(s) winning the most *Rounds* is declared the winner.

Optional - Fast Duels with Regions

With *Regions* all players are competing for one (1) *Location* at a time. The player dealing the *final* blow to the *Avatar Dragon*, captures that *Location*.

Move from *Location* to *Location*. Continue until *all Locations* have been captured. The winner(s) have the most captured *Locations*. Shuffle decks as needed *in between Locations*.

ALT - Players with captured **Locations** must eliminate each other until only one (1) player controls all **Locations**.*

(*NOTE: Increases game time. *Region Benefits* do not apply.)



Optional - Fast Duels with Avatar Dragon Sheets

If including **Avatar Dragon Sheets**, at the end of each game, the **winning** player may add +1 **Level** to their **Avatar Dragon**.

At any time between games, if a player's **Avatar Dragon** has reached a **Milestone**, they may alter any unlocked **Stats**. (see **Milestones**)

Optional - Fast Duels with full RPG support*

This type of game means including both **Avatar Dragon Sheets** and **Regions**. (see previous two (2) sections.)

ALT – Random Encounters may be included. (see Key Terms, Random Encounter)**

(*, **NOTE: Increases game time. *Region Benefits* do not apply.)



TURN ORDER

<u>DRAW PHASE</u> – Player draws 1 card from their **Draw Pile** and places it in their hand.

<u>PLACEMENT PHASE</u>— Player selects 1 card from their hand and places it on the playing field. This is the only time cards may be placed. **Action Cards** may only be placed if at least 1 **Dragon Card** is on the playing field already.

<u>ATTACK PHASE</u> – Player declares **Attacker(s)** by stating which Dragons they are attacking with, e.g. "**Black Dragon** attacking". **Dragons** must be in play for 1 Round *before* they are able to attack.

<u>DEFEND PHASE</u> – Player declares all available **Defender(s)**. If no **Defender(s)** is/are available, all damage is directed at the **Avatar Dragon**. **Defender(s)** must block a dragon with the *same* ability

(see the section on Valid/Invalid combat above.)

ASSIGNMENT -

<u>PHASE 1</u> - Determine **Attack** damage for each **Attacker**. Opponent assigns damage to their **Defenders**. Any damage not assigned to a Defender directly hits the **Avatar Dragon** and cannot be blocked, usually.

<u>PHASE 2</u> – Determine **Defender** damage, for each **Defender** against their target(s). No damage from **Defenders** will ever hit the opponent's **Avatar Dragon**, only their target(s) during that Round of combat.



<u>RESOLUTION PHASE</u> — **Defenders/Attackers** suffering fatal damage go to respective player's **Dragon Boneyard**.

<u>DISCARD PHASE</u> - Player must discard until they hold only 5 cards. **Actions Cards** end on this phase, depending on the number of Rounds set. **Action Cards** that have ended are placed in **Discard Pile**.

(see sample playing field layout below)





AVATAR DRAGON SHEETS

Players may use their **Avatar Dragon Sheets** to add a **new** level of difficulty and complexity to the game. **Avatar Dragon Sheets** contain various **Stats** for a **customized Avatar Dragon**. This type of game **requires** calculations to be made during combat to determine damages.

HOW THE AVATAR DRAGON SHEETS WORK...

A player must complete a one (1)-Player game to advance their Avatar Dragon one Level. (see one (1) Player)

Player must complete a Two (2)Player/Multiplayer game to advance their Avatar Dragon one level. TwoPlayer/Multiplayer games are completed by capturing all of the regions.

WHAT THE LEVELS MEAN...

As a player's **Avatar Dragon** gains levels and reaches certain *Milestones*, players will have opportunities to add *permanent stats* to their **Avatar Dragon**.



WHAT ARE MILESTONES?

Along the scale of levels, there exists *Milestones*. The *Milestone* is the point in which a *Stat* becomes available to be used or changed on the *Avatar Dragon Sheet*. This is the *only* time that particular *Stat* may be used or changed. For example, the first *Milestone* a player will reach is *Level 10*. Upon reaching that level, a new *Stat* opens up, in this case *Followers*.

MILESTONES

LEVELS 10, 20, 30: (EVERY 10 LEVELS AFTER 30) Increase *Followers* +1 (up to *max* 3)

LEVELS **15, 30, 45:** (EVERY **15** LEVELS AFTER **45**) Increase *Dodge* +5% (up to max 15%)

For each *Follower*, select one *Dragon Card* from the deck to *add* to hand.

During *any* round where player's *Avatar Dragon* would take damage, *subtract Dodge* percentage from *total damage* with a *Saving Throw.*(roll 1d20: 1-10 =Fail, 11-20 = Pass)



LEVELS 20, 40, 60: (EVERY 20 LEVELS AFTER 60)

Set or Change *Affinity* & *Weak* (up to 5% damage)

COUNTERPART	
Silver	
Gold	
Copper	
Bronze	
Brass	

Select one type of Dragon as their Affinity and the counterpart as the Weak. Affinity - attacks against that type will have increased damage added. Weak - attacks from that type will have increased damage added. Add 1% every 20 levels, up to max 5%.

(For example, if a player selects **Black Dragons** for the **Affinity**, then **Silver Dragons** are the **Weak**.)



LEVELS **25**, **50**, **75**: (EVERY **25** LEVELS AFTER **75**) Set or Change *Resistance* (up to max 5%)

LEVELS **30**, **60**, **90**: (EVERY **30** LEVELS AFTER **90**)
Set or Change **Agility** (up to max 5%)

Resistance is used to deflect total incoming damage against a player's Avatar Dragon. This is calculated after any Dodge bonus/penalty for Affinity/Weak. Add 1% every 25 levels, up to max 5%.

Agility is how capable the Avatar Dragon is at Dodging and Resisting. This is calculated by adding (+1) to every Saving Throw. Add +1 for every 30 levels, up to +5. For example, if a player rolls 1d20 and gets a "4", but their Avatar Dragon has Agility of 2, 4 becomes 6, (4 +2).



SIDEBOARD CARDS



There are 24 Sideboard Cards each with a specific action.
These cards are mainly for a PvP, or Player versus Player, game. In order to include them in a game, players must swap out current Action Cards, on a 1 to 1 ratio.

In card hierarchy, Sideboard Cards are at the top, followed by Location/Region Benefits, and finally Action Cards.

Players do not have to use all Sideboard Cards at once, so anyone can mix and match Sideboard and Action Cards. The final deck should never include more than 50 cards though.



LOCATION CARDS



There are 27 Location Cards and each one matches a specific location on the World Map.

When a player captures a location, at the beginning of the next Round, they may pick up the matching Location Card and gain the Benefits.

A player maintains possession of the Location Card for every Location they control, until the end of a Round after another player has captured it from them and then that player receives the card.

Playing a single-player game, the player would always maintain control after the initial capture, since no other player is available to capture it back.

During Team play, the player capturing the Location for the Team maintains control of that Location Card, until the end of a Round after another player has captured it from them and then that player receives the card.



TYPE OF DRAGONS

Dragons are divided into two main groups, or flights: *Chromatic* and *Metallic*. There is also a third flight called *Prismatic*, but only one type of dragon exists within that group. In the strictest terms, *Chromatic* dragons are mostly wicked, whereas *Metallic* dragons tend to follow a more righteous path. The *Prismatic* flight focuses on peace and harmony amongst all creatures within the world.

CHROMATIC FLIGHT

BLACK - Smaller and more agile than all other Chromatic flights, they share size with Brass dragons. Piercing yellow eyes, capable of penetrating the deepest darkness. No cranial horns. Bony ridges down the tail, which ends with a spear-like type. Black dragons have been known to skewer their prey on their tales before returning home. Short temper, easily agitated, hyper-aggressive. Prefer ruins or swamp/marsh-like regions. Capable of creating a corrosive acid they can spit at targets up to 60-80 feet away. Created from obsidian found buried deep in an old swamp and elven blood.



BLUE - Second largest only to White dragons and comparable in size to Gold dragons, Blues have green eyes that can see great distances, some many miles. Two bulky horns on either side of their head, straight back, ending in sharp points. Blues have been known to use these horns to impale their prey. Bit more calm than Black dragons, Blues are often entirely analytical, but incredibly stubborn. Typical fire breath. Created from water gathered from the deep sea and elven blood.

GREEN - Larger than Black dragons, but smaller than Blues and Reds, these dragons have black eyes and poor eyesight. Most green dragons are scavengers, keeping close to the ground as much as possible. Their bodies are fairly void of bony ridges and their heads are more rounded and flowing. While not entirely social, it is more common for other species to survive an encounter with a green dragon, than any other Chromatic flight. Whether through lack of interest in engaging with said species or just simply did not see them. In spite of their poor vision, their hearing is highly evolved making them capable of hearing prey up to a mile. They can exhale a noxious gas, usually strong enough to strangle those within the cloud. Created from moss growing in the most ancient swamp and elven blood.



RED - Reds and Blues are close in size, but reds are slightly smaller in stature, just more muscular. They are by far the most vicious and bloodthirsty, when they are told to be so. More brawn than brains, it is not uncommon for red dragons to receive instruction from blues. Their tales end in a sharp point, which is utilized in combat as well as the claws on every toe. They are often considered 'walking swords', because they are so pointy and sharp. Some red dragons have a crown of horns around the top of their heads, but most of them are broken off from fighting. They also have fire breath, but it is much hotter than a Blue's and often appears white or bright blue. Reds may also generate saliva through their fire breath, which is similar to molten lava. Created from a rubies harvested from a huge granite quarry and elven blood.



WHITE - The largest of all the Chromatic dragons and similar in size to the Silver flight, White dragons are fairly agile for their size, but prefer to move deliberately. It is not uncommon for white dragons to appear frozen in place, but in fact they are very much alive and watching. White dragons often seem angular when spotted. In fact, they use the bodies to blend in around natural formations, like glaciers. They shift their skin around to create more straight lines and angles, instead of smooth, rolling curves of muscle. Since they prefer such cold locations to live, their massive bulk maintains their internal temperature, even though they are capable of breathing frost and ice. Created from centuries old icicles deep inside an ancient cave and elven blood.

METALLIC FLIGHT

BRASS - Sharing an overall body-size with that of Black dragons, the Brass flight does not share a love for ruins or swamps, but often mountains and foothills. It is not unusual for a Brass to be seen flying out above planted crops, chasing birds for fun. They are mild-mannered and jovial, with bright blue eyes. It is their voices they are best known for however, as every Brass can sing most splendidly. Another flight that does not breath fire, brass dragons have a tremendous amount of lung capacity and as such, are capable of creating intense and long bursts of air. Created from crafted brass instruments and elven blood.

BRONZE - Similar in comparison to Red dragons, being both muscular and less brainy, but not vicous or bloodthirsty. Bronze dragons typically have a short, single horn at the tip of a bony crown that spreads out from the back of their head, like a flat scoop. This is often used for digging underground, especially within mountainous areas, and self-defense. Bronze dragons also have long, extremely sharp claws on all of their toes. These are also used for digging and combat. While bronze dragons do not have any type of breath offense, their bite is highly poisonous and causes organic material to decay and rot away. Even from so much as a scratch from a tooth, often leads to death or at least the loss of a limb. Created from bronze statues and elven blood.



COPPER - If not for their contrasting color, copper and green dragons almost look identical. Coppers do have much better vision though. During combat, a copper will often utilize their smaller stature and faster agility to not only outmaneuver their opponents, but also to taunt them viciously into making mistakes. Being small, they gravitate towards more human/elf types of adventures. Created from copper coins and elven blood.

GOLD - Being similar in size to Blues and just as analytical, that is where the similarities end. Gold dragons prefer to deliver information, rather than act on it. However, should they be left to their own devices, they will take whatever actions are necessary, even at the cost of their own life. Golds are the only Metallic dragons that are capable of breathing fire and they prefer never to use it. Created from gold jewelry and elven blood.



SILVER - Being the most rare of all dragons, Silver dragons are quite large and tend to lead solitary lives. In spite of this, they are often looked toward for answers, as they are considered the wisest of all dragons. Because they are so solitary, they are difficult to find, as they live in the most remote locations and are often mistaken for White dragons. But, in fact, Whites and Silvers never live within the same territory. Silver dragons have a bony crown, like Bronze dragons, but it is smaller and has several horns, equidistant around the edge. They are capable of breathing frost, ice, and creating ground mist. The latter allowing them to remain hidden more easily. Created from silver necklaces and elven blood.



PRISMATIC FLIGHT

PRISMA - The most unique of all dragons, Prismas are chameleons, both physically and emotionally. It is the reason why they often make such wonderful arbitrators. They have a huge capacity for sympathy and empathy, but are able to rationalize both and bring them into balance. Prismas are generally the size of Black and Brass dragons, but have only their claws for offense. They prefer to avoid physical confrontations whenever possible, but in extremely rare occasions, have been known to kill in self-defense. Created from...?



DECK CONVERSION TABLE

Dragons	Elves	Humans
Black	Macrocosmic	Mage
Blue	Tidal	Scout
Red	Augur	Smithy
Green	Military	Commissioned
White	Royal	Conscripted
Silver	Horologist	Royal
Brass	Tinder	Sal. Draconia
Bronze	Nature	Farmer
Copper	Dark	Collector
Gold	Half-Elf	Hunter
Tor. Rains	Str. Vines	Eng. Ground
Hor. Earthquake	Ter. Treequake	Uni. Woes
Mon. Winds	Acr. Gas Cloud	Vic. Plague
Ref. Evening	Anc. Clearing	Res. Fountain
Pri. Dragon	Dei. Ground	Ven. Sanctury
Anc. Wyrm	Glo. Defender	Que. Conscript



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