



READY, SET, ENCOUNTER!

VOL. 1: THE DRAGONING

 **DAGGERHEART**
COMPATIBLE

 **EVERON**
GAMES

READY, SET, ENCOUNTER!

VOL. 1: THE DRAGONING

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Introduction

WHAT IS *READY, SET, ENCOUNTER!*? Session starts in an hour. The party was supposed to go north. They went south. You have nothing prepped for south.

Ready, Set, Encounter! is a plug-and-play combat toolkit designed for that moment – and every less-panicked one too. Open the box, pick a map, grab minis, draw cards, run the fight. No hit-point slogs, no reading a novel of stat blocks, no apologizing to your players when round four limps into round twelve.

This volume, **The Dragoning**, is kobolds, drakona cultists, and red dragons. The kobolds have ambition and zero safety standards. The cultists are convinced the end of the world is a career move. The dragon considers the entire valley to be his bedroom. Mix and match as you please – the minis don't care which map they're on.

WHAT'S INSIDE THE BOX

MINIATURES (35 TOTAL, WITH BASES):

- 2× Kobold Miniatures Set
- 2× Drakona Miniatures Set
- 1× Kobold Lizard Mount Miniatures Set
- 1× Red Dragon Wyrmling
- 1× Adult Red Dragon
- 31× 1-inch bases, 3× 2-inch bases, 1× 3-inch base

MAPS & TERRAIN:

- 11× double-sided 10"×10" modular battlemaps
- Map & Trap Tokens Set

CARDS:

- Event Cards
- Item Cards
- Combat Objective Cards
- Quick Help Cards

THIS BOOKLET:

- The GM reference for everything above.

HOW TO USE THIS BOOKLET

THIS BOOKLET is ordered the way you'll actually reach for it.

Encounter Hooks - short story seeds with a twist, plus longer quests hiding a secret. Drop these into a session or use one as the spark for a new arc.

Running the Encounter - the working heart of *Ready, Set, Encounter!*. Four stacking toolboxes plus a guide for combining them:

- *Events* - quick and meaningful battlefield twists (played from the Event Cards deck).
- *Combat Objectives* - mid-fight sub-goals that change the stakes (played from the Combat Objective Cards deck).
- *Traps* - standalone hazards for exploration and combat (in this booklet).

- *Puzzles* - a small framework for dropping puzzle scenes between fights.

- *Building the Encounter* - guidance on composing fights for your party and running the dragon as a solo boss.

Dungeon Generator - a quick procedure for building a cohesive layout from the modular maps, tokens, and enemies in the box.

Example Encounters - three ready-to-run fights (Short, Medium, Long) that show how the pieces click together.

Rewards - the Loot Table, Magic Items, and the Dragon Scales crafting system.

Statblocks - full rules for every enemy in the box.

Prepping with time to spare? Start at Hooks, work down. Prepping in a hurry? Jump straight to Running the Encounter, grab a trap and an objective that fit the vibe, drop them on a map, and spotlight someone.

A NOTE ON TIERS. Throughout this booklet, difficulties and damage scale to **four tiers of play**, which map to standard Daggerheart character levels:

- **Tier 1:** character level 1
- **Tier 2:** character levels 2–4
- **Tier 3:** character levels 5–7
- **Tier 4:** character levels 8–10

If a trap, event, or objective doesn't list a tier-specific difficulty or is listed as Tier X, default to being 10 + the level of the highest character or adversary involved. Nudge numbers up or down to fit the group at your table. For example, if a Tier X Event's highest-level participant is level 3, it would have a difficulty of 13 and Tier 2. Likewise, if a Tier X Event has a level 10 adversary, the difficulty would be 20 and be Tier 4.

Running the Encounter

READY, SET, ENCOUNTER! combat is designed to be more than just a repetitive dice-rolling chore. The monsters pull cinematic moves, the terrain has opinions, and the objectives shift mid-round.

THE TOOLBOXES IN THIS CHAPTER - **Events, Combat Objectives, Traps, and Puzzles** - are designed to layer together in the same fight. A typical RSE encounter uses Events, Objectives, and Traps; the Puzzles framework drops in between fights when the dungeon needs a breath. Add the **Cinematic Abilities** baked into every statblock, and no round of combat looks quite like the last. The chapter closes with **Building the Encounter**, which shows you how to compose all of this for the party at your table.

THE PLAY LOOP:

1. **Build the encounter.** Pick a map, place enemies, drop trap tokens where they belong, build small decks from the Events and Combat Objectives you want in play, and have the statblocks in reach.
2. **Frame the scene.** Tell the players what they see, hear, and smell.
3. **Run the rounds.** PCs and enemies take their turns. Draw an Event card on your chosen schedule. Hand out a Combat Objective when the scene asks for one. Trigger traps as the situation demands.
4. **Close out.** Resolve the last blow, narrate the aftermath, hand out rewards. Dragon Scales are awarded here, if the PCs deserve them.

EVENTS

HOW TO USE EVENT CARDS

WHAT ARE EVENT CARDS? Event cards are fast twists that change positioning, priorities, or visibility without removing focus from the monsters or the PCs. Most resolve by the end of the current round, keeping combat snappy.

BEFORE COMBAT:

- Build a small deck of 8-15 cards that fits the environment. Always include a few “universal” events.
- For solo bosses (e.g. adult dragons), remove any cards that skip turns or prevent creatures from taking actions. Keep terrain, movement, and visibility effects.
- For groups of mixed enemies (kobolds, riders, drakona), keep events that affect how creatures move across the battlefield, such as narrowing available routes, creating cover, or forcing movement.

WHEN TO DRAW:

- **Standard: Spend 2 Fear** to draw one card.
- **Moderate Chaos: Spend 1 Fear** to draw one card.
- **Lair Fights:** Draw one card every other time a Fear is spent, or when the effect would provide opportunity for an event to shine.
- **Optional:** The GM may draw one card at any moment they feel it fits the scene or pacing.

RESOLVING AN EVENT CARD:

1. Read any flavor text aloud, then activate the card's mechanics. Mark any necessary zones or lines on the map.
2. If no difficulty is given, use 14 for Tier 1 encounters, 15 for Tier 2, 16 for Tier 3 and 17 for Tier 4.
3. Keep damage modest and focus on movement or choices. The intention is to be dynamic, not shut down the players.
4. If an event doesn't fit the current situation, feel free to discard it and redraw, or simply reskin it to match the scene.

EXAMPLE ENCOUNTERS:

- **Kobold Skirmish:** Emphasize visibility and positioning.

Suggested cards: *Dust Choke*, *Shattered Ground*, *The Beast Stirs*

- **Mounted Foes:** Favor battlefield route control and forced movement.

Suggested cards: *Lava Break*, *Shattered Ground*

- **Drakona + Kobolds:** Mix hazards and brief buffs/debuffs.

Suggested cards: *Rain of Embers*, *Stormbound Steel*, *Sands of Reckoning*

- **Solo Dragon:** Fewer draws, only terrain/visibility/movement effects.

Suggested cards: *Dust Choke*, *Lava Break*, *Shattered Ground*,

TIPS FOR FAIR PLAY:

- Avoid locking the same PC twice in a row.
- Show hazards clearly with tokens or markers.
- Remove ongoing event effects at the round's end unless stated otherwise.

EVENT LIST

DIVINE GLARE

A searing column of white-gold light pierces the air above you. It judges.

Divine Glare - Reaction: The next two creatures who take a hostile action against any other creature must make Presence Reaction Rolls. *Failure:* take 2 direct magic damage as the light lashes out at them. *Success:* half damage.



DOOR TRAP — IRON HAT

Tier X Event

As you cross the threshold, you hear a hollow clang as something heavy smashes down onto your head. A cast-iron pot, coated in soot and heated, is now jammed over your skull.

Impulses: drop on their head, deprive senses, slam into an intruder

Difficulty: 10 + Level

Potential Adversaries: Kobolds

FEATURES

Relative Strength - Passive: The Difficulty of this Event is equal to 10 plus the level of the highest-level PC or Adversary here.

Don't Look Up! - Reaction: **Spend a Fear** when a creature passes through the doorframe.

Investigation - Passive: A successful Instinct or Knowledge Roll reveals faint scrape marks on the doorframe and mounting brackets overhead.

Disarming - Passive: The pot trap can be disarmed beforehand with a successful Finesse Roll to dislodge the release catch.

Trap Triggered - Reaction: A 30 lb. iron cauldron falls onto the creature's head.

- The creature must make an Agility Reaction Roll:
 - Success.** The creature takes no damage, but the pot still lands loosely on its head. It has the *Vulnerable* condition until it is removed.
 - Failure.** The creature takes **3d6** physical damage and has the *Vulnerable* condition until the pot is removed with a Strength Roll. **Spend a Fear** for a waiting kobold to rush in, immediately take the spotlight, and attack the creature.

DOOR TRAP — PIT THRESHOLD

Tier X Event

You swing the door open—nothing suspicious here. But as your foot lands past the threshold, the stone vanishes beneath you with a sharp crack, and you plummet downward into the dark.

Impulses: hide in plain sight, fall away, stand wide open, welcome any who enter

Difficulty: 10 + Level

Potential Adversaries: Kobolds

FEATURES

Relative Strength - Passive: The Difficulty of this Event is equal to 10 plus the level of the highest-level PC or Adversary here.

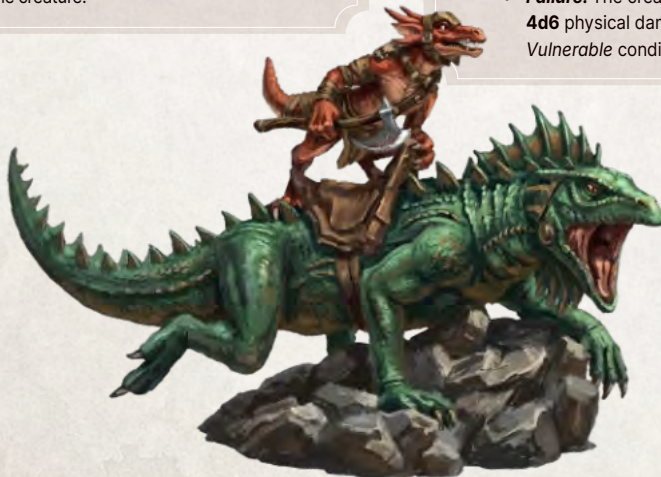
Looks Clear to Me - Reaction: **Spend a Fear** when a creature enters an empty space adjacent to a door.

Investigation - Passive: A successful Knowledge or Instinct Roll reveals a faint seam across the floor just past the door.

Disarming - Passive: The pit can be jammed shut or bridged with a Finesse Roll if detected in advance.

Trap Triggered - Reaction: The door opens into a classic pit trap lined with spikes.

- The creature must succeed on an Agility Reaction Roll:
 - Success.** The creature catches the edge just in time and must make a Strength Roll to pull itself up. **With Hope:** The creature or an ally can **Spend a Hope** to climb up. **With Fear:** the creature falls into the pit, but does not suffer the consequences of failure.
 - Failure.** The creature falls fully. It takes **4d6** physical damage and has the *Vulnerable* condition.



MUSHROOM PATCH

Tier X Event

A patch of colorful fungi dots the edge of the cavern wall, clustered between damp rocks and the glow of bioluminescent moss. The mushrooms vary in size and hue. Some are squat and red, others tall and pale. As you brush one aside or pluck it from the earth, the patch responds.

Impulses: heal, restore, poison, act natural, explode, confuse

Difficulty: 10 + Level

Potential Adversaries: Any

FEATURES

Relative Strength - Passive: The Difficulty of this Event is equal to 10 plus the level of the highest-level PC or Adversary here.

Watch Your Step - Reaction: Spend a Fear when a target disturbs the patch of mushrooms by touch, cutting, or collecting.

Investigation - Passive: A successful Knowledge Roll identifies types of fungi: puffshrooms, sleepcaps, and sparkdust. A successful Instinct Roll reveals tiny spores drifting in the air and a subtle shimmer on certain caps.

Disarming - Passive: The patch can't be disarmed directly, but it can be avoided. An Agility Roll allows movement around the edge.

Certain types of magic or other effects could also disperse spores, allowing passage.

Trap Triggered - Reaction: When the trap is activated, roll 1d6 or choose an effect on the table. The creature triggering the effect is the primary target unless noted.

1. **Healing Puffcap.** Warm mist erupts. The target clears all marked Stress and HP.
2. **Hallucinogenic Spores.** The target must succeed on a Strength Reaction Roll or be *Vulnerable* and mark 2 Stress. It reacts to illusions only it can see.
3. **Poisonburst Puffshroom.** The creature must succeed a Strength Reaction Roll or take **2d6** physical damage and become *Poisoned*, taking **1** direct physical damage every minute until cured.
4. **Confusion Cloud.** A cloud forms in Very Close range. Targets in the area must succeed at a Strength Reaction Roll or have disadvantage on all rolls for the next hour.
5. **Explosive Sporedust.** The mushroom ignites on contact. All creatures within Very Close range must succeed on an Agility Reaction Roll or take **2** direct physical damage.
6. **Inert Fungi.** The mushroom is harmless. Nothing happens.

OIL SPILL

Tier X Event

The stone ahead shines with a strange wet sheen, and the air carries the sharp, sour stink of lamp oil. In the heat of pursuit, it would be easy to mistake it for nothing more than damp rock.

Impulses: trip, slow, knock over, ignite, make intruders stumble

Difficulty: 10 + Level

Potential Adversaries: Kobolds

FEATURES

Relative Strength - Passive: The Difficulty of this Event is equal to 10 plus the level of the highest-level PC or Adversary here.

Slick & Shiny - Reaction: A creature moves into or across a 10-foot by 20-foot area coated in slick oil.

Investigation - Passive: A creature notices the unusual sheen and smell with an Instinct Roll. A creature that is **running, dashing, or involved in a chase** has disadvantage on this roll.

Disarming - Passive: The spill cannot be "disarmed," but it can be neutralized. Thick sand, dirt, or a large amount of cloth thrown over the area allows creatures to cross safely.

Trap Triggered - Reaction: The creature's feet lose all traction on the greasy surface. The oiled area is difficult terrain. If the oil is exposed to fire, it ignites. Any creature in the area takes **1d10** physical damage, and the area is no longer difficult terrain, but instead deals this damage at the start of a creature's turn until the oil burns out (1 minute). The triggering creature must make an Agility Reaction Roll.

- **Success.** The creature keeps its footing and may continue its movement, though it must succeed at an Agility Roll to move into a different zone out of the spill.
- **Failure.** The creature becomes *Vulnerable* as it is knocked prone. Its movement immediately ends as it struggles to find purchase.



to them in context. Players who don't still have the hint system using Trait rolls to fall back on.

CANDIDATE ROOMS

IN COMPLETE THE PATTERN MODE, you can also spread the candidate glyphs across the dungeon. Instead of handing the players a neat set of three options at the mechanism, hide one glyph in the cultists' sanctum, one in a kobold hoard, and one on the altar. Only one of them actually completes the pattern; the other two are narrative bait.

This turns the puzzle into a dungeon-spanning treasure hunt. When the party returns to the mechanism with all three glyphs, they still have to figure out which one is correct – but now every wrong answer costs them real legwork, which makes getting it right feel earned.

Use this variant sparingly. It turns a five-minute scene beat into a half-session arc, which is great for a climactic dungeon and too much for a casual detour.

PUZZLE LIBRARY

EACH ENTRY BELOW gives you the slots, the rule, the answer, and a suggested consequence for a wrong commitment. Reskin freely to match the dungeon you're running.

ODD ONE OUT

1. The Three Teeth (Simple)

Slots: A dragon's fang | A dragon's fang | A wolf's fang

Rule: Two are from dragons, one is not.

Answer: The wolf's fang.

Hint Knowledge 13: "Dragon teeth curve inward at the root. That one's straight - it came from a mammal."

Wrong backlash: The teeth in the remaining slots clamp down on a spectral

illusion. The committing PC must succeed on an Agility Roll or take **1d10** physical damage.



Dragon Claw Print



Kobold Claw Print



Human Boot Print

Mechanism unlocks: A door etched with the sigil of a red dragon cult.

2. The Three Footprints (Simple)

Slots: Dragon claw print | Kobold claw print | Human boot print

Rule: Two are draconic, one is not.

Answer: The boot print.

Wrong backlash: The floor shudders. All PCs adjacent to the mechanism must make a difficulty 13 Agility Roll or take **1d10** physical damage and become Vulnerable.

Mechanism unlocks: A passage into the kobold warren.

3. The Cult's Trinity (Moderate)

Slots: A rune for fire | A rune for dragon | A rune for rain

Rule: Two are sacred to the dragon cult; one is not.

Answer: The rune for rain. (Dragon cults in this setting associate themselves with fire and dragons, never water.)

Hint Knowledge or Presence 15: "Cults of the Red never depict rain - it is the symbol of their most-hated enemy, the storm gods."



Rune for fire



Rune for dragon



Rune for rain

Dragon's Lair - Roll d20 for lair scale.

Table: Dragon's lair's scale

ROLL	LAIR
1-7	2 chambers combined - cramped
8-14	3 chambers combined - standard
15-19	4 chambers combined - expansive
20	4 chambers + maximum lava - apex

Pick the chambers from Maps {D, E, F, H, I, J} based on your dungeon's theme. **At least one Lava Lake must appear in the lair** - either as Map F (built-in lava lakes), or by placing the Lava Lake token on one of the chambers you chose.

In a lair, ignore each chamber's Climax Setup. The Adult Red Dragon is the encounter - supporting cast at the GM's discretion. (How to actually run the dragon lives in *Building the Encounter*.)

STEP 4: CONNECT THE MAPS

EACH MAP IS A SQUARE CHAMBER walled on all four sides. Adjacent maps connect via a **token overlaying the shared edge**:

- **Doors** - barriers (some have a trap on the reverse).
- **Cave Floor** - open passages.
- **Lava River / Stream / Lake** - the connection itself is a hazard.
- **Bridge / Wooden Walkway** - crossings over something dangerous.

Hidden Stone Door - secret connections.

For a Dragon's Lair, use wider connection tokens (Cave Floor, Stalagmite Field, Lava River) so the dragon has clear flight paths between component chambers.

STEP 5: RUN IT

PLACE TOKENS AND ENEMIES per each map's per-map entry. The entrance is the closest map to your tray edge; the climax sits opposite. Begin combat when the moment hits.

PER-MAP ENTRIES

APPROACH MAPS LIST several versions of the same room, one for each result you might roll on the intensity tables above (Hazard, Skirmish, Battle, Ambush) - so wherever a map lands in your dungeon, there's a version tuned to that level of danger. Chamber maps list a single Climax Setup, used either for a Chamber Climax roll or as a component when a chamber appears in a Dragon's Lair.

DEFAULT TUNING. Every entry below is composed for a **Tier 2 party (4 PCs at character levels 2-4)**. For other tiers, use the entry's enemy lineup as a shape and rebuild the XP budget per the rules in *Building the Encounter* → *Making Encounters Fit Your Party*. The tokens, traps, and tactics stay the same; what changes is which enemies fill the slots.

Token names refer to the contents of the Map Tokens Set in the box. If a token's already deployed elsewhere in the dungeon, swap in something equivalent - the entries are recipes, not requirements.

APPROACH MAPS

MAP A - THE BURNING CRAWL (D4)

- **2 HAZARD.** Place 2x **Concealed Pit Trap / Pit Trap** along the corridor; **Stalagmites** mid-corridor for cover.
- **3 SKIRMISH.** **2 Kobolds** with slings across the broken bridge. **Rock Pile** cover. **Small Treasure Pile** on the far side - the bait that keeps them here.

READ ALL THREE even if you're only running one. Each demonstrates a different style of layering, and the techniques transfer.

The encounters draw their premises from the **Encounter Hooks** section earlier in this booklet – flip back to read the full hook before you run them.

Map: *The Scent of a Kobold encounter*



Table: Rare Loot

DIO	TREASURE	DESCRIPTION
1	Bag of the Second-Favorite Things	A pouch that gives you something close to what you wanted...or a smug potato. (See items section for details.)
2	Chromatic Glimmerdust	Shimmering powder that summons a terrifying illusory five-headed dragon. (See items section for details.)
3	Emergency Escape Egg	One-time extradimensional tunnel. You vanish and reappear within Close range. (See items section for details.)
4	Echofang Trinket	Dragon-fang pendant that lets you chain-cast spells in the same turn. (See items section for details.)
5	Crown of Molten Gold	Heavy, half-melted crown set with fire opals. Warm to the touch. Worth a chest of gold.
6	Potion of Fire Breath	As an action, you can exhale flames to deal 4d6 magic damage in a Close range cone for 1 hour after drinking.
7	Gem of Seeing	Faceted like a dragon's eye. You can see into the ether and beyond when you look through it.
8	Dragonbone Greatsword	Massive two-handed blade, +1 to attack and damage, deals an extra 1d6 physical damage vs. dragons.
9	Chest of Platinum Scales	Locked iron chest containing 3d10 pieces of platinum shaped like dragon scales. Worth five chests of gold.
10	Orb of the Inferno's Call	Extremely rare and feared. Once per week, you can cast Falling Sky (Arcana Domain) centered on a point you choose within 1 mile. The sky burns red for 1d12 hours after.

MAGIC ITEMS

BROKEN TOOTH OF A GOLD DRAGON

Common (2 handfuls of gold)

This large, dulled dragon tooth hums faintly with ancient energy.

Although useless as a weapon, the tooth counts as a valuable offering to draconic creatures. If presented to a dragon as a gift, you gain advantage on your next Presence Roll made to appease or bargain with the creature.



INCENDIARY PEBBLES

Common (3 handfuls of gold)

This pouch holds three small pebbles that scream “FIREBALL!” when thrown.

As an action, you can throw a pebble at a point you can see within Close Range. The pebble creates a flash of bright light and harmless heat in Close Range, centered on that point for 10 seconds. The flash can be seen in Very Far range. The pouch regains 1d3 spent pebbles each dawn.



YIP-YAP FIRECRACKER

Common (3 handfuls of gold)

This small red paper stick emits a high-pitched “YIP YAP!” in a draconic tongue before exploding in a harmless puff of glitter and smoke.

As an action, you can throw the firecracker at a point



DRAKONA DARK MAGE

Tier 2 Standard

Filled with fire and fury, these magicians sear their enemies with both innate and learned arcana.

Motives & Tactics: cast spells, burn enemies, gain power, seek knowledge

Difficulty: 14 + | **Thresholds:** 8/17 | **HP:** 4 | **Stress:** 2

ATK: +1 | **Fire Dart:** Far | 1d8+8 mag

Experiences: Draconic Arcana +3, Dragon Blooded +3, Darkness Inside +2

FEATURES

Draconic Pulse - Action: Targets of the caster's choice in Very Close range must make a Strength Reaction Roll. Targets who fail take **3d6** magic damage. Targets who succeed take half damage. Each failed roll also applies one of the following effects of the caster's choice:

- **Spasm:** The target has the *Vulnerable* condition.
- **Lockjaw:** The target can't speak until the caster gains the spotlight again.
- **Falter:** The target has disadvantage on all Strength and Agility Rolls until the caster gains the spotlight again.

Draconic Surge - Passive: When it gains the spotlight the first time and until it loses the spotlight twice, the mage has advantage on attack rolls, and others have disadvantage on Reaction Rolls against its spells and abilities.

Fire Burst - Action: Mark 2 Stress. The mage chooses a spot within Far range, and a ball of fire explodes outward from it. All creatures in Very Close range must make an Agility Reaction Roll. Targets who fail take **3d6+6** magic damage and mark 2 Stress. On a success, half damage and no stress. Flammable objects are ignited and continue to burn until extinguished.

Searing Blood - Action: Mark a Stress. Can be used twice per spotlight, but must target different creatures. The mage points at a creature, setting their blood ablaze. One creature within Close range must make an Agility Reaction Roll or take **2d6+6** magic damage and gain disadvantage on its next attack roll before the mage gains the spotlight again.

Arcane Deflection - Reaction. Spend a Fear when the mage is hit by an attack or fails a Reaction Roll. It gains an armor slot or +4 bonus to Reaction Rolls until it next loses the spotlight.

DRAKONA WARRIOR

Tier 2 Standard

A medium, humanoid dragonkin who's always ready for a fight.

Motives & Tactics: overpower, protect, absorb damage, be stalwart, mobilize troops and minions

Difficulty: 14 | **Thresholds:** 9/18 | **HP:** 4 | **Stress:** 4

ATK: +1 | **Greatsword:** Very Close | 1d10+6 phy

Experiences: Dragon Blooded +3, Good at Taking Hits +2, Hand/Eye Coordination +2

FEATURES

Armor Sunder - Passive: Spend a Fear. The warrior slams its blade into its opponent—not to pierce, but to shatter—leaving cracked plates, dented pauldrons, and ruined straps behind. As part of a Greatsword attack against a creature with at least 1 unmarked armor slot, the warrior can force them to make a Strength Reaction Roll. On a failure, the target must mark 2 armor slots. If the target is wearing magical armor, they are unaffected.

Thick Hide - Passive. The warrior has 2 armor slots.

Javelin - Action: Pull a javelin from a bundle and throw it at a target within Close range. On a success, deal **1d8+3** physical damage.

Scaled Fortification - Action: Mark a Stress. The warrior bolsters its stance. Its scales harden in an instant, rippling with a metallic sheen as if flash-forged by dragonfire. As a bonus action, the warrior gains an additional armor slot until it loses the spotlight twice.

Parry - Reaction: When attacked, roll the weapon's damage dice. If any of the attacker's damage dice rolled the same value, the matching results are discarded from the attacker's damage dice before the damage the warrior takes is totaled.



RED DRAGON'S LAIR

Tier 4 Exploration

Deep within the caldera of an active volcano and protected by a cult dedicated to their draconic master, a red dragon's domain is a taxing environment for even the most veteran adventurers.

Impulses: impede intruders, protect treasure hoard, purify with fire, project authority, spill blood, incinerate

Difficulty: 21

Potential Adversaries: Red Dragons, Red Wyrmlings, Drakona (Warrior, Dark Mage), Kobolds, Kobold Lizard Riders

FEATURES

Furnace Breath - Action. Spend 2 Fear. A dragon exhales not toward enemies, but into the earth, awakening the magma deep beneath the battlefield. The dragon chooses 1d4 points within Very Far range. A magma geyser erupts in Very Close range of each chosen point. All targets in the area make an Agility Reaction Roll. Targets who fail take **4d10** physical damage, lose 3 Hope, and are launched up to 30 feet in the air. Targets who succeed take half damage. Each geyser zone glows red-hot until the dragon loses the spotlight twice. Any creature that enters the area takes **1d10** physical damage and loses a Hope.

Furnace Vents - Action: A dragon hisses and slams into the ground, triggering a blast of volcanic steam

from hidden vents. The dragon targets a creature of its choice, and a superheated gout of steam and flame erupts from the ground around them.

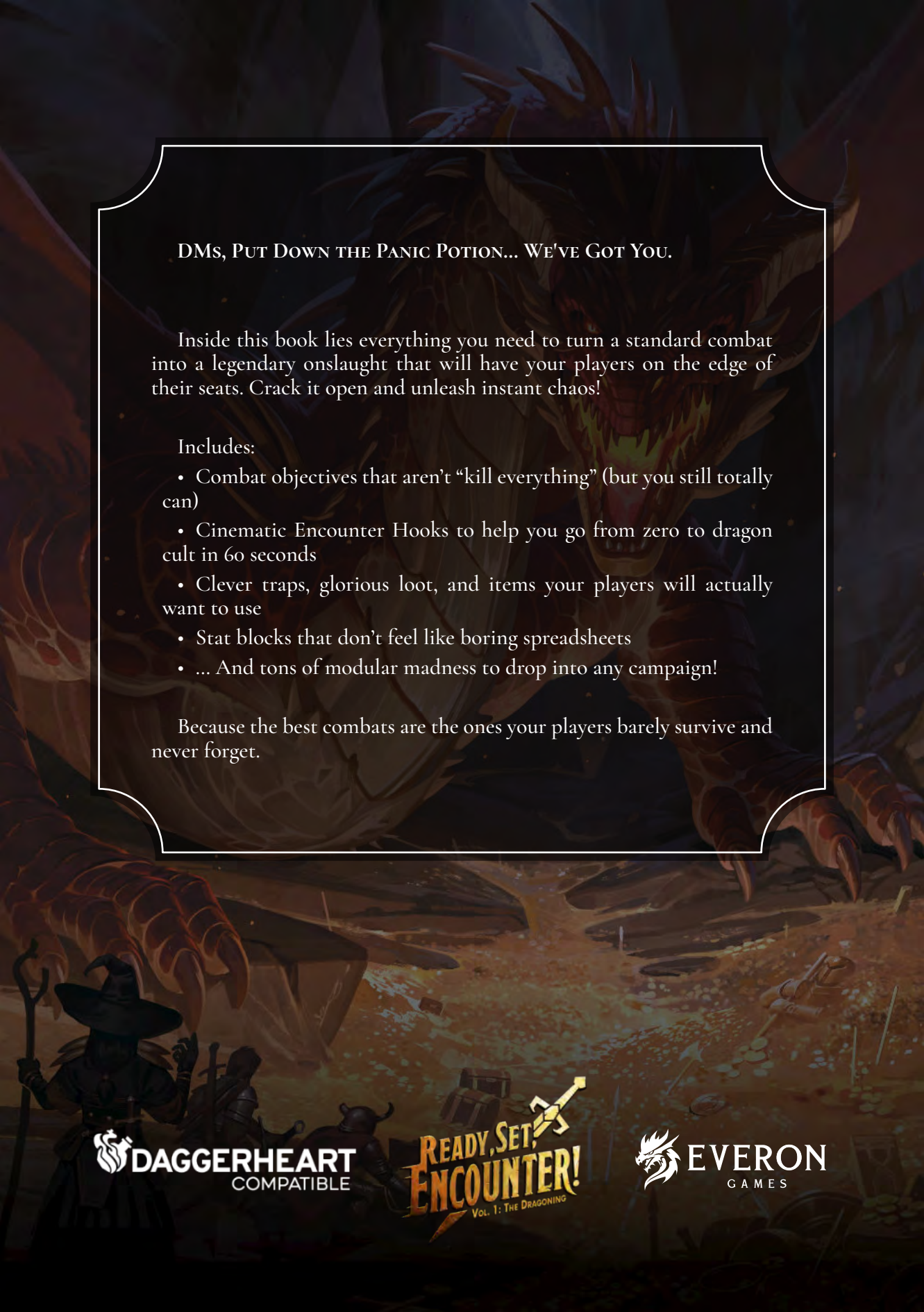
Targets within Very Close range of the eruption must make an Instinct Reaction Roll. Targets who fail take **2d10** physical damage and lose 2 Hope. Targets who succeed take half damage.

Molten Hail - Action: Spend a Fear. A rain of glowing molten rock pelts an area within Close range of a point the dragon can see within Far range. All targets in the area must make an Agility Reaction Roll. Targets who fail take **3d8** magic damage, become *Vulnerable* as their sight is obscured by ash and smoke, and must mark 2 Stress. Targets who succeed take half damage and mark a Stress.

Volcanic Fissure - Action: Spend a Fear. The ground cracks open in Close range, centered on a point the Red Dragon can see. Each non-flying creature in that area must succeed on an Agility Reaction Roll. Targets who fail take **4d6** physical damage, are *Vulnerable* as they are knocked to the ground, and the area becomes difficult terrain. Targets who succeed take half damage.

Smoke Choke - Reaction: Spend a Fear. When any creature within view takes damage from a fire effect, thick sulfurous smoke fills Close range around them. Targets inside the area are *Vulnerable* and cannot see. A creature can **spend 3 Hope** or mark 3 Stress to clear the area of smoke.





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