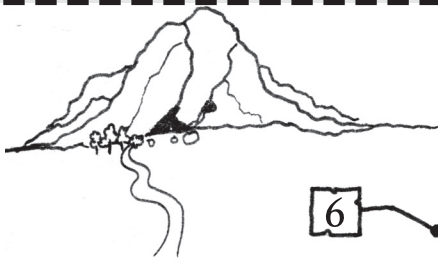


Hook

Silas boasts that he stole from the dragon Actrish's lair, just by sneaking in while she slumbered after gorging on a nearby town. Can bold adventurers do the same, and not wake the dragon from her slumber?

The Dragon slumbers on a bed of coins, gemstones and fabulous jewells piled higher than a mounted knight. A pair of large chests, a statue, two barrels and a keg are part of this vast hoard. Taking from the hoard automatically counts as a 'poke' as the dragon, even in deepest hibernation, is aware of her treasure being taken.

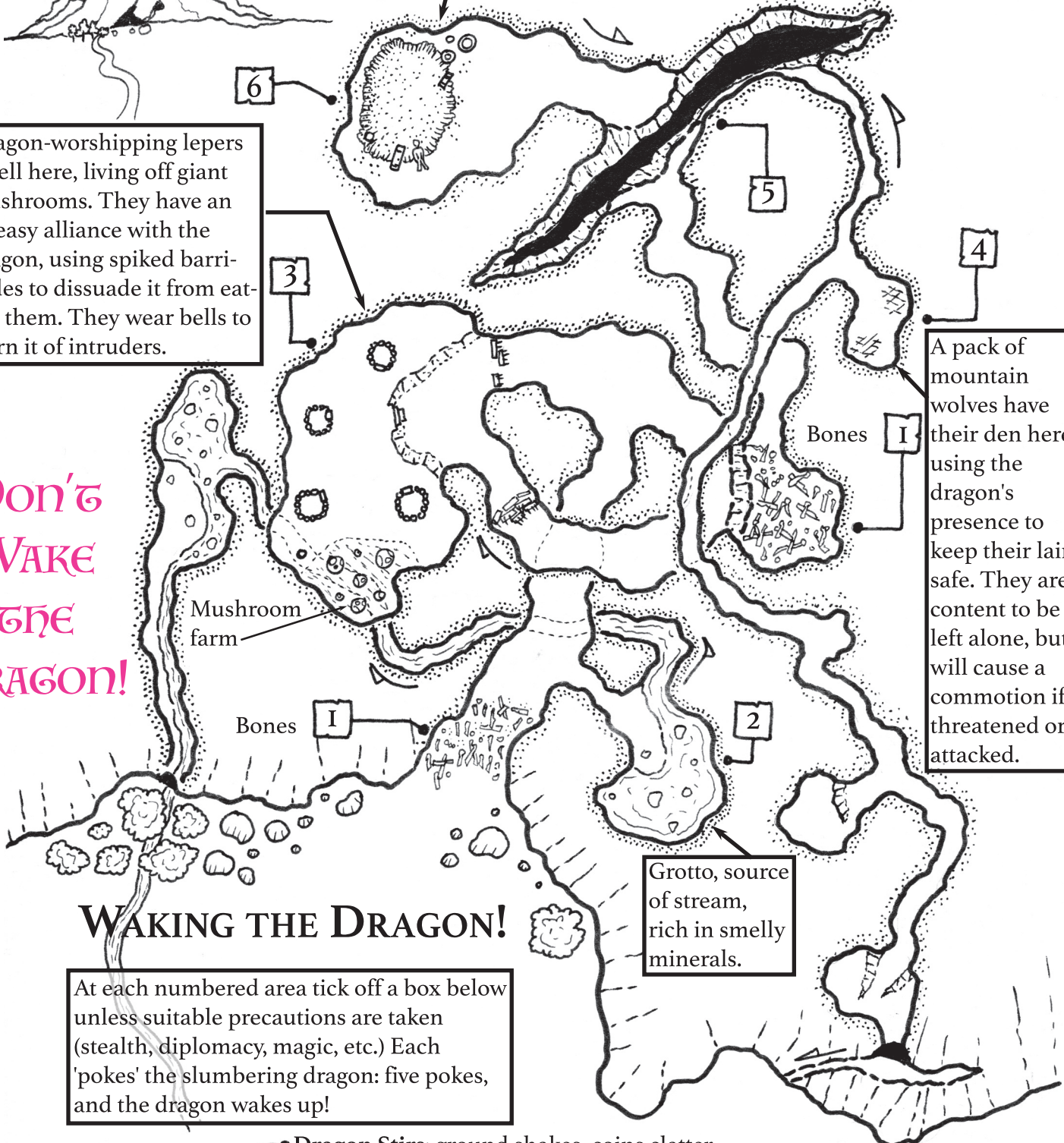


Dragon-worshipping lepers dwell here, living off giant mushrooms. They have an uneasy alliance with the dragon, using spiked barricades to dissuade it from eating them. They wear bells to warn it of intruders.

Don't
WAKE
THE
DRAGON!

Dragon-worshipping lepers dwell here, living off giant mushrooms. They have an uneasy alliance with the dragon, using spiked barricades to dissuade it from eating them. They wear bells to warn it of intruders.

A pack of mountain wolves have their den here, using the dragon's presence to keep their lair safe. They are content to be left alone, but will cause a commotion if threatened or attacked.



WAKING THE DRAGON!

At each numbered area tick off a box below unless suitable precautions are taken (stealth, diplomacy, magic, etc.) Each 'pokes' the slumbering dragon: five pokes, and the dragon wakes up!

Dragon Stirs: ground shakes, coins clatter.



Dragon Awakens: it is very, very angry!



POKES

- 1. Piles of bones, waist-deep, crunchy.
- 2. Musky water, splashes, smelly.
- 3. Lepers, bells, commotion in battle.
- 4. Mountain wolves, howls, growls.
- 5. Chasm, difficult to cross, falling rocks.
- 6. Dragon's hoard, clattering coins.