

CAMPAIGN ON DICE PRESENTS...



GAMEBOOK
2023

FIELDS OF FLAME

A thrilling fantasy adventure in which YOU are the hero!

Skill, Stamina and Luck

Roll one die. Add 6 to this number and enter this total in the SKILL box on the Adventure Sheet.

Roll two dice. Add 12 to this number and enter this total in the STAMINA box.

Roll one die. Add 6 to this number and enter this total in the LUCK box.

For reasons that will be explained below, SKILL, STAMINA and LUCK scores change constantly during an adventure. You must keep an accurate record of these scores. Whilst they may reduce, they may never exceed your Initial scores.

Your SKILL score reflects your general fighting expertise; the higher the better. Your STAMINA score reflects your general constitution. Your LUCK score indicates how naturally lucky you are.

Battles

You will often come across the option to fight creatures during this adventure. An option to flee may be given, but if not, you must resolve the battle as described below;

Roll two dice once for the creature. Add its SKILL score. This total is the creature's Attack Strength. Roll two dice once for yourself. Add the number to your current SKILL score. This total is your Attack Strength.

If your Attack Strength is higher, you have wounded the creature - subtract 2 from its STAMINA score. If the creature's Attack Strength is higher, it has wounded you - subtract 2 from your STAMINA score. If both Attack Strength totals are the same, you have avoided each other's attacks.

Repeat these steps until the STAMINA score of either you or the creature you are fighting has been reduced to zero (death).

Luck

At various times during your adventure you will come across situations in which you could either be lucky or unlucky. But beware! Using luck is a risky business and if you are unlucky, the results could be disastrous.

This procedure is known as *Testing Your Luck*. If asked to test your luck, roll two dice; if the number rolled is equal to or less than your current LUCK score, you have been Lucky and the result will go in your favour. If the number rolled is higher than your LUCK score, you have been Unlucky.

Each time you Test Your Luck, you must subtract one point from your current LUCK score. Thus, the more you rely on your luck, the more risky this will become.

Stamina and Provisions

Your STAMINA score will change a lot during your adventure. Eating a standard meal will restore 4 STAMINA points. The number of Provisions you are carrying will be determined at the beginning of the story. Remember to use your Provisions wisely.

Remember also that your STAMINA score may never exceed its *Initial* value.

Equipment and Special Weapons

You begin your adventure with a backpack, a staff and a tinderbox.

As a Dragonborn, you have draconic ancestry. This means you also have a natural "Breath Weapon." Once during your adventure, you may use your draconic breath to electrocute an opponent during combat. When you do this, roll one additional die and add the result to your total combat score. As you only have one use of this ability, remember to use it wisely.



ADVENTURE SHEET

SKILL

*Initial
Skill=*

STAMINA

*Initial
Stamina=*

LUCK

*Initial
Luck=*

PROVISIONS

MAGPIES

BREATH WEAPON

*Once per adventure,
you may use your
draconic breath to
electrocute an
opponent during
combat.*

*Roll one additional
die and add the
result to your total
combat score.*

*Tick the box below
to indicate you have
used this ability.*



ITEMS OF EQUIPMENT CARRIED

*Backpack
Staff
Tinderbox*

MONSTER ENCOUNTERS

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

Stamina=

Skill=

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Skill=

Stamina=

You are Drago Mortison, a blue-skinned Dragonborn homesteader living happily alongside a Dwarven community. The Crispybeard clan treat you as one of their own, and you share resources freely with your diminutive neighbours.

You have spent the morning hunting and foraging in the nearby forest - roll one die to determine the number of Provisions you have managed to gather and add this to your *Adventure Sheet*. If you rolled a 6, you also managed to catch a Magpie, and you should add this to your *Adventure Sheet* separately as well. A Magpie will restore your STAMINA to its *Initial* score. If you managed to catch one, you should use it wisely.

As you leave the forest, you notice a plume of black smoke coming from the Crispybeard farm. Do you:

Investigate the smoke?

Turn to 7

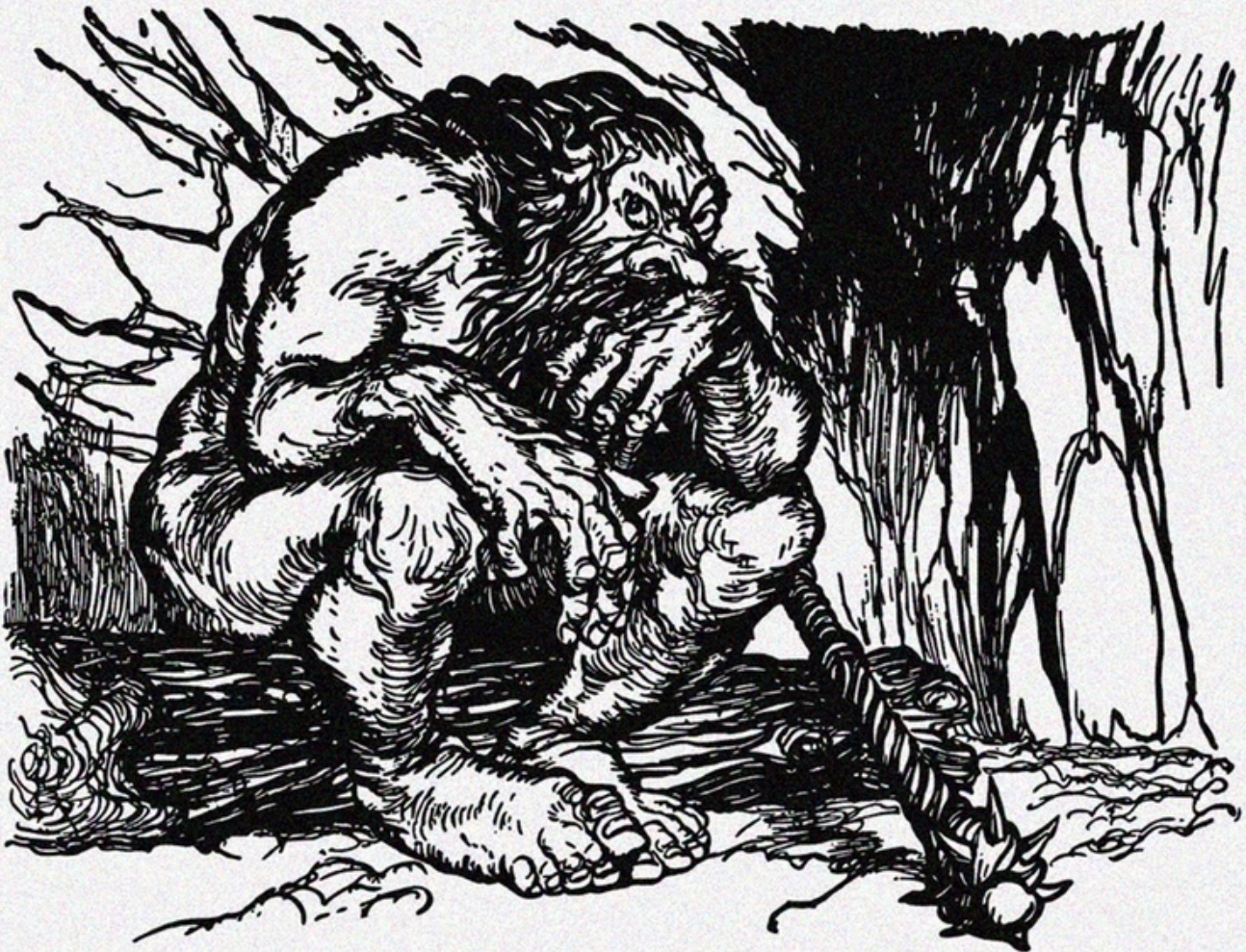
Return to your own homestead?

Turn to 11

You take your time, doing your best to keep quiet and move stealthily. However, stealth is not one of your strengths, and you must Test Your Luck to see if you are successful.

If you are lucky, turn to 12.

If you are unlucky, turn to 8.



The farm and fields are still on fire when you arrive. The residual heat makes it difficult to get too close, and you find yourself choking on the acrid smoke and putrid smell.

There are bodies of dwarves all around the main farmhouse; most are hideously disfigured by their fatal burns, but you notice a few dwarves have been killed by Orc spears.

There's no doubt in your mind that this is the work of the Orc raiders who live in the mountains.

You search the area for more clues - Test Your Luck.

If you are lucky, turn to 21.

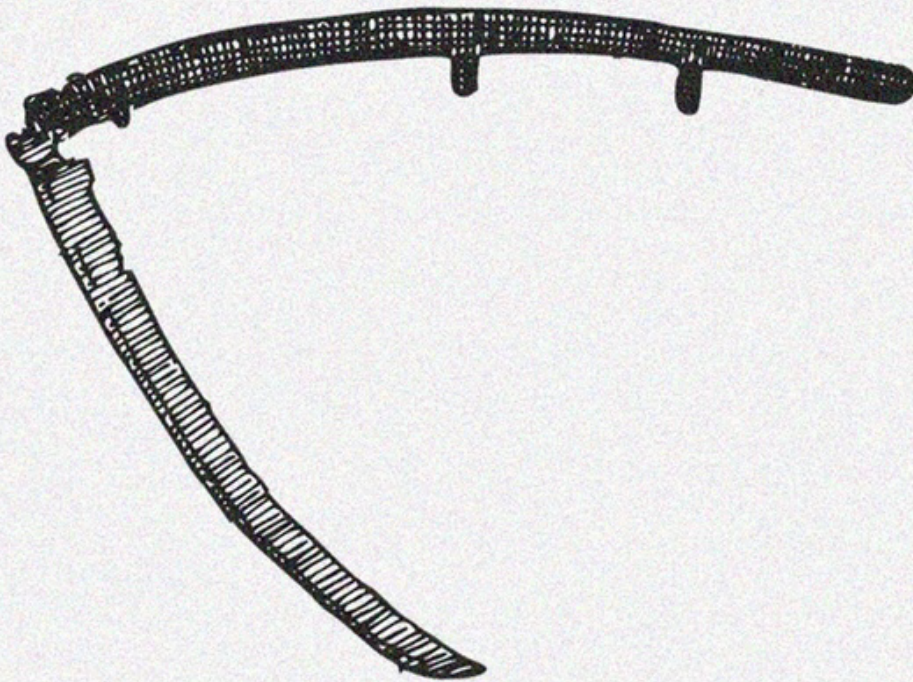
If you are unlucky, turn to 16.

You rummage through the barn and tool shed, which is full of broken equipment the Orcs have gleefully destroyed.

You begin to think all hope is lost, but when you lift some crates you find a scythe which the Orcs missed during their looting.

You swing it a few times to feel the weight and gauge its usefulness as a weapon, and decide it's better than your staff. Add the scythe to your equipment list, and add 1 point to your SKILL when using this weapon.

Turn to 22.



You follow a clear trail of clumsy tracks into the mountains, which eventually lead you to a valley surrounded by several high peaks. You can see what looks like a campfire in the valley, and you decide to climb higher to get a better look.

You can hear the sound of drunken laughter from the direction of the fire, and you know this is the encampment of the Orc raiders responsible for the attack on the farm and homestead.

What do you do?

Attack the Orc camp directly? Turn to 6

Sneak around the camp to get a better look? Turn to 2

You are sure the Orcs won't be able to react quickly enough in their inebriated state, and you charge straight at them, fuelled by rage.

They don't see you until you're right on top of them, and they react slowly because of the alcohol.

They scramble to grab whatever weapons they can, while you fight them one at a time;

	SKILL	STAMINA
First DRUNK ORC	7	14
Second DRUNK ORC	9	12
Third DRUNK ORC	8	14
Fourth DRUNK ORC	10	12

If you win, turn to 20.

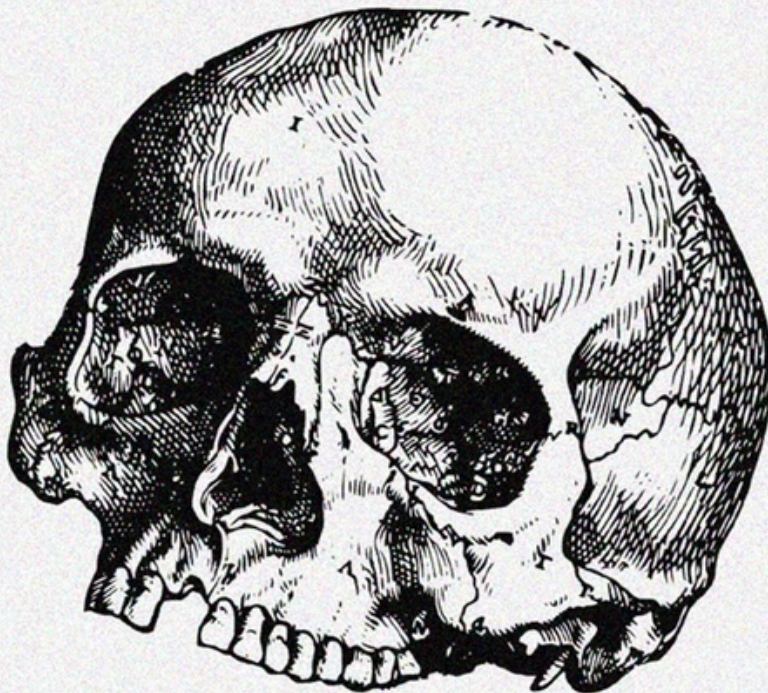


As you approach the farm, you see the horribly charred bodies of several dwarves who appear to have been fleeing the area. They have been so badly burned that it is impossible to identify them, but there is no doubt these were your neighbours. Your friends.

Do you:

Continue towards the
Crispybeard farm?
Return to your homestead?

Turn to 3
Turn to 11



In your heightened emotional state, you lose control of your actions and you make too much noise. The group of Orcs around the campfire look up in your direction, and before you can react, multiple raiders surround you from the shadows.

You are quickly outnumbered and overwhelmed, and the Orcs make quick work of beating you into unconsciousness.

You awaken hours later with an incredible pain in your arms and legs. Groggily, you open your eyes, blinded by the morning sun, and you see that you have been bound and strung up by your limbs. Hoisted above the Orc encampment, you serve as a warning to anyone else who might cross their path, as you slowly and helplessly starve to death...

You run at the Orcs, your staff raised above your head. You knock the torches out of their hands and they fizzle out as they land in your water trough.

You must now fight the Orcs one at a time.

	SKILL	STAMINA
First ORC	7	10
Second ORC	8	10

If you win, turn to 18.

If you're going to take on a band of Orcs on your own, you'll need something better than a staff to fight them.

You rush to your barn to look for something better to use as a weapon.

Test your Luck;

If you are lucky, turn to 4.

If you are unlucky, turn to 13.

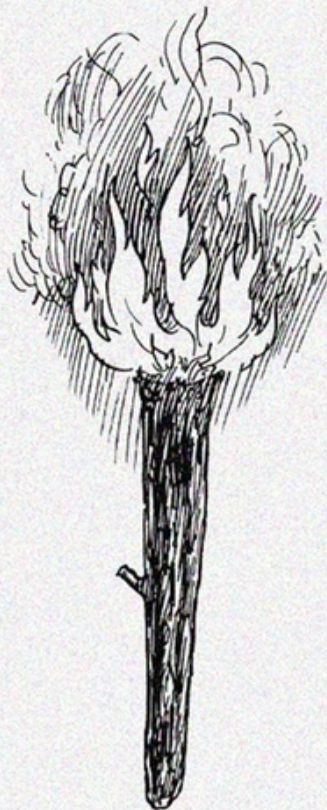
You arrive at your home and realise the doors have been kicked in and the windows have been smashed. Your house has been completely vandalised and ransacked.

You hear loud gravelly laughter coming from behind the property, and as you turn the corner you run into two ORCS holding lit torches, ready to burn your homestead to the ground.

Do you:

Fight the Orcs?
Run away?

Turn to 9
Turn to 15



You manage to keep it together and move silently through the shadows, watching the Orcs enjoying their alcohol and stolen food from the farmstead.

They are engrossed in their disgusting stories and filthy jokes, and for the time being they remain unaware of your presence.

You stare at their hideous guffawing faces and plot your vengeance.

Do you:

Use your tinderbox to set their camp on fire?

Turn to 19

Attack the drunk Orcs directly?

Turn to 6

Your barn is wrecked, your tool shed has been thoroughly looted. All you find are the remnants of broken farming equipment. The Orcs have destroyed everything they haven't stolen.

With a deflated sigh, you pick up your staff and leave the barn.

Turn to 22.



You watch the spark from your tinderbox light the fibres and race along the guide ropes, as the alcohol-soaked canvas of the ramshackle tents begin to burn.

The fire cascades through the settlement rapidly, and before they realise what's happening, the raiders are surrounded by roaring flames. Their screeches of laughter become screams of panic as they are quickly engulfed in the blaze.

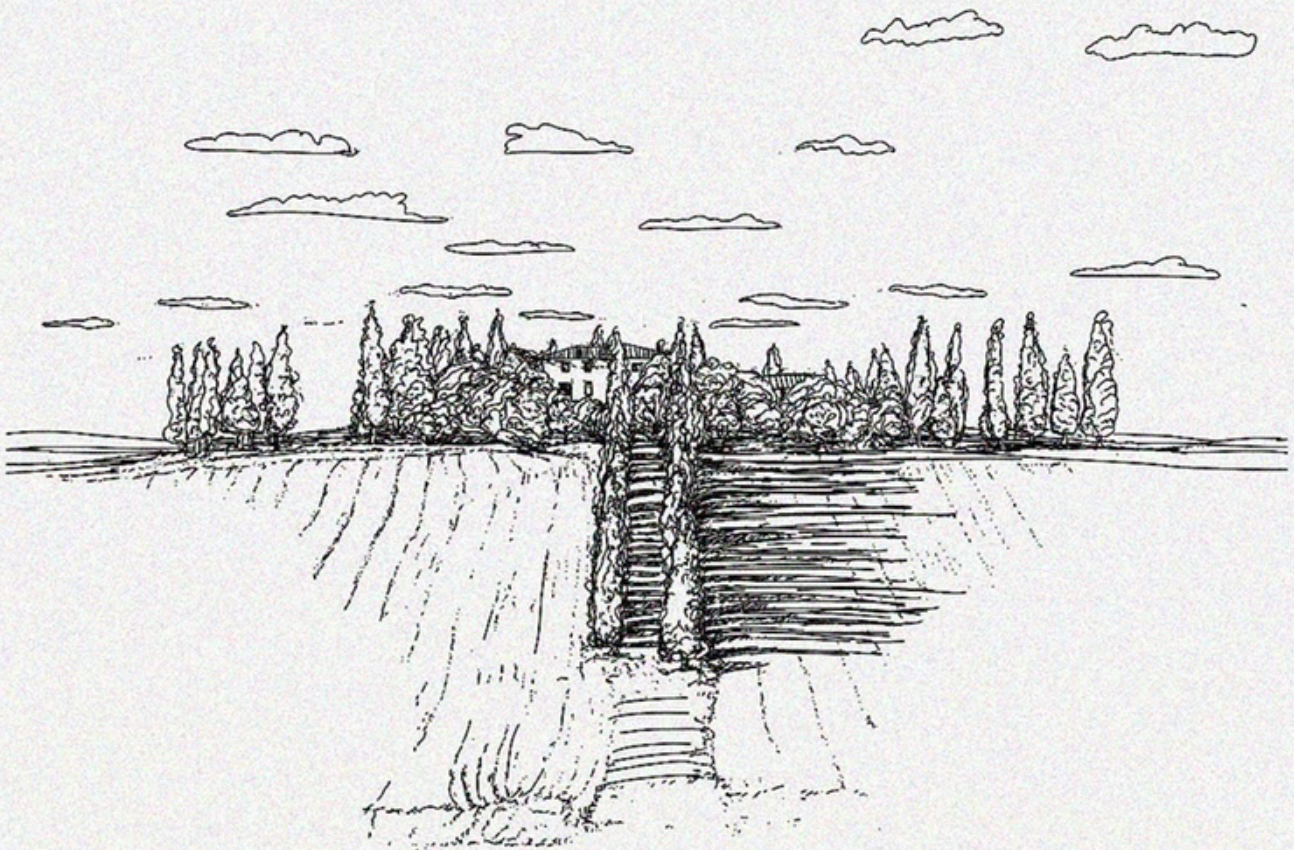
Turn to 20.

You turn around and run, but one of the Orcs levels a spear and hurls it at you as you flee.

His aim is good, and the spear sails towards you, finding its target between your shoulder blades.

You look down to see the tip of the spear protruding from your chest, and you grab at it as you sink to your knees. Your breathing becomes more shallow, and the Orcs gather around you to finish what they started.

The last thing you hear is their mocking laughter, as you begin to choke on your own blood...



As you turn to leave the farm, you are ambushed by three ORC stragglers who appear from the cattle sheds. They are holding makeshift spears and they move quickly.

“Look what we’ve got ‘ere...” the biggest one raises his weapon as he cackles, and they close in to attack.

Do you:

Fight the Orcs?

Try to escape?

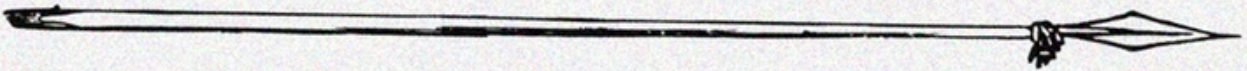
Turn to 23

Turn to 15

You return to your plundered home and try to get some sleep, deciding to set out towards the Orc encampment in the morning. Despite the adrenaline still racing through your system, you eventually manage to drift off.

However, one of the raiders had remained at your homestead and hidden when he heard you return.

As you fall unconscious, he sneaks up on you and plunges his spear into your chest, killing you in your sleep...



You realise there could be more Orcs in the area, and based on the flaming torches your attackers were holding, they are likely responsible for the black smoke at the farm that you saw from the forest.

Do you:

Search for a better weapon?
Investigate the Crispybeard
farm?

Turn to 10

Turn to 3

You quickly realise the Orc tents and ropes are so close together that, if placed correctly, a single fire could burn down the entire camp.

You take out your tinderbox and carefully try to strike a spark.

Test Your Luck.

If you are lucky, turn to 14.

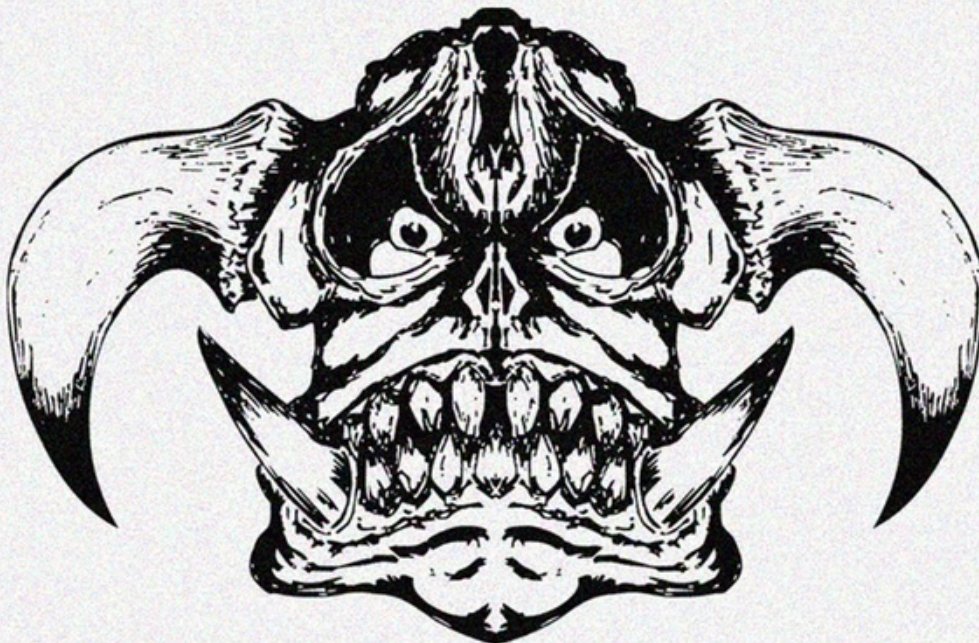
If you are unlucky, turn to 8.

The noise and commotion has alerted the occupant of a hut on a high outcropping which is separate from the rest of the camp. With a mighty howl, the leader of the Orcs jumps down to face you. He holds a greataxe, and is much larger than any of the raiders you have faced so far.

“You think a lowly farmer can stand up to ME?” He growls with a mocking tone. His voice is so deep it almost feels like it shakes the ground, and he raises his greataxe ready to fight you to the death.

	SKILL	STAMINA
ORC LEADER	12	20

If you win, turn to 24.



You search the entire area thoroughly, and on the outskirts of the dwarven farm, you find a heavy concentration of footprints in the blackened earth.

The Orcs have not been careful, and you can make out obvious tracks leading away from the fields and off towards the mountains.

Do you:

Follow the trail?
Go home?

Turn to 5
Turn to 16

You examine the Orcs' bodies, and you notice they are dressed in cold weather gear. They have clearly been living in the mountains, and you are now certain these Orcs have come from the encampment rumoured to form raiding parties in the area. You are tired but determined to get revenge.

Do you:

Head straight to the nearby mountains?

Turn to 5

Go home and get some rest?

Turn to 17

Electricity crackles in your eyes as you stare at the group of raiders in front of you. Angry and hungry for vengeance, you ready your staff and prepare to fight the Orcs.

They fight you one at a time, seeming to enjoy watching combat as much as participating.

	SKILL	STAMINA
First ORC	7	10
Second ORC	8	10
Third ORC	8	12

If you win, turn to 22.

You stand over the defeated Orc leader, your scaly blue hide covered in his green blood. His twisted expression, although motionless, still seems to mock you somehow. You have been forced to act as violently as these thugs, and you feel sick to your stomach. You swear an oath to yourself that you will never let anything like this happen to anyone else as long as you draw breath.

You hold out hope that maybe some of the dwarves escaped, but you realise there is nothing here for you any longer.

You pick up the Orc leader's greataxe and strap it to your back, as you start the long journey to the nearest port town. Perhaps you can find passage to a new land, and seek peace somewhere else...

DRAGO'S STORY CONTINUES IN
CAMPAIGN ON DICE: DIE ALONE,
THE ACTUAL PLAY RPG PODCAST
FROM THE W4B NETWORK...