

DUNGEONS & DRAGONS

THE COMPLETE ANIMATED SERIES



Intro

Welcome young ones, to the world of Dungeons and Dragons or at least the animated version from the 1980's. It is a fantastical world very different from what some might expect. The first is that there are four suns and three moons. This world is full of many races, but no real gods. The gods you might expect from other Dungeons and Dragon settings are just powerful people and monsters in this land. Here the most powerful person is an ancient wizard called Dungeon Master. A thousand years ago a great monster called the Nameless One invaded, but was sealed away at great cost. The son of Dungeon Master was corrupted into the dark Lord Venger and has sought to usurp his father ever since. This has led to many ruined lives and has left many places in ruins.

Your time begins as Dungeon Master has summoned six children from Earth in another attempt to cure the corruption in Venger's heart. In this attempt he has given the children six items of power highly sought after by Venger.

Origins: Any origin can be considered as a drop in

Native – There is no shame to having been born in a world full of magic. It is a dangerous world, but one also full of wonder. You are one such lucky person. Having grown up in these lands, your loving family has made sure that you know the local wildlife and dangerous players. **(Race: Any CR1 or lower race, Age Teen or older)**

Summoned Hero – A person from Earth. You were in the cart with the others as they entered the Dungeon And Dragons carnival ride. A portal opened up before you and dropped you into this new world alongside the others, where a strange man gifted you with a class and magical item. **(Race: Human, Age 14)**

Sorcerer

Perks: You get your 100CP perk for free and a discount on the rest of your origin.

Native

(100CP)

(200CP)

(400CP)

Kingdom (600CP)

Summoned Hero

Prophetic Dreams (???CP) Similar to the lost child Teri, your dreams are more than they appear. While you sleep you will have visions of the future. They might be confusing, but when the vision comes true you'll realize that this is what the dream was referring to.

Sorcerer

(100CP)

(200CP)

(400CP)

(600CP)

Items: You get your 100CP Item for free and a discount on the rest of your origin. Lost, destroyed or stolen items reappear in a week. Feel free to import a previous item to grant them these qualities.

Native

(100CP)

(200CP)

Ice Sword of Capturing (400CP) This is a standard looking long sword that should be wielded by a warrior. Upon striking a target an array of ice will surround the struck area and begin moving towards the target. This ice is so powerful that it was even able to capture and weaken Dungeon Master. The ice prison does not kill the target, but does weaken it and freeing the target is as simple as hitting the ice prison with the sword.

(600CP)

Summoned Hero

Class Weapon (100CP) As a summoned hero, Dungeon Master has gifted you with a class appropriate outfit and item. The outfit is very 80s fantasy while the item is special. The item will be themed around your class, but seems to only do one thing, but does it well. See notes for more details on the other items of power.

Unicorn Foal (200CP)

(400CP)

(600CP)

Sorcerer

(100CP)

Nightmare (200CP) You have gained the loyalty of a large Nightmare. These creatures appear as black horses with flaming hooves and possess the ability to fly. Normally, they would only allow someone with a heart blacked with pure evil to ride them, but this one will allow you or anyone you wish to use it as a mount.

(400CP)

(600CP)

Companions

Import/Create (50CP – 200CP) Import a previous companion, create a new one or take a canon character as a companion. 50CP for one, 100CP for 4, or 200CP for up to 8 companions. Each companion gets 600CP to spend as they see fit.

Canon Companion (100CP) Perhaps you have taken a liking to someone from this world and wish to continue the adventures.

Drawbacks

Summoned Child Replacement (+0CP) (Restricted to the summoned heroes) At your behest, you may replace any of the main children.

Bogbeast (+100CP) A common theme of this land is people being changed into ugly monsters through curses. For the remainder of the jump you are stuck looking like a Bogbeast, an upright frog man with fangs. There are no out of setting powers you can use to change your appearance yourself, but Dungeon Master has given you a vague riddle and quest to find a magical item that can restore your looks. You can even keep the bogbeast as an alt form.

Coward (+100CP) There is no doubt about it. In a land of endless wonder and fantastical creatures you are a massive coward that is willing to lead children to their deaths just to protect yourself. It will take a lot of work to overcome this flaw.

(+100CP)

(+200CP)

Everything's A Riddle (+200CP/+300CP) I am so sorry, it appears that no one in this world can give any proper answers anymore. Whenever you are seeing something, be it instructions for cooking, a gift idea, looking for a path or anything important, they will only give you riddles and expect you to figure it out

yourself. For an extra +100CP not only will everyone expect you to speak in riddles, but their riddles will start to make no sense at all. Such an example could be; “What you seek is behind you, but to receive it you must give it to your greatest enemy. Doing so under the light of the harvest moon on the top of Mount Skull will shine the knowledge of the price of your meal.”

Younger Sibling (+200CP) You did not come to this world alone. With you came a younger sibling that looks up to you. The problem is they are also headstrong and do not like to listen to warnings before running head first into battle. After the jump you can take them as a free companion.

Slave of Venger (+300CP) Venger is known for enslaving anyone and everyone he can and so he has done to you. A mighty spell was cast to enslave your power and life to the will of Venger. You can only use what powers he allows you to and will be sure to use you in whatever plot he believes will allow him to finally usurp his father.

A Way Home (+300CP) You are no longer bound to this world for a decade. Instead, much like the heroes, you must find a portal out. While there are many portals in the world, they are all guarded by some type of monster or test of morals. Each portal will only stay open for a short time once finished and you will have to decide which is more important; your freedom or the lives of those around you. No out of setting powers will help you escape these realms without going through one of these portals.

Tiamat Woes (+300CP) You did something to anger the queen of dragons and now she keeps showing up wherever you seem to be and causing trouble. She is a mighty and powerful dragon that others bow to. Expect for the more civilized races to try and run you off once word starts to spread about your relationship with her.

Ending

Stay

Go Home

Move On

Notes

Character classes and their items

- Bobby the Barbarian – Magic club of strength
- Diana the Acrobat – Expandable staff
- Eric the Cavalier – Shield of blocking that can extend a force field around the group
- Hank the Ranger – Energy bow that summons arrows that can be directed by the user
- Presto the Magician – Magical summoning hat
- Sheila the Thief – Invisibility Cloak

Powerful family that rules the world

- Dungeon Master – Father
- Kareena - Daughter
- Venger – Son