

DRAGON AND WARRIOR

For 4 players. You'll need: to copy and cut out the Character sheet and explain cards, 10 sheets of blank paper to draw maps on, note cards, some things to write with, coins or poker chips for scene tokens, and about 25 six sided dice. Have everyone roll a dice, highest roll gets Dragon Warrior (DW), second highest gets monster, third treasure, fourth people. Each player reads their explain card aloud, then everyone reads the rules together.

Types of Places: There are Four: Towns, The Outdoors, Dungeons, and Points of Interest (POI). Towns have people and treasure but no monsters, The Outdoors has only monsters, and Dungeons and POI can have all three.

Towns

Each town has equipment and consumable shops, an inn, 3-5 homes, and 3-10 people. You start in the first town in the king's throne room, with the king, three treasure chests, and two guards. 1 chest has 200 gold, the others are up to you. You get a free first scene to play with the king or the guards, after which you get 3 more for being in a new town.

Scenes: Scenes can be initiated by DW or the People player, and are always focused on a dialogue between DW and one other character. There may be other peripheral characters in a scene with minimal involvement or paraphrased speech. You are allowed a limited number of scenes in each location, 3 for each town, 1 for a POI, and one for each floor in a dungeon. When you complete a quest DW gets a scene token, which they can spend in any town, Dungeon, or POI where they have no more scenes to do a new scene.

Shops: Whoever has the People card decides and writes the list of items in the shops on the map. There shouldn't be more than 1-3 of each type: weapons, armor, and consumables. Shops should generally carry equipment of the Town's Level and the level above that. Sleeping in an inn heals Dragon Warrior's MP and HP to max.

Items: There are 3 types of items, Consumables, Equipment, and Quest items. Consumables give you a one time benefit and go away, Equipment has a level and is written in the appropriate spot on the character sheet, then erased and replaced when you get something better (lower level equipment is discarded). Weapons are equipment that add their level to your Attack Power while Armor (which includes shields) adds to Defensive Power. (A level 2 sword is written as "sword +2") Quest items are needed to complete quests, get to new areas, or defeat monsters.

Cost: Find the level of weapons and armor on the Level Cost chart to see how much they cost in gold. Inns cost 6 gold per night multiplied by the level of the area the town is in.

Searching for Treasure: When DW enters a new building in town, or after he defeats a monster, the Treasure player can describe a container he finds with a treasure inside. If he does, he tells DW what they get, then switches cards with DW. DW has to actually get an item or you don't switch cards, so getting obsolete lower level equipment doesn't count. Treasure level is the level of the town -1 or monster killed -1 (minimum 1). Found equipment can't have a higher level than the treasure level, found gold should be about a tenth of the treasure Level Cost, and Quest items and consumables should just be useful. Shields you find by searching for treasure are at half treasure level (round up).

Outdoors and Dungeons

Areas: Outside of Towns the Outdoors are divided into Areas that have levels and are visually delineated by terrain types. The People player should draw borders to Areas and write down their level on the map. The Area around the first Town and castle should be level one, and the Areas should generally increase in level the further away they get. Whenever DW moves into a different Area he encounters a monster of the Area's level or one higher or lower. Towns, Dungeons, and POI are the same level as the area they are in.

Points of Interest (POI) are special areas in the outdoors reserved for special encounters with people, monsters, or both, usually to advance a quest or the story. The People player draws them on the map, names them, and briefly tells what they look like from afar, after which the Treasure player is in control of describing it and drawing it's map. When entering a POI for the first time you may do one scene. After or during the scene the Monster player may introduce a monster to fight, and another monster each time you return.

Dungeons are similar to the Outdoors except they are divided into floors, and each floor has a level associated with it. The top floor is the same level as the area the dungeon is in, and they get progressively harder the deeper they go. The People player draws the dungeon map room by room as the Treasure player describes it, drawing the exits as well to let DW pick which one to take, and each room has a monster in it. When monsters are killed and treasures are found in dungeons, they never return. After the monster is defeated in each room, if they wish the Treasure player can reveal a treasure or the stairway to the next floor. If all other rooms on a floor have been explored, the last room should have the staircase. A dungeon should have 2-4 floors, 1 scene per floor, and at the bottom floor of a dungeon there is a Boss Monster. Boss Monsters have 20 character points per level and give 10 times the normal experience and double the monster's level cost in gold, though they can drop special items in exchange for the cost of the item in gold.

Monsters: The Monster player guesses the level the next monster encountered will be and writes monsters while DW is in Towns, people player writes monsters while DW is Outdoors. You can create many types of monsters of the same level. To make a monster, pick the monster's level and divide 10 character points per level of the monster between Defense Power, Attack Power, HP and MP to make it's stats. Then write the stats on a note card with a name, level, and a quick drawing of the monster. These monsters are kept hidden in a deck and passed around with the Monster Explain Card so they can be used the next time a monster is encountered (if their level is appropriate). Monsters that die go back into the deck to be re-used.

Combat: DW goes first, unless the monster has the *fast* ability. To attack, subtract the opponent's Defense Power from your Attack Power, then roll that many dice (Minimum 1 dice). For each 5 or 6 you roll, the opponent loses 1 HP. If Dragon Warrior rolls all 6's, roll additional dice equal to your agility. That's a critical hit. Monsters can't crit. Then the monster goes, and you continue taking turns. On DW's turn they can choose between Attacking, using a Consumable, Casting a spell, or Running Away. Monsters can do the same except they can't use items. To run away, roll agility; you succeed if you get equal or more 5s and 6s as the monster's level (or twice their level for Boss Monsters). Monsters run when you're 5 levels above them.

Victory and Death: If a monster kills DW he switches cards with Monster's player, then wakes up in the nearest town's inn and pays 20 gold per level for healing (Level 3 Dragon Warrior loses 60.) If you run away or die fighting a monster it has full HP and MP when you return. If Dragon Warrior kills the monster he gets 1 Exp point per level of the monster, multiplied by how many levels above his level the monster is (or divided by how many levels below his level the monster is.) Monsters drop double their level in gold. You always get at least 1 Experience.

Quests: In each town 1-3 people should reveal a quest to Dragon Warrior, and at least 1 should lead you to the next town. Quests give a goal you must go Outside the town to complete. They can come in the form of rumors, hints, jobs, orders, or simple requests. Here's a few suggestions:
-Find the next town -Save the princess/king/child -Defend the town -Recover the equipment or artifact -Resolve a domestic dispute -Slay the boss monster in a dungeon. Write the goal on the Town map. When you achieve a quest's goal, the Treasure player narrates how it resolves, given momentary control over description of people, monsters, and the environment related to the quest. When you complete all the quests from the first town you've beat "Stage 1", a good spot for ending the session. "Stage 2" would be the next town. Quests should also have an Experience reward (enough to gain 2-5 times the town's level depending on the difficulty of the quest) in addition to equipment (1 level higher than the town's), consumables, or gold (1/4 the level cost), decided by the treasure player, who then switches cards with DW.

Advancement

New character: The player who gets DW first spends 30 character points between Strength, Agility, Max HP, and Max MP. It's good to start with Strength and Agility between 5 and 10 and around 15 HP.

Leveling Up: Find your level on the level cost chart to see how much Exp you need to level up. If you only fight monsters the same level as you, you'll always gain a level every ten monsters you kill. When you gain a level you get (10 + your level) in character points to spend; raising Strength, Agility, Max HP, or Max MP a point costs 1. Dragon Warrior's player spends the points before trading cards if he levels up after a fight or quest. Then, after trading cards normally, everyone passes their card to the left.

Magic: For every 10 MP DW or a monster has they gain 1 spell, but they can't have more total spells than their level. When DW levels up and reaches the requirement to gain another spell, they write the next spell from the list on their character sheet. They can cast a spell anytime out of combat or as their combat turn. When a makes a monster they create the monster's spells, referring to the spell list as a balance guide. Monster spells should be half as powerful as the normal spells, or be equal in power and take 2 turns to cast.

Consumables: *Herbs* – 24 G - heal 20 HP + your level. *Torches* – 8 - Used to see in dungeons, can't enter without using one. *Magic Keys* – 50 G - open locked doors. *Dragon's Scale* - 20 G - adds +2 to defense until the end of the next fight. *Fairy Water* – 38 G – Allows you to move through 5 areas without fighting monsters. Does not work on monsters five levels above yours, or in dungeons. *Wings* – 70 g – Instantly fly you back to the city where you bought them.

Spells: 1)*Heal* - 4MP - Gain 20 + Level HP. 2)*Hurt* - 2MP - Make an attack, rolling 10 dice. 3)*Sleep* - 2MP - The monster falls asleep and you automatically run away. 4)*Radiant* - 3MP - Reveal an entire dungeon floor, including the locations of stairs, treasure, and boss monsters. 5)*Stopspell* - 2MP - Some monsters have powerful spells that take 2 turns to cast. Using *Stopspell* in the middle will cancel the monster's spell. 6)*Outside* - 6MP - Instantly transports you back outside the entrance of a dungeon. 7)*Return* - 8MP - Instantly transports you to any town you've been to before. 8)*Repel* - 2MP - Works just like *Fairy Water*. 9)*Healmore* - 10MP - Restores 75 + Level HP. 10)*Hurtmore* - 5MP - Make an attack, rolling 25 dice.

Additional Monster Abilities: *Fast* - Costs 1 character point per monster level. The monster goes before DW in fights. *Weakness* - + 1 Character point per level for x2, + 2 per level for x4. Name the thing it's weak against. When attacking with a weapon, item, or spell of that type, DW multiplies their damage by the weaknesses multiplier.

Balance: When creating treasure, items, equipment, spells, and monsters, it's up to everyone to make sure the game stays balanced. Make up creative new effects for monsters, items, and spells, but make sure they cost more the more powerful they are. If you ever feel something is unbalancing the game, make a suggestion that you think would make it better, and listen to other player's suggestions as well. For example, it's easy to balance spells by making them cost more MP. There should always be a risk of death, but it shouldn't be impossible to win either, and every player should feel they have creative freedom within that space. With that in mind, play fast and loose and have fun.

Dragonlord: The Dragonlord is a level 30 boss monster. That means he has 600 character points. If you beat him you get Erdrick's ball of light and use it to bring world peace. Good luck!

Begin A New Quest

Before you start playing your first session, have DW read the following:

Tonight, wandering this kingdom, peeking into houses. One was different. It's parapets stood frozen, headed nowhere. The stone was cold. I crept in, blue steel boots clanging on the red brick floor. Slouched, slung back into the cradle of his throne, was my king, flapping the beige fibers of his robe, waving his scepter as he jogged in place. Two armored guards stood beside the entrance to the room, squat, snub nosed and half-ancient, together humming so faintly in boredom. I didn't know what to say. And then I spotted the treasure chests. How could I not have seen them? They were so beautiful. Two feet by three feet, or three by two. What were they made of? Wood? Metal? Both? The metal caught my reflection, all Dragon and Warrior.

Then the People Player reads:

The king spoke to me then. "Descendant of Erdrick, listen now to my words. It is told that in ages past Erdrick fought demons with a Ball of Light. Then came the Dragonlord who stole the precious globe and hid it in the darkness. Now, _____, thou must help us recover the ball of light and restore peace to our land. The Dragonlord must be defeated. Take now whatever thou may find in these Treasure Chests to aid thee in thy quest. Then speak with the guards, for they have much knowledge that may aid thee. May the light shine upon thee, _____."

Now begin playing!

DRAGON WARRIOR

You are a warrior, you live in a castle, you don't have things figured out, you don't have a plan, and the world outside the castle is a big, ugly, scary place full of monsters, but you know you have to kill the Dragonlord. The idea that you will go up levels as you gain experience is totally awesome and kind of motivating. You are curious and hopeful, and you have some friends with good stuff. Though these friendships are relatively new and uncertain, you are pretty sure you can walk into their houses and take their stuff without them minding, even if it is the most valuable thing they have.

You describe what Dragon Warrior does, say what he says, and ask questions about your surroundings, people, treasure, and monsters. You control Dragon warrior in combat.

Name: _____ Sex: Man. HP: _____ MP: _____

Interests: 1)Recovering Erdrick's ball of light. 2)Rescuing the princess Gwaelin. 3)Loot.

I care about: Defeating the Dragonlord.

Strength: _____ Agility: _____ Max HP: _____ Max MP: _____

Gold: _____ Exp: _____ Weapon: _____

Armor: _____ Shield: _____

Attack Power(Strength + Weapon): _____

Defense Power (Agility/2 + Armor + Shield): _____

Items: _____

Spells: _____

Notes: _____

Explain Cards

Monster: You draw maps of towns when they are described by the Treasure card's player. When DW moves to another area outside, you describe what monster attacks him, what the monster looks like, describe what it does, how it attacks, and say what it says. You'll write monsters stats while DW is in town to use in fights (or you'll grab an already made one). You also make rolls for the monster during the fight. After the fight you switch cards with DW.

Treasure: You draw maps of POI and describe objects, places, background people, and the environment around DW. Each time DW enters a new building in town or defeats a monster, you can describe an object he finds with a treasure inside. When DW finds one of these objects or completes a quest, you describe what he gets, then switch cards with DW. You also resolve quests and decide what items boss monsters drop when they die.

People: You draw the outdoor and dungeon maps, deciding where towns, dungeons, and POI are and naming them (often based on what people told DW) You make monsters while DW is outdoors too. You also create and describe specific people DW sees in towns, dungeons, and POI. When you or DW initiates a scene to have DW talk to a Person, you roleplay the Person and say what they say in the scene, then switch cards with DW when the scene ends. People tell DW information about items he needs, where places like towns and dungeons are in the world, how the world works, what he should do next, and about their lives. You also decide and write shop item lists in towns.

Level Costs

1	2	3	4	5	6	7	8	9	10
10	30	60	100	150	210	280	360	450	550
11	12	13	14	15	16	17	18	19	20
660	780	910	1050	1200	1360	1530	1700	1890	2090
21	22	23	24	25	26	27	28	29	30
2300	2520	2750	2990	3240	3500	3770	4050	4340	4640