



**DRAGON
&
WARRIOR**

DRAGON & WARRIOR

Player's Guide

You'll Need

- 2 to 6 players (4 is ideal, rule variants for 2 to 6+ are in the back).
- 5 to 10 sheets of blank paper to draw maps on, note cards.
- Some things to write and draw with: crayons or colored pencils.
- A token or figurine to represent The Warrior.
- 3 Dragon Tokens per player (coins, poker chips, or glass beads).
- A deck of playing cards with Jokers removed.

Print and cut out the Role cards and a stack of 20 or so Conflict Cards. If you don't have access to the files they can be downloaded at <http://tinyurl.com/D-Wsheets>

First Session

Welcome to Dragon & Warrior. Before you get together with your friends, you should read through these rules so you can help explain them to the other players. The rules are written so that you can read through the rules with your friends during the first session, and be supported in teaching the game, step by step. Whenever you see italic text in the rules, it means stop reading and do what the rules just said. Rules in boxes are clarifications and examples, generally these can be skipped over while you teach.

This is a game about old school JRPGs. Many genres fit under that umbrella. Fantasy, sci-fi, steampunk, and horror elements could all be present in the game. To help the players come to a shared understanding of the setting, create a palette as a guide for the rest of the game.

Write down a Yes list (for things the players want in the game) and a No list (for things the players don't want) on a piece of paper, and take turns adding a contribution to either list. Don't get too specific, most of the setting will be created during play.

This is a good time to discuss what the players want the theme and mood of the game to be. By default it tends to be cartoony and silly, but would they rather it be realistic and gritty, or dark and horrific?

Make the palette.

Once you've done that, *have everyone draw a card* – Then choose your role in order from highest card to lowest. *Pass out the Role cards accordingly.* If this is your first session, *each player takes turns reading their Role card aloud.*

An important part of play is asking other players questions about what their Role card puts them in charge of. Ask leading and loaded questions about whatever you are interested in, and things that your characters might perceive. If someone gets stuck it's okay to help them with suggestions, but give them final authority over the parts of the story they have control over.

The X CARD

Take a notecard and write a big X on it with a marker, then place it somewhere in the center of the table where everyone can see. Read the following out loud:

"This is the X card. If we ever make up something in the story that is spoiling the fun for one of us for any reason, we can touch the X card to signal that we'd like it taken out of the fiction. We could also say "I want to X that out" or something to that effect. Sometimes it's good to provide some clarification on exactly which thing was bothering you, to make sure everyone knows not to talk about that specific thing again. When this happens, we won't ask why, we won't ask for justification. The person who made up the thing isn't a jerk either. We will just make up something else and keep playing, while making sure not to bring that subject matter back into the story later. This way, we can make up stories freely with friends or strangers in a way that is safe for everyone."

Begin A New Quest

Have The Warrior read the following paragraph out loud.

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.

The Warrior's setup

The **Warrior** gets to make their character's starting stats. At **Level 1**, you get 10 points to divide between **Strength** and **Agility**, max **HP**, and max **MP**, starting with a base of 1 in Strength, 1 in Agility and 5 HP. Each point adds +1 Strength or Agility, or 5 Max HP or MP. The default is 6 Strength, 3 Agility, and 20 Max HP. For every ten points of Max MP you get one spell. Start with the first spell, Hurt, then gain the next one in order on the spell list on pg 21.

Attack Bonus is the sum of The Warrior's **Strength** and their equipped Weapon's level. **Max Defense** is equal to their equipped Armor level. The Warrior also has an **Item Pouch**, which as a size equal to twice the sum of The Warrior's level and **Strength**.

Also decide The Warrior's name, pronouns, an adjective for what kind of warrior they are (which is also what kind of lord the final boss is) and their first **trait**. Traits are ideals, goals, hobbies, quirks, and personality traits that define The Warrior.

Have The Warrior fill out their character sheet.

When you learn something about The Warrior that you think is really great and want to see more of, make sure they write it down as a trait. Stuff like "cares about class inequality," "playing in a heavy metal band," and "restoring honor to the family name". This will remind whoever plays The Warrior later to reincorporate it into the narrative.

The other players should ask The Warrior a few questions about who they are at this point. How old are they? What do they look like? Who are the people The Warrior cares the most about? Give each player a turn to ask a couple of leading questions. *Ask questions and write down the details.*

Treasure's setup

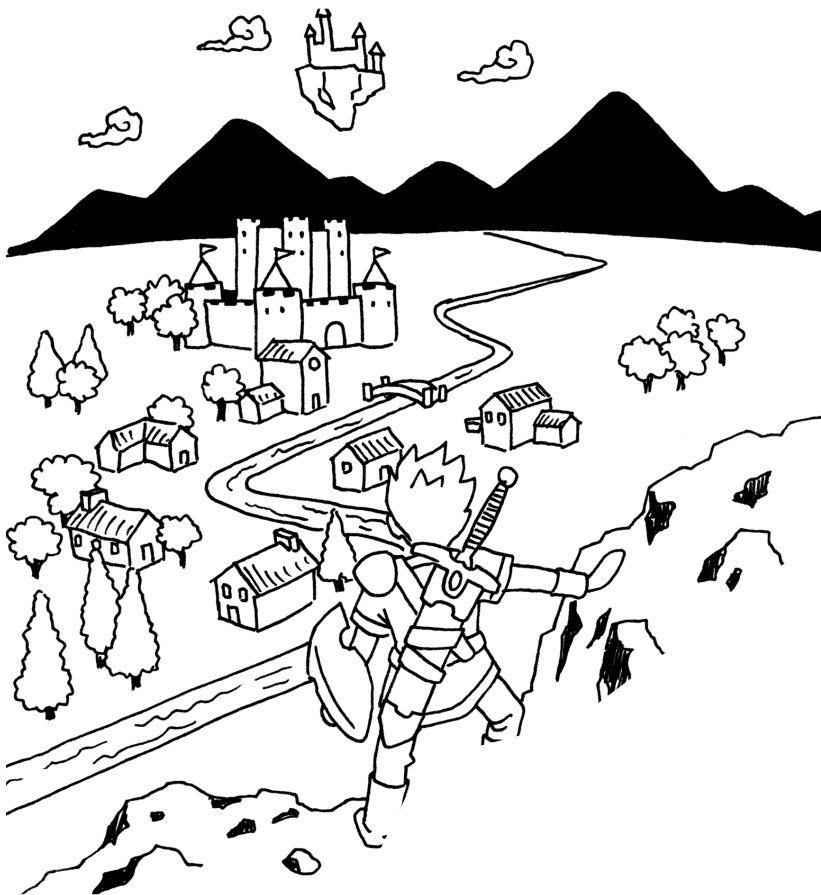
Have Treasure write the name of our town at the top of a blank sheet of paper, with "+1" next to the Town's name.

This is the Town map. Each Town should fit on a single sheet of paper, and should contain 3 to 5 houses that The Warrior can enter, in addition to a tavern or inn, and equipment and item shops. When you draw, leave space to add more details later.

Treasure can draw on maps whenever they like. Sometimes they will draw something mysterious, and another player will ask them what it is later. Sometimes a player will ask a question or make up something in the story, and Treasure will decide to draw it. Label houses with the names of characters who live in them, write names of buildings, and draw doodles as reminders of events that happened here.

Everyone should ask Treasure a few questions about the Town, the king's castle, and the kingdom. Where is the Town located? What does the architecture look like? Where is the throne room we are in right now?

Ask questions, and Treasure will draw the map as they answer.



Villain's setup

Now it's the Villain's turn. Ask them about The Warrior's enemies, local troublemakers, and other sources of conflict.

Ask what resources the town is lacking, and what conflicts and problems that scarcity is causing. What political tensions exist, if any? Ask about the town's external enemies too. Is the town at war or under siege? Is there a particular monster, person, or organization that threatens the town? What are the townspeople afraid of?

Ask questions and write down the details.

The Villain then starts making their first Conflict Card based off one of the characters or problems they came up with. In fact, Villains can make Conflict Cards whenever they want. They usually represent a single enemy character, creature, or group, but they can also be more abstract – a dangerous environment, a type of trap, a difficult challenge, or even an argument.

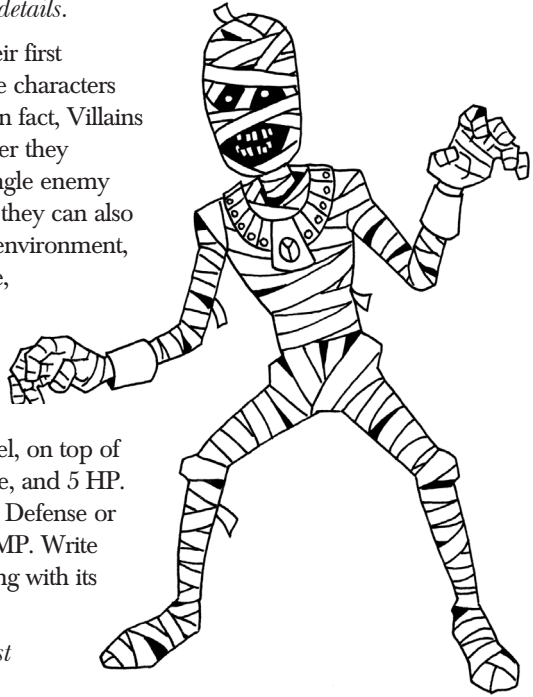
Pick the Conflict's level, which should be the same level as The Warrior or a little bit higher.

The Conflict gets 3 points per level, on top of a base of 1 Attack, 1 Max Defense, and 5 HP. Each point can be spent to get +1 Defense or Attack power, or +5 Max HP or MP. Write these stats on a Conflict Card along with its name and a quick drawing.

Have The Villain make their first Conflict Card.

Conflict Cards are passed around along with the Villain's Role card. During a Scene, the Villain can choose a card from this deck, describe the character and how it appears, and role-play their actions and dialogue. At any time during that scene, The Warrior or the Villain can choose to begin a Battle (though only The Warrior can begin a Battle in a Town). After the Battle or Scene ends, the Conflict Card goes back in the deck to be eventually reused.

Usually it's easier to name and draw a Conflict Card, then wait until a Battle is about to begin to decide its stats. This way you don't have to spend extra time editing the stats to make it level appropriate, though you are always free to make changes to a Conflict outside of Battle.



Ally's set up

Have The Warrior say, "The king spoke to me then."

Then have the Ally read the following in character.

"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 _____ lord 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 _____ lord 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, _____."



Ask the Ally about the King and the guards in the room, including what they look like and things The Warrior might know about them. Ask about other people in town who know and are friendly with The Warrior. Ask who is in love with them, or about their family and friends.

Ask questions and write down the details.

Sometimes, the Ally may determine that one of these friendly characters has become an enemy – maybe The Warrior has attacked them for no good reason, or ransacked their home in search of coins, or they fall under the influence of terrible magic. When this happens, the Ally will give that character over to the Villain, so that a new Conflict card can be made! The Villain may also decide that one of the enemies has turned over a new leaf and give it to The Ally! If there's confusion over which role should have control over a character, let The Warrior decide.

Throughout the game all the players should continue asking each other questions like these. Let's not forget The Warrior is the focus of the game though. The question we should hear most is players asking The Warrior "What do you do?"

The Ally can have characters join The Warrior as Party Members. For more on how to do this, read the section on Party Members on Page 17.

Scenes

Scenes are initiated whenever The Warrior has a conversation with another character. The Scene ends when it makes sense in the fiction to end, usually when The Warrior decides to leave or enters a Battle. The Ally and Villain play the roles of **friends** and **enemies**, and can grant control of individual characters to the other players to act out.

Treasure describes objects and the environment in each scene, and can control **background characters** in a scene with minimal interaction with The Warrior. For example when the crowd roars with applause, or the whole bar suddenly becomes quiet as a pin drop, that's Treasure's job to describe.

Let's play our first scene. Since the characters in the throne room are friendly to The Warrior (at least for now), the Ally can choose to play the king or one of the guards, and will decide who will play the other two characters (aside from The Warrior). Roleplay a dialogue between all the characters – each player describes the actions of their character and speaks their dialogue. The players are all still in charge of their **roles** and can ask the other players questions during the scene. If The Warrior decides to start a Battle this scene, skip ahead to the combat rules, but that probably won't happen.

One of the characters in this scene should give The Warrior a **Quest**.

Quests give The Warrior a goal to complete in return for a reward, in the form of rumors, hints, jobs, orders, or simple requests. In each town the Ally should reveal at least 1 quest.

For example: find the next town • save the princess/king/child
• defend the town • recover an artifact • resolve a domestic dispute
• slay the boss in a dungeon, etc.

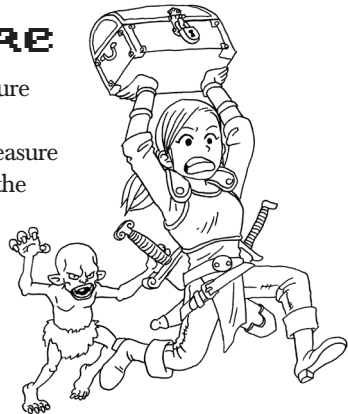
Treasure will write the Quest goal on the Town map, near the bottom, so the players can refer back to what Quests need to be completed in that Town. When The Warrior completes a Quest, Treasure can decide on an experience (XP) reward in addition to some actual treasure. More on that later.

Begin the first scene now.

After your first scene, The Warrior will switch cards with the Ally.

Starting Treasure

Before The Warrior leaves, they should ask Treasure about those chests. What do they look like? The Warrior should pick one to open first, and ask Treasure what's inside. The Warrior is crushingly aware of the dependence on equipment for survival – when The Warrior finds treasure the attention zooms in on it. The Treasure player will describe the item in exquisite detail: the way the light plays off it, the sound it makes when pulled from the chest, the feel and the weight of it.



There are three types of treasure: **consumables**, **equipment**, and **Quest items**.

Consumables

The item in the first chest will be a **consumable**. Consumables take up space in The Warrior's Item Pouch equal to the Level of the item, the total of which can't be more than the size of the pouch. They give The Warrior a **one-time benefit** and go away after they are used. Pick a Level 1 consumable from the list at the end of the Player's Guide. By default a **Level 1 healstuff**.

Don't just call it *healstuff* though – think about what the people in this area might use for healing and call it that.

For example you might tell The Warrior, “You find a tiny, bite sized wreath of vine with fragrant, mint-like leaves that you can chew to heal your wounds. You've seen people wearing them on their fingers. It's a Norgarden Ring **+1 healstuff!**”

Give The Warrior a Level 1 consumable. Have them write it down on their sheet, then switch cards with Treasure.

Equipment

Equipment can be a **Weapon** that adds to damage The Warrior deals, **Armor** that gives **Defense** (hit points that replenish after each Battle), or an **Offhand**, which can function as armor or a weapon (**Treasure** picks one), but only gives 1/2 it's level (round up) as a bonus. When The Warrior finds one they write it down on their sheet, erasing and replacing their old inferior equipment.

Like consumables, equipment will have a **Level**. A Level 1 helmet would be written as a **Helmet +1**. Again, the name should be brief and evocative, and Treasure should give a thorough description of the item.

For example, you might say, “You find a pair of well-made skinned wolf-bear paws. They are made to be worn over your hands like gloves and have large, sharpened black claws. They are Level 1 offhand weapons. We'll just call them Wolf Bear Claws.” Then The Warrior would write down **Wolf-Bear Claws +1** in their offhand slot.

The next chest should have a Level 1 piece of equipment. Then The Warrior switches with Treasure again.

Quest Items

Quest items are objects we place into the fiction to find out how they will be useful to The Warrior. They can be any random thing, but no matter what, like Chekov's Gun, at some point every Quest item will end up being essential for The Warrior to complete a Quest. Even if it's an item whose use seems obvious such as a key or a torch, it's function will probably end up being different than what we expected. Nothing is set in stone until it's actually used.

Any of the players other than The Warrior can at any time introduce an obstacle where a Quest item needs to be used. **Treasure** might create a **physical obstacle**, the **Ally** might have a **villager** ask for a specific form of payment or help getting an item, and the **Villain** may create a conflict that needs a specific item to succeed, like a monster that can't be hurt until the Quest item reveals its vulnerability.

Sometimes obstacles will be contrived to make use of a Quest item The Warrior already has. When that happens, it's like the Quest item was introduced as a question in the narrative, "How is this item going to be useful?" and the obstacle is the answer. Sometimes it's the other way around, and we create the obstacle first, so that The Warrior has to go searching for a Quest item. If that's the case, the next Quest item The Warrior finds should be designed to get them past that obstacle. The obstacle creates the question, "What does The Warrior need to get past this?" and the quest item we make later is the answer.

The last chest in the room should have a quest item for The Warrior. Have The Warrior open it and switch with treasure again.

TREASURE LEVEL

One last thing about finding treasure. The treasure The Warrior finds must have levels equal to the level of the Conflict defeated, or the area the warrior is in. If they defeat a Level 5 Conflict, you can give them a Level 5 item, a Level 3 equipment and a Level 2 consumable, or any other combination that adds up to 5.

Dragon Tokens

The **Dragon Tokens** are placed in the middle of the play area. Whenever The Warrior switches players, anyone not involved in the swap has the option of taking a Dragon Token. The Warrior's player can also **award the other players** with Dragon Tokens for doing something cool. Be generous about this. However, no player can have more than **three Dragon Tokens** at one time.

Now would be a good time to acknowledge everyone else for the cool things they have done so far and hand out some tokens.

A player can spend **three tokens** at any time to **switch roles with The Warrior**. That means in the middle of a scene the Villain could pay three dragon tokens, switch Role cards with The Warrior, and suddenly their characters would be swapped while they continue roleplaying the scene. Also, **The Warrior can spend a token** during a Battle to play an extra card for any action.

Locations

There are four types of **Locations**: Towns, The Outdoors, Points of Interest (POI), and Dungeons. Towns are generally safe, while The Warrior is likely to run into enemies in any of the other areas. They all have a slightly different definition of what counts as a **Space**, and different rules about Battles and searching for treasure.

Spaces are physical locations that The Warrior moves in and out of, like spaces on a game board. In each Space you can only have a single Scene until you have moved to another Space, and The Warrior can only trigger one Battle in each Space. Use a figurine to represent The Warrior and keep track of where they are on the map. Each time The Warrior moves into a new space presents an opportunity for Allies or Villains to introduce characters to try to start a scene, and for Treasure to describe the new location The Warrior is in.

► Towns

In Town, each building counts as a Space, and the streets and open areas outside count as a single Space.

Each time The Warrior goes into someone's house in Town, Treasure can describe an item that is found, but then The Warrior cannot search that building for treasure ever again. **Never ever.** Mark the building with a **dollar sign** so we remember. The Villain cannot start Battles in Towns, but they can try to provoke **The Warrior** into starting one.

Make sure to keep the focus on what The Warrior sees, hears, and smells as they wander around Town. The Warrior should take the figurine and place it on the Town map to show where they are, and move it whenever they go somewhere.

Shops

As I said before, each Town should have an inn and at least an item shop. Sleeping in an inn is usually free and completely heals The Warrior's MP and HP. Visiting an item shop allows The Warrior to fill their Item Pouch full of **consumables**. The Warrior has money but we won't keep track of how much, though we might describe them tossing out coins in exchange for things. Towns might also have equipment shops, but the items in them are either not as good as what you have, or too expensive. You might get equipment from one of them in exchange for completing a **Quest**, of course.

Now have The Warrior to leave the castle and explore the town, and make a stop to fill their pouch at the item shop.

► The Outdoors

Whenever The Warrior is ready they'll say they are leaving town, and Treasure will start describing what it looks like out there. They are also going to need to make a whole new map for the Outdoors. The Outdoors are big so you'll need to make sure you have plenty of room. Using an oversized sheet of paper works, or taping several smaller sheets of paper together as it grows. The Outdoors are drawn on a larger scale, with the first Town no bigger than a scrawled symbol (maybe a sketch of a house or castle) and it's name beside it.

Have Treasure draw an icon for the first Town on the Outdoors map now.

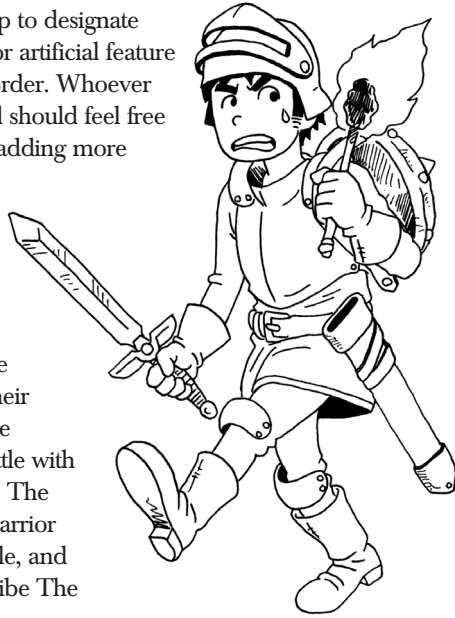
Areas

The Outdoor map is broken up into **Areas**. To make your first Area, draw a border a few inches in diameter around the first Town. It doesn't need to be a perfect circle – it can be quite irregular, like the border to a country. This Area around the Town is a **Level 1 Area**, which should be written down on the map as a +1 after its name. Make it something evocative like The Frozen Plain, The Bloom Canal, Bernier's Pass, or The Sinking Jungle. Everything inside that Area will also be Level 1 – the Town is a Level 1 Town, any monsters will be Level 1 Conflicts, items you find will be Level 1 items, any dungeons will be Level 1 dungeons, etc. Got it?

The neighboring Area that shares a border with this first one will be a Level 2 Area. A good way to make them distinct is to draw different terrains on the map to designate different Areas, or use a natural or artificial feature of the landscape as part of the border. Whoever currently holds the Treasure card should feel free to keep drawing new Areas and adding more detail to the map, making sure the areas slowly go up in Level.

Have Treasure draw the Level 1 and Level 2 Areas now.

In the Outdoors, each **Area** counts as a **Space**. Each time The Warrior moves into an Area, if their Level is equal to or lower than the Area's Level, there must be a Battle with the Villain during a Scene before The Warrior can leave. Either The Warrior or the Villain can initiate the Battle, and when it ends, Treasure can describe The Warrior finding a treasure.



Remember each Area may have its own Town, as well as **Points of Interest** or a **Dungeon!**

► Points of Interest

A **Point of Interest** (POI) counts as a single Space within an Area or Town, and represents a special location, often associated with a Quest or Quest item.

A POI could be a lone tower in the wilderness, ancient ruins, a bandit's hideout, an old hermit's cave, or perhaps a fabled magical fountain!

They are drawn on the map as a small labeled icon, much like Towns. Each time The Warrior enters a Point of Interest, there is the possibility of a Battle. If The Warrior finds treasure at a POI, mark it with a dollar sign. They can't find treasure there again.

► Dungeons

While The Warrior is exploring the first Area, Treasure should draw an entrance to a **Dungeon** somewhere on the map. It's great if Dungeons tie in with The Warrior's existing Quests, though it's entirely possible the discovery and exploration of a Dungeon leads to a Quest of its own.

Dungeons are drawn like POIs and Towns on the Outdoor map. Once The Warrior enters a Dungeon, Treasure needs to make a new map for it (unless one had already been made). Dungeons are divided into **Floors**, which are in turn divided into **Rooms**, and each Room counts as one Space. The first Floor of a Dungeon is the **same Level** as the surrounding Area – each additional Floor increases by **one Level**, as do the enemies and treasures that are found there.

Flesh out your Dungeons by naming some or all of the rooms on the map. Draw and describe each room and the exits as The Warrior enters, and when they choose a path, draw in the next room as you describe it. Use their figurine to show what room they are in. Each time they move into a Room in the Dungeon, they **must have a Battle** before they can leave, initiated either by The Warrior or the Villain. The Warrior might have to fight monsters, rescue a friend, avoid traps, navigate mazes, or parley with guards.

Maybe you'll want to have a Conflict Card that represents the builder of the Dungeon, or for the Dungeon itself! You could also make a Conflict Card for each individual room, trap, or riddle if you wanted.

You can't avoid these Battles, even if The Warrior is higher level than the Dungeon – though Treasure can easily make it so the entrance to a Floor equal in power to The Warrior is quickly found.

It's up to you and the other players how big you want the Dungeon to be. In general, it should have 2 to 3 Floors and 5 to 10 Rooms. Larger Dungeons might take multiple trips to completely clear out. A good stock of healing items always helps, though The Warrior might find more along the way.

You all get to define what a "Floor" and a "Room" mean in your Dungeon. You could have an entire Dungeon take up a single Floor, or many Floors with a single Room on each. Maybe it's a tower that goes straight up in the air. Fictionally it has many Floors, but mechanically you treat all the Rooms as if they were on the first Floor until The Warrior reaches the top of the tower, where as part of the second "Floor," they step through a portal that warps reality, turning the entire tower upside down!

After each Battle in a dungeon, Treasure has the option of either **revealing a treasure**, the **entrance to the next Floor** of the Dungeon, or **nothing at all**. The Dungeon gets "cleared out" as you go, so once The Warrior has defeated a Conflict, they don't have to Battle another one in that Room ever again. The same goes for treasure – you only get one per Room. You can keep track of this by marking each Space with an X for a Battle, and a dollar sign for a treasure.

The First Obstacle

Our first Dungeon should have an **Obstacle** to entry. Whatever the Obstacle is, The Warrior will have to use one of the Quest items to get past it, or go find a Quest item that will work. They should have at least one Quest item by now. Look at what The Warrior has and think of an Obstacle that they can only get past using one of them. This is a good habit to get into.

One of the players should devise the first Obstacle now.

Don't tell The Warrior what Quest item they should use, just describe the Obstacle and ask them what they are going to do. It's cool if they think of a plausible idea that wasn't what you had in mind. Once they figure out what item to use, whoever made the Obstacle will help narrate how The Warrior gets past it. You might want to play out a Scene, or even a Battle.

Bosses

Each Dungeon has a **Boss** which the Villain can introduce in **any Room**. The Boss is a Conflict with **double** the normal points (4 per level), drops treasure worth **double it's Level**, and gives **double it's Level** in XP. Once the Boss is defeated, the Dungeon will be safe – The Warrior won't have to worry about any more mandatory Battles while they explore the rest of it. In fact, the Dungeon becomes a new Town, with rooms to explore, characters to meet, and Battles only being initiated by The Warrior.

Sometimes it will make sense for a Town to become a Dungeon (perhaps if everyone was being mind-controlled by an evil monster, for example). If that happened, the Boss would have to be defeated to return it to normal.

Battle

Once The Warrior has stepped out of the safety of the first Town into a wider Area, the Villain is allowed to start a **Battle**. This might result from questions that the other players ask the Villain, from some event arising during a Scene, or it could be as simple as the Villain introducing a Conflict Card from the deck and having it attack The Warrior! The Warrior can start a Battle too if they are so inclined.

A Battle is fought between The Warrior and the Villain with a single victor – though it can be represented in the fiction however you like: as a fight to the death, an argument, a chase, evading a trap, etc. In this world, every problem or challenge The Warrior encounters is imagined in the form of a turn based videogame RPG fight!

At the start of each Battle, make sure the deck of playing cards has been shuffled and placed in the middle of the table. The Villain picks a Conflict Card, or makes up a new card on the spot, and describes the beginning of the encounter. What happens when The Warrior faces this threat? Where did it come from? Is there any cool background music that plays when it shows up?

The Warrior draws 2 **playing cards** + their **Agility**. The Villain draws a hand of three + **Conflict level divided by 5** (round down). So a level 1 Conflict will have a 3 card hand limit, level 5 will have 4, level 10 will have 5, and so on. When their hands run out they draw that number again at the start of their next turn. Cards have a numerical value, with aces worth 1 and face cards worth 10.

Unless the Conflict Card has a special ability that says otherwise, The Warrior goes first. Each player takes turns doing a single action. The player whose turn it is referred to as **Attacker** and the other is the **Defender**.

Make sure to describe your character's actions and dialogue to keep the Battle interesting! After each action resolves, describe what it looked like. If it's combat, describe it blow by blow like an action movie.

Ask Treasure questions about the environment to create interesting interactive elements for the fight. A combat that involves a decaying rope bridge over a bottomless chasm, or a metal refinery with conveyor belts and pits of molten metal, will be a lot more interesting than one that ignores the environment. And keep **rewarding cool stuff** with Dragon Tokens.

During the turn, The Warrior can choose to **Attack**, **Maneuver**, **Use an Item**, **Cast a Spell**, or **Run Away**. The Villain has the same options, except they can't use an item.

Special Results

When playing a card for any action, The Warrior can play multiple cards of the **same rank** (2, 3, or 4 of a kind). That's a **Critical** success. The Villain can't get Criticals. A Critical on a spell or item where the value of the cards matters means you add up the value of all the cards.

The Warrior can spend a **Dragon Token** on any action to play an extra card.

►Attack

When attacking, the Attacker plays a card face up. The Defender can block by playing a card of equal or higher rank (King blocks anything, 2 blocks ace, etc). If blocked, the attack does no damage. Otherwise the Defender takes damage equal to the Attacker's **Attack** (**strength + weapon level**). Damage is subtracted from the defender's **Defense** first. When Defense is reduced to zero, remaining damage is subtracted from HP.

If multiple cards are played, the Defender must play an equal or higher card on each card to block the attack. If the attack is a critical hit, the attacker **adds their Agility** to the damage if it hits, and the Defender can only block with a set of the same amount or more (2 or 3 of a kind to beat 2 of a kind, etc), of higher rank than the Attacker's set (to block three 7s, Defender must play a set of three 8s or better).

If a player runs out of cards, they can't block until they draw again at the beginning of their next turn.

►Maneuver

The Attacker plays a card and regains **Defense** equal to the card's value. The action represents the Attacker maneuvering from a position of weakness to one of strength. If the card played was the last card in their hand, they may draw a new hand immediately.

►Use an Item

If you decide to use an Item, describe what it looks like when it gets used, and make a note of the effects. If it heals you, describe what it looks like when you miraculously recover. If it flies you back to a Town, describe how it launches you into the sky. Then mark off one use of the Item.

►Cast a Spell

To cast a spell, spend the spell's **MP**, then do what the spell description says. Make sure to describe what it looks like. Since it's magic, the sky is the limit here. If the conflict is an argument, a spell like Hurtmore could be interpreted as reading the villain's mind. In a game of chance it could give The Warrior supernatural luck. Sometimes it's cool to give a character's spells a thematic element (fire, electricity, time, gravity, life, death, etc.).

►Run Away

Running away works much like attacking, The Warrior plays a card, and if the Defender blocks, The Warrior cannot escape. If The Warrior runs away from a Battle, they do not earn any XP or treasure, and the enemy will return to full strength if encountered again.

Victory and Defeat

The first to run out of HP during a Battle is **defeated**. Defeat can mean death, capture, exhaustion, humiliation, or whatever else is appropriate to the Conflict – the losing player has the final say. If The Warrior defeats an enemy they get **1 XP per Level** of the Conflict, **multiplied** by 2 if the Conflict was above their Level. Treasure can decide if The Warrior finds a treasure after the Battle, and no new Battles will happen in that Space until they leave it.

If The Warrior is defeated, they lose **twice their Level** in XP (If The Warrior were Level 7, they would lose 14 XP after being defeated), and will wake up the next morning in the nearest Town's inn – there to sulk, rest, heal, or otherwise recover from the loss.

At the end of each Battle, return very participant's Defense to it's max.

Leveling Up

After a couple of Battles, The Warrior will probably have gotten some experience (XP). Go ahead and find your Level on the XP Chart to see how much you need to **Level Up**.

1	2	3	4	5	6	7	8	9	10
5	15	30	50	75	105	140	180	225	275
11	12	13	14	15	16	17	18	19	20
330	390	455	525	600	680	765	850	945	1045
21	22	23	24	25	26	27	28	29	30
1150	1280	1375	1495	1620	1750	1885	2025	2170	2320

If you only engage enemies the same Level as you, you'll always gain a Level for every five Conflicts you defeat. It's often a good idea to find better gear and stock up on healing items in order to fight higher Level enemies, in order to Level up faster.

When you gain a Level, The Warrior gets 2 points to spend on stats, with the same costs as during character creation. Any raises to Max HP or MP raise the current level of HP or MP respectively, by the same amount. The Warrior's player spends the points **before trading Role cards**.

Magic

For every **10 MP** The Warrior or a Conflict has, they gain **1 spell and write it on their sheet**. The Warrior gains spells in order from the list at the back of these rules. The Warrior can cast a spell they have gained anytime outside of a Battle, or on their turn during a Battle.

Conflicts can only have spells from the following list, but can get them in any order: Heal, Hurt, Healmore, Hurtmore, Stamina, Spellblock, and Armor Regen.

Experienced players are encouraged to make up their own spells, using the spell list as a baseline for balancing mana cost with the power level of the spell.

Enemy Abilities

The **Villain** has the option of giving these extra abilities to Conflicts.

Fast - Costs 1 character point per Villain level. The monster goes before The Warrior in fights.

Weakness - + 1 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, The Warrior multiplies their damage by the weaknesses multiplier. A proper quest item can be used to make all subsequent attacks work against the weakness.

Minions - You may add a second Conflict Card (minion) of a level lower than this one (master), at a cost of 2 character points per level of the minion. The minion acts directly after the master, and must be targeted and defeated separately. If the master is defeated the Battle is over and The Warrior is victorious.

Party Members

So what does the Ally get to do during a Battle? The Ally can have their characters offer to join The Warrior as a Party Member, and if The Warrior accepts the Ally character becomes a Party Member (PM)! Then, fill out a Conflict Card as normal but with only as many points as The Warrior's level, and write Party Member somewhere on it.

The Ally can choose to play a card from the **top of the deck** when The Warrior attacks, defends, or runs away during a Battle, and describes how their PM attempts to help. On an attack, if the Ally's card is higher than the Villain's highest block card, **add their Attack** to The Warrior's total damage. Party Members can block The Villain's attack if they flip a higher card than the Villain's attack card when The Warrior is defending or running away. Then the Ally narrates what their help looks like.

If the card is lower than the Villain's card, the Ally **loses HP** equal to their card's **value**, and narrates how something unfortunate happens to them during the Conflict. If the card is equal to the Villain's, the Ally gets to recuperate, and heals **that many HP**.

Party Members gain 1 character point when The Warrior levels, heal fully in towns, and The Warrior can use healing items and spells to heal them as well. If The Warrior meets a different PM who wants to join the party, they can switch to the new character who now has **full HP**. If an Ally loses all their HP, they are allowed a brief scene with The Warrior to explain why they are no longer able to continue, due to death, fear, or something else. Treat them well, Old Allies can always return as Villains...

Completing a Quest

So you made it through the first Dungeon, defeated the Boss, and saved the Town. You probably got into a lot of fights, found some awesome equipment along the way, and maybe used your Quest items to get past a some Obstacles.

Once a Quest has been completed, The Warrior will need to go back to the Town and talk to the character who gave them the quest for a reward. Treasure will decide what this means in terms of items and XP, the Ally will have a lot to say about the ramifications of The Warrior's deeds, and surely the Villain will have a chance to describe some consequences or future threats on the horizon.

Treasure should rate the difficulty of the quest on a **scale of 1 to 5**, then distribute that many points between extra levels of treasure or an xp multiplier. You can also always give more treasure and less XP if you want, or vice versa. For example, a Quest rated at 3 could have +1 treasure level and x2 XP, or normal XP and +3 to treasure level. The base treasure level and XP amount is the level of the town.

Now go turn in that Quest!

Stage 2

In my experience, players don't always follow the path set in the rules for the first session. Sometimes they never leave the town, running back and forth between houses to complete quests, getting into Battles in back alleys. Sometimes they skip over whole sections, running out of town the first chance they get.

Whatever you and your players choose to do is fine. If they deviate from the script, just jump to the next rule they would encounter, explaining each part of the rules as the players bump into them. That's why someone should read through the rules beforehand.

The moment after you turn in the last Quest for a Town is a good time to end a session. You can play the game as a one-shot and just stop there. If you're playing a campaign, you can start the next session with the voyage to a new Town, going through the same steps as you did at the beginning of the first session – asking questions about the town, walking around to meet new people, playing out scenes, and getting Quests. Complete those Quests, wrap up the session and do it again. Until...

-----LORD

The ____lord is a **Level 30 Boss**. That means it essentially has **180 points!** If you beat it, you get to recover Erdrick's **Ball of Light** and the players take turns describing how The Warrior uses it to bring world peace. This should take many sessions of play to complete. Good luck!



Variants

If you want to play with more or less players, heres how.

For 2 players, one player controls the Villain, the Ally, and Treasure, and the other controls The Warrior.

For a 3 player game, have one player control both the Ally and Treasure, passing both roles together when roles switch.

For 5 players, one player becomes the Artist, who takes over drawing maps and art for Conflict Cards, based on Treasure or the Villain's descriptions. When the Artist finishes a drawing for a Conflict Card, they switch with the Villain. When they finish drawing on a map, they switch with Treasure.

For 6 or more players, one player is the Artist, and any other extra players take on the Party Member role. They can create Ally characters who join The Warrior on their adventure. These characters function as per the Party Member rules above, except they don't need The Warrior's permission, and The Ally no longer controls Party Members. When The Warrior has a scene with a PM, or when a PM's character dies or leaves the group, they switch roles with The Warrior. If a PM leaves or dies, the next player in the PM role should make a new PM who shows up to join The Warrior.

Making Stuff Up

So maybe you want to give The Warrior a new spell as a quest reward, or have The Warrior find an item with a special ability, or give a boss a cool new ability or spell. Sure, go ahead and do it. Just keep the game balance in mind.

When creating abilities for items, equipment, spells, or enemies, it's up to everyone to make sure the game stays balanced. The best way to do this is to lower the level of a creature or item, more levels the more powerful the ability. For spells, the MP cost of the spell should be higher the more powerful it is, though you could also make item abilities cost MP. When in doubt, try to err on the side of making them too weak.

If you ever feel something is unbalancing the game, say so. That way everyone can talk about how to change the ability to make it better, and listen to other player's suggestions as well. For example, it's easy to balance Spells after the fact by making them cost more MP, or balance Conflict Abilities by making them cost more stat points. The balance doesn't have to be perfect, you can always make changes (or get rid of something completely) later if it isn't working.

There should always be a risk of failure, 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.

Spells

- 1 Hurt** 3MP - Make an attack and play an extra card.
- 2 Heal** 4MP - Play 2 cards, add their values. Gain that much HP.
- 3 Stamina** 5 MP - Draw your normal draw size of cards into your hand. Doesn't use your turn.
- 4 Radiant** 3MP - Reveal an entire dungeon floor, including the locations of stairs, treasure, and the boss.
- 5 Spellblock** X MP - Cast when you are being attacked. X equals half the total value of the cards you are blocking, rounded up. The attack is blocked.
- 6 Armor Regen** 10 MP - Return Defense to full. Doesn't use your turn.
- 7 Outside** 6MP - Instantly transports you back to a dungeon's entrance.
- 8 Return** 8MP - Instantly transports you to any town you've been to before.
- 9 Healmore** 15MP - Play 6 cards. Gain that much HP.
- 10 Hurtmore** 12MP - Make an attack and play three extra cards.

Consumables

The Warrior can choose from the following list of items to fill their Item Pouch while in Town, or find them as treasure. Their pouch can hold items of total level equal to the sum of The Warrior's Level and their Strength, multiplied by 2. The names are just blanket terms, the items can come in any shape or form you like.

Healstuff Herbs, health potions, bandages, and the like – play a card (automatically a 10 when out of combat) and heal that much + 1 HP per item level.

Dragon's Fire + 1 Attack per item Level until the end of the next fight.

Dragon's Scale + 1 Defense per item Level until the end of the next fight, or use it to return defense to max in combat.

Fairy Water Has uses equal to the item Level. Each use allows you to move through an area without having any Conflicts. Does not work on monsters five Levels above yours, or in Dungeons.

Wings Instantly fly you back to the Town where you bought them. (item Level equals the Level of the Town's Area)

redits:

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