DRAGON A ROLL

by The Sweet Porridge Group
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Objective

Slay the dragon before it kills you all, but don't push your luck. Or should you?

Materials

1 Dragon Sheet
3 Dragon Heads (3 D-20s)
3 Dragon Rage dice (yellow dice with stars)
1 Dragon Rage Level dice (1 D-20)
4 Player Class Cards (Tank, Knight, Mage, Cleric)
24 Player Dice
- 10 Attack Dice (Red)
- 8 Armor Dice (Blue)
- 4 Heal Dice (Green)
- 2 Magic Dice(Black)

47 Player Health tokens (Green)
Pool of Player Armor tokens (Blue)

How to Play

1. Shuffle the **Class Cards**.
2. Players each take one **Class Card** to determine their Class for the entire game.
3. Players take **Health Tokens** and a bag of **Player Dice** determined by their Class Card.
4. The **Mage** takes the first turn. Play then proceeds in a clockwise direction.
5. After taking their individual turn, each player rolls the **Dragon Rage Dice** to determine whether or not the Dragon's **Rage Level** (represented by the D20 at the center) goes up.
6. The player then takes damage equal to the Dragon's **Rage Level.**
7. The game ends when the Dragon has zero health, or when none of the players have any health left.

Player Classes

1.Tank
- **Shield:** Take Dragon Damage in another player's place. Choose the amount.

2. Knight
- **Battlecry:** +1 Damage for every successful Attack Die roll

3. Cleric
- **Mass Heal:** Distribute healing done this round amongst the party.

4. Mage
- **Sorcery:** At start of your turn, can switch up to two Magic Dice with any other player's dice until start of your next turn.

Player Dice

1. Player Dice Types

- **Attack Dice (Red):** Deals 2 base damage to the Dragon per **Successful** Attack Die rolled. Deal that much damage to self on **MISSES**.

- **Armor Dice (Blue):** Player gains 2 armor tokens per **Successful** Armor die rolled.

- **Heal Dice (Green):** Restores 2 Health Tokens to injured players per **Successful** Heal Die rolled. Players can choose one other player to heal, or to heal themselves. Only the **Cleric** can choose to distribute Heal Die effects to different players in one turn.

- **Magic Dice (Black):** A Magic die has the same effect as the die rolled immediately before it. Each Magic die can be rerolled once per player turn. If no dice has been played before it, the Magic Dice behaves like an attack dice by default.

2. Player Dice Symbols
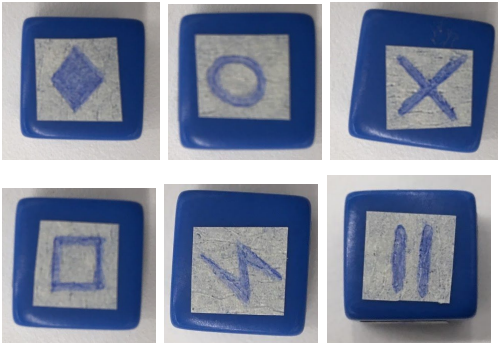
3. Successes and Misses

- Players roll 1 die at a time. If players feel that luck is with them, more dice can be rolled at once.
- Players can keep rolling dice until they wish to stop or they **MISS.**
- Player rolls are **SUCCESSES** for as long as the symbol on each die rolled is unique.
- Any duplicate symbol would result in a **MISS** for that turn, which has the following effects:
  - the player incurs **self-damage** equal to the number of **Attack Dice** rolled.
  - any **Armor** and **Health Dice** the player rolled will have no effect.

Examples:

Player 1:   1st Roll (Attack Die) = ||
                   2nd Roll (Attack Die) = O
                   3rd Roll (Healing Die) = X
Result = SUCCESS (4 Damage to Dragon, 2 Healing)

Player 2:
                   1st Roll (Armor Die) = ||
                   2nd Roll (Attack Die) = X
                   3rd roll (Attack Die) = X
                   Result = MISS (4 Self-Damage)

4. CRITICAL!

If Player rolls **4 or more SUCCESSES**, the value of each die rolled goes up by 1.

Example:

Player 1:   1st Roll (Attack Die) = ||
                   2nd Roll (Attack Die) = O
                   3rd Roll (Healing Die) = X
                   4th Roll (Attack Die) = <>

Result = CRITICAL! (9 Damage to Dragon, 3 Healing)

Dragon

1. Attacking the Dragon
- The Dragon has **3** heads, each head has **20** health.
- When a player successfully attacks the Dragon, **subtract** the damage value from the Dragon Head labeled "I".

- When a Dragon Head has zero health, it should be removed from the game.
- If a Dragon Head receives damage greater than its remaining health, the rest of the damage is carried over to the next living Dragon Head.

2. Dragon Rage
- Dragon Rage Level starts at 1.
- Every turn, players must roll the Dragon Rage dice to see whether its Rage Level will increase.
- The Dragon causes Dragon Damage to players in their turn, the amount of damage equal to the Dragon's Rage Level.
- The Dragon's Rage Level is determined by rolling the Dragon Rage dice at the end of every player's turn. Whenever a star is rolled, the Dragon's Rage level goes up. Which Rage die is rolled depends on the number of heads left alive.
  - If all 3 heads are alive, Roll the **Red** Dragon Rage die (1 red star and 5 blanks)
  - If 2 heads are alive, Roll the **Blue** Dragon Rage die (2 blue stars and 4 blanks)
  - If only 1 head is alive, Roll the **Silver** Dragon Rage die (4 silver stars and 2 blanks)