

DRAGONWOOD RPG

Dragonwood is a great card game for kids and adults alike. This document will allow you to use Dragonwood's simple rules to play a full-blown, kid-friendly roleplaying game.

CREATING CHARACTERS

Give each player an index card. On it, have them write their character's name, their resistances (Strike, Stomp, and Scream), and draw three hearts. They can use the remaining space to draw their character if desired. Let them assign their resistances as 4, 5, and 6 in any order.

THE GAME MASTER

One player (usually the oldest) takes the role of the Game Master (GM). The GM is responsible for describing scenarios and setting up encounters to pit the players against various monsters.

PREPARING THE DECKS

Set the Adventurer deck aside. Remove all Enhancements and Events from the Dragonwood deck, and set aside the Enhancements. The remaining Dragonwood deck should remain near the GM. Deal each player 5 Adventurer cards, and deal the GM 4 Adventurer cards plus one Adventurer card for each player.

RUNNING ENCOUNTERS

The GM can build appropriate encounters by drawing monsters from the deck, handpicking specific monsters, or even creating their own monsters by reskinning existing monsters. The players go first, starting to the left of the GM, and can choose to Reload or Capture as normal, or use the Heal action (see below). The GM gets one action for each monster in the encounter, which they can use to Reload or attempt Capture against one of the players.

For each successful Capture attempt against a player, that player must mark one Heart on their character card. Once all three Hearts have been marked, that player is taken out for the remainder of the encounter. What happens to that player at the end of the encounter is at the GM's discretion.

There is no limit to the number of times the Adventurer deck may be reshuffled. Play continues until one side or the other is defeated.

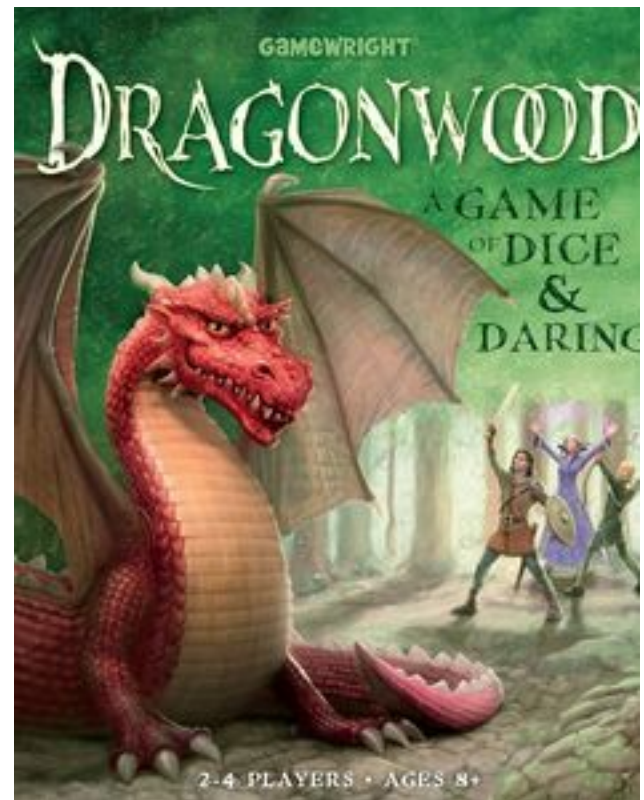
Heal Action: On their turn, a player can play four cards in a set (either sequential, same number, or same color) in order to restore a Heart either to themselves or to another player.

AWARDS

At the end of an encounter, each player earns Experience Points (XP) equal to the Victory Point total of the monsters in the encounter. Players can spend those XP to improve their characters in the following ways.

- **Increase Resistance (Strike, Stomp, or Scream) by one:** 20 points
- **Gain an additional Heart:** 50 points

At the GM's discretion, they may also earn an Enhancement card.



Click here to [purchase Dragonwood](#) from Gamewright.