

(DRAGON UNIONS)



AN ADDENDUM FOR
THE FANTASY ROLEPLAYING GAME

The word of the LORD came to Jonah son of Amittai: "Go to the great city of Nineveh and preach against it, because its wickedness has come up before me."

Jonah ran away from the LORD and headed for Tarshish. He went down to Joppa, where he found a ship bound for that port. After paying the fare, he went aboard and sailed for Tarshish to flee from the LORD.

Then the LORD sent a great wind on the sea, and such a violent storm arose that the ship threatened to break up. All the sailors were afraid and each cried out to his own god. And they threw the cargo into the sea to lighten the ship.

But Jonah had gone below deck, where he lay down and fell into a deep sleep. The captain went to him and said, "How can you sleep? Get up and call on your god! Maybe he will take notice of us so that we will not perish."

Then the sailors said to each other, "Come, let us roll dice to find out who is responsible for this calamity." So they did and Jonah rolled the lowest. So they asked him, "Tell us, who is responsible for making all this trouble for us? What kind of work do you do? Where do you come from? What is your country? From what people are you?"

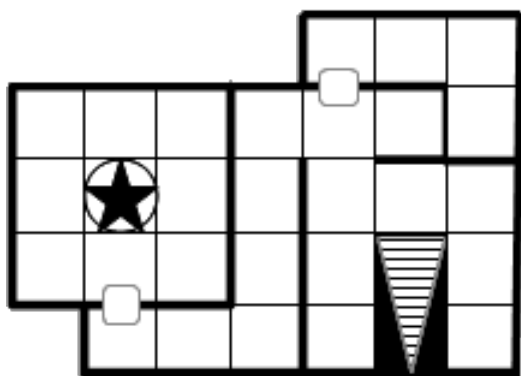
He answered, "I am a Hebrew and I worship the LORD, the God of heaven, who made the sea and the dry land."

This terrified them and they asked, "What have you done?" (They knew he was running away from the LORD, because he had already told them so.)

The sea was getting rougher and rougher. So they asked him, "What should we do to you to make the sea calm down for us?"

"Pick me up and throw me into the sea," he replied, "and it will become calm. I know that it is my fault that this great storm has come upon you." Instead, the men did their best to row back to land. But they could not, for the sea grew even wilder than before. Then they cried out to the LORD, "Please, LORD, do not let us die for taking this man's life. Do not hold us accountable for killing an innocent man, for you, LORD, have done as you pleased."

Then they took Jonah and threw him overboard, and the raging sea grew calm. At this the men greatly feared the LORD, and they offered a sacrifice to the LORD and made vows to him.

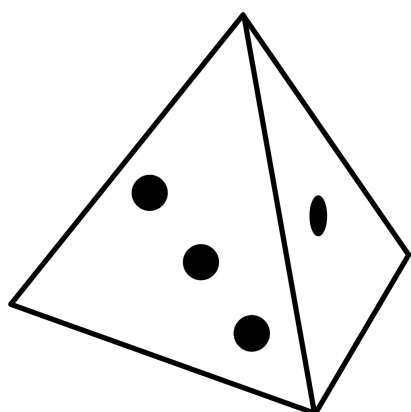


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Publisher:

D-oom Products

GAMEMASTER IS The LORD

The LORD giveth, the LORD taketh, praised be the LORD.

The existence of the LORD depends not on whether you like the LORD or not.

Thy existence depends not on whether the LORD liketh thou or not. It depends on whether the LORD notices thee at all.

Thy success and thy failure lie in hands of the LORD. When the LORD once again alters the rules, pray the LORD doesn't alter them further.

As I explain this matter right now, thou haven't yet had time to wonder how these rules could ever be adapted to create balanced combat sequences in play. But thou don't have to wonder nor consider this. To play a roleplaying game by the Way of the Dragon means the Game Master is thy LORD.

So I won't define what kind of damage standing in a fire inflicts (and I assume you already have proceeded to an advanced level not to be told to move away from the fire). Trust the LORD as he will tell you the amount of the damage you shall suffer. Praise the LORD, if he doesn't.



BRAVE ADVENTURERS

Unless thou happen to be the LORD (who thou are not if there's any doubt in thy mind), thou should be one of the Adventurers. There should be seven of ye, but it is possible to be less in numbers. Rather more than three, though.

As an Adventurer, thou will take one of the seven roles in this story of grand adventures (thou see now, why seven Adventurers is the preferred number).

Roles In Rank Order:

1. **FIGHTER.** U pwn, man. Sum just dun know it yet. You do what ya want and others do what they gotta do ('cept dat damn Halfling).
2. **ELF.** As the best ally of Fighter you are, well, the best anyways. In everything. Unfortunately also in dying.
3. **CLERIC.** What would an Adventure be, except just petty speckles on paper without the LORD? And if the LORD walks with you, what are your enemies if not experience points on your account?
4. **THIEF.** Let Fighter make the rumble. Your time will come. You have time to wait!
5. **MAGIC-USER.** Again Fighter steps on the shit hid by that Halfling. Again the Thief gets his ass handed to him. Again the Cleric's rants go to deaf ears. What do you care when all is said and done? You keep your eyes open.
6. **HALFLING.** Don't hide that dog shit in Fighter's boot. You already did that last week. Rather, rig the chamber pot above the door. He won't catch you this time either.
7. **DWARF.** You know all this: Only one thing is more precious than anything else in the whole wide world. That's the reason it's the most valuable thing of them all. That's why only it matters. It is called the Dragon's Heart. That's all you need to know.

Naturally Fighter's part is the best, but you can't just snatch it for yourself. You have to compete for it with the rest of the Adventurers under the guidance and admonition of the LORD.

Character Creation

1. Determine a series of scores by rolling 3D6 for each ability, in the order they're written on the character sheet. When all the abilities are rolled, decide whether to keep those results or to start re-rolling a new series. As long as the rolling is unrestricted, you may decide to reject the results and continue rolling.

2. If all the other Adventurers have already decided to keep their results, you now have only 15 minutes left to continue rolling abilities. When the time ends, you may not start a new series but naturally you finish the current one.

3. The LORD bestows role of the *Elf* for you if the total of your ability scores is higher than of any other player.

4. *Cleric*'s role is given to you by the LORD if you want it. If someone else also wants it, role of the Cleric goes to who is able to recite more biblical verses. However, as neither of you remembers any, the role is randomly determined. If no one wants this role, you wait and listen to clock's ticking until one of you yields.

5. The LORD giveth the role of *Fighter* to the Adventurer who gained most of the votes in a secret ballot. Thy vote will count thrice if thou vote for thyself. It will count once more if thou were the first to keep thy ability scores or if thou already have role of the Cleric. The LORD beholds your votes and declares the winner.

6. The LORD punishes you with role of the *Thief* for voting for thyself but still losing the vote for the Fighter's position. If you were not the only Adventurer blinded by ambition, the role is yours if your vote count was highest.

7. If you did not vote for yourself, you could get *Halfling*'s role by being the most popular in Adventurers' acclamation.

8. *Magic-User*'s role is reserved for the one who is the quickest to count the sum total of a 10D6 roll.

9. Whoever's left gets role of the *Dwarf*.

Best Ability

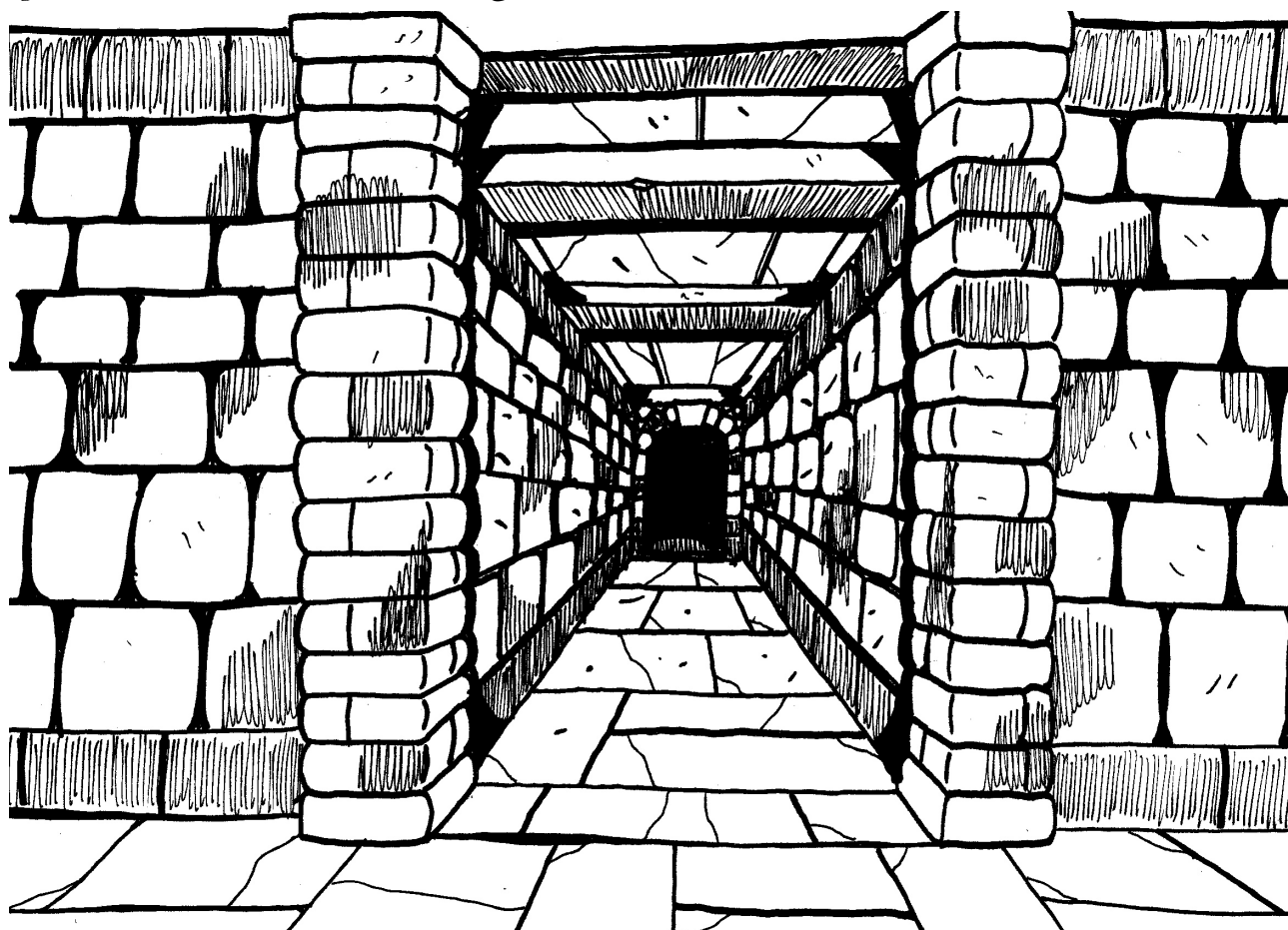
Every Adventurer has a best ability proper to his role. You must swap your highest ability score with the ability proper to your role. If high values are many and same, it is your choice which you will swap.

Adventuring Adventurers

Great stories consist of minor adventures. Adventure begins when you start roleplaying. Adventure ends when you finish and walk away. All adventures have quests, and the LORD rewards successes with experience points. So when you consider leaving for home, keep in mind that the adventure ends there, and in many cases the adventure cannot be considered successful, if you left it unfinished. If the quest is the sort of "kill 10 rats" or "collect 12 morels" it will be a mark for you that the LORD is not satisfied.

You might get many quests. Completing these all might not seem to be an easy task. Therefore it is essential for you to remember that the LORD will never bestow upon ye a heavier burden than ye could carry! (Except when he does. Oh well.)

At last when the adventure is over, the Fighter distributes all the treasure you've managed to secure, as well as experience gained from finishing quests and defeating enemies.



CONFRONTATION IN DRAGON UNION

Confrontation begins when you and your possible enemies become aware of each other. The Confrontation always leads into a combat, when the Fighter so chooses. Unless of course the will of the LORD is that the Fighter does not get to choose after all.

Round

The combat is divided into rounds and during one round every combatant can act on his own turn. All the Adventurers act in a row.

Adventurers' Turn

If you happen to be the Halfling, you act first every turn, before anybody else. After Halfling it is everybody else's turn. Those Adventurers who haven't played their turn yet can agree among themselves who will act next. If you cannot reach a consensus the act must be taken by the first adventurer in the order listed below who has yet to act. You should also remember that the Thief always manages to get his turn whenever he pleases.

Adventurers In Act Order:

1. Halfling - you always take the first turn before other heroes
2. Fighter
3. Dwarf
4. Cleric
5. Elf
6. Magic-User
7. Thief - also you can take any turn you want to

What Am I Supposed To (or should) Do In My Turn?

When thou gain (or have to take) a turn to act, thou have a chance to do everything the LORD permits thee to do for this brief moment. But as the case often is a combat situation I suggest for thee to use thy turn wisely to crush the resistance of thy

enemies, to shuffle into better standing or to flee if the tactical situation turns out to be unbearable. I encourage thee to use your wits in these dangerous situations.

Moreover, you have every right to advise your comrades, but only in the Adventurers' turn and only if you already had your moment.

how Can I hit Monsters?

Roll to hit with a twenty-sided die and add your Strength bonus and possible other bonuses (magical or class based). If the result is equal or higher to the target's Armor Class, you deal damage as per the weapon in use; you are also allowed to add your Strength bonus.

At times your weapon in use might turn out to be inefficient in damaging opponents with special protection. The only thing worse than being caught in a situation where fleeing is your only option is when even fleeing isn't an option.



how To harm From A Distance?

Roll to hit with a twenty-sided die and add your Dexterity bonus and other possible allowed bonuses. If the result is equal or higher to the target's Armor Class, damage is dealt as per your weapon in use. As in close combat, projectiles might also turn out to be inefficient in harming your opponents.

How To Overcome An Enemy?

The damage dealt by your attacks is decreased from enemy's Hit Points, and when those run out, your enemy is considered beaten. If you happen to be the deliverer of the final blow, you can, as the winner, decide how you overcome the opponent and what happens to him.

What About The Hypothetical Situation Where I Lose?

If (yet) again the worst happens and you are overcome, thou must be incapacitated until the end of the combat unless the LORD shows unexceptional mercy upon your ignominious condition.

Even though you are beaten, because you are an Adventurer and a real hero, you cannot die before the story's ending. However, you can still lose.

Total Party Kill

If all of the Adventurers are either beaten or have fled, those of beaten status fall under the mercy of the LORD. Naturally, the Adventurers are always under the LORD's will, but in this case the LORD's will could be very exceptionally unfavorable.

Death Of The Elf

As a tender soul, thou can be sure the monsters will hate thy grace and vulnerability so strongly they most definitely will kill thee into permanent death should thou lose to them. There will be no other Elf to replace thee, but if some other Adventurer's position is available thou can take it and start from the experience level you achieved as the Elf.

Conditions

Sometimes the LORD giveth and sometimes the LORD taketh, but be careful what thou wish for, as the LORD may give thee curses and blessings to thine enemies. If the LORD is favorable even you might get a blessing and your enemies be cursed.

The LORD blesses you with additional dice and you get to choose which result you take - but beware, as the LORD may not only withdraw HIS blessing but

curse you with additional dice of which the one suffering from the worst result you must take.

Fumble

If you happen to roll "1" for the hit result, you most definitely won't hit but instead you fumble and cannot act until the turn after next. Fumbling also affects all of your saving rolls and, what's worst, gives blessing for those enemies beating on you.

Critical hit!

If your resulting attack die roll is a natural 20, you most definitely hit your target and also deal double damage.

Secrets

Sometimes an Adventurer doesn't want attention from the outside for his cause. In these times he must competently deliver his message in secret. Any affair considering the ownership of possession cannot be delivered in secret from other Adventurers, unless otherwise mentioned in the rules. (Except if it's the LORD's specific wish, then naturally yes!)

If thou have a need for secrecy, I suggest thou resort to a little note to implement thy secret message.

Drawing Enemy Attention

All those bad, devilish of devilishly bad who offend the Fighter are considered to be enemies. Enemies don't get to decide, who they want to kill, because they always want to kill the Fighter, if they can touch him, or the second most important Adventurer available, if they can't.

Sometimes you might have so many enemies on your back, there's no room for all of them to pile on to the Fighter. In that case highest level enemies have dibs on most important adventurers, while the cannon fodder is left scrambling for the less important party members. But not at all will they attack the Halfling or the inconspicuous Thief. These supernumerary orcs would rather queue in

front of the Fighter waiting for some space from their dead fellows to attack him.

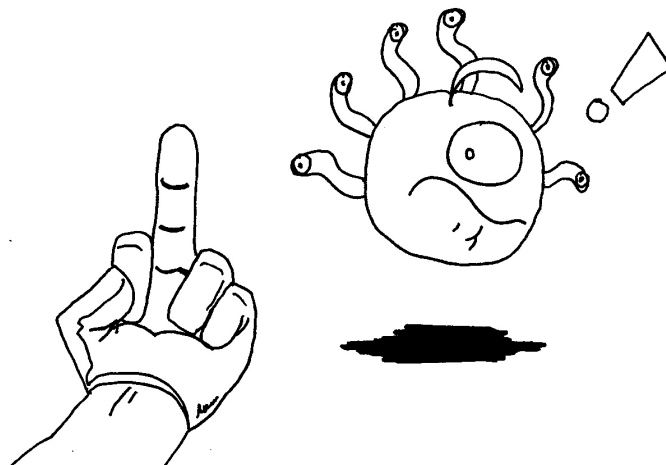
Big bosses naturally select their victims first before the cannon fodder does.

Most Important For The Enemy Is To:

1. Avenge backstabbing until the *Thief* is defeated.
2. Continue killing the *Dwarf* as long as the Dwarf continues to hit back.
3. Kill a fumbling Adventurer.
4. Avenge *Fighter, Cleric, Elf, Magic-User* or *Thief* who dealt damage in the last round.
5. Take revenge on the *Dwarf* who dealt damage last round.
6. Continue with current victim, except if *Dwarf* or *Halfling* is in question.
7. Kill *Fighter, Cleric, Elf, Magic-User, Thief* or *Dwarf*.
8. Take revenge on a *Halfling* who dealt damage.
9. Wait for an opportunity to attack someone else except the *Halfling*.
10. Kill the *Halfling*.

Every time the combat situation changes each enemy from the strongest to weakest draws attention to the Adventurer whose killing is most important and practical for him. If the pile is already crowded or the most important target is too far they rather continue killing the current target.

If this seems to be too complicated ask Magic-User to help you understand.



Other Dangers

If the danger is not an enemy it has to be other danger! Traps of all kinds, forces of nature and ludicrous slimes are other dangers. The LORD only knows.

Of all the Adventurers in a danger, first in line of fire is the Dwarf if possible. In other cases it's the first who volunteers. "I'll throw myself in". If there are no volunteers the danger focuses in the following order.

Adventurers in accident order:

1. Dwarf, always first in line.
2. Thief, you won't voluntarily throw yourself in.
3. Magic-User
4. Cleric
5. Fighter
6. Elf
7. Halfling



FIGHTER

The Fighter is not just the leader of the Adventurers but also destined to ascend to the Throne of Xarlor one day. Until that day, he is destined to trying to convince everybody else of that. As the undisputed top dog, he is the one featured in songs and legends. After all, everybody just follows the Fighter through the Adventure.

Title

You get to decide what they should call you! And they better, or you'll slap them until they forget what to call themselves!

Best Ability

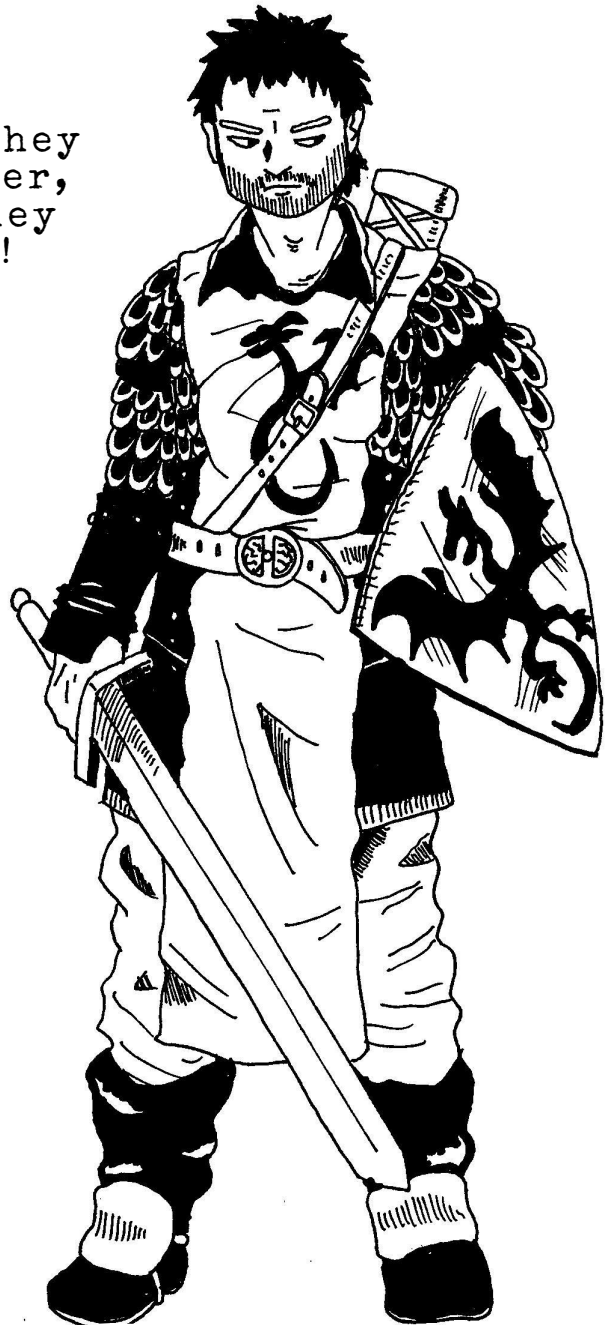
Strength rules! Since you can move your highest ability score into Strength, it is also your best ability. But just yours. Sucks to be anybody else.

Gear

Swing whatever you want! You can also wear whatever you want, including stuff other people would like to wear. As if they had a say in the matter.

Chief

You decide where the group goes, what they do and for how long. Somebody might argue and try to be funny but in the end they'll do what they're told. Except that bloody Halfling. Always doing whatever the heck he wants, damn his furry feet!



Since you also know right from wrong, you get to decide how treasure and experience from defeated foes is to be split up.

Since precious gems and jewelry can't be split up, the experience points for their whole value always goes to whomever you give the blingy thing. Just don't give it to that pansy Thief. He is sure to have pocketed something from the pile, anyway. Also, you can't give anybody more than you gave to the Elf. He deserves it. Just remember that whoever you hand out treasure to will then be free to spend it on women, men or booze, or possibly even something completely useless.

Of course, should you get your hands on some magic items, you'll give them to those who can make the most use of them. And if you're not hanging onto it, ask the Elf if he'd like to have it.

Centre Of Attention

Orcs, hell yeah, they are lining up to be killed just by you. That's natural. And if there's room around you in battle, it won't be long before some creep who came to stab the Dwarf or just to hide in the back thinks he's got a change.

Performance Driven

Since you do all the hard work anyway, you can double any quest experience you give yourself, so it's best to take a little extra while at it. Besides, the tougher you are, the better for everybody.

Discipliner

You are the boss here and the others would do well to remember that. That's why only you can hit other Adventurers. Except that you wouldn't dare to slap the Magic-User and wouldn't want to hit the Elf. And you are not really beating the Halfling anymore either, especially if you promised him you wouldn't.

A Man Of his Word

You always try to keep your promises if you possibly can. Especially since the bloody Cleric is keeping score! That's why you rarely make any promises to anybody, except to the Halfling because else you'd be here all night.

Stay There

Just for the fun of it, whenever you hit some scrawny pencil-neck you can opt to grab him instead of doing damage. If you keep holding on, he can't go anywhere or attack you, at least not without a handicap.

Boss Man

The group adores you for being such a tough boss. That's why you can have followers and wannabes hanging around, fighting by your side and fetching you beer. They can do more harm than good when trying to keep quiet or otherwise lay low.

Besides, it costs a fortune to keep them in booze. Every damn day you want to use them you'll have to shell out gold according to what it says on the price table. And if you are out of dough, they slink back to playing cards and drinking hooch.

In a fight, these valiant warriors stand by your side, except when they don't. Saying they have your back, they mostly tend to stay behind you. So don't get your hopes up for them actually accomplishing anything on their own. The enemies don't seem to care about them either and, frankly, you understand why. But if you make an effort to show your followers how it's done, they'll feel brave and can do D6 damage to a single wounded enemy each. Of course, they don't have the smarts to hit the same enemy and if there are more of them, than there are monsters, those without one just stand there looking silly. To top it off, they can do this only once per battle and all at the same time.

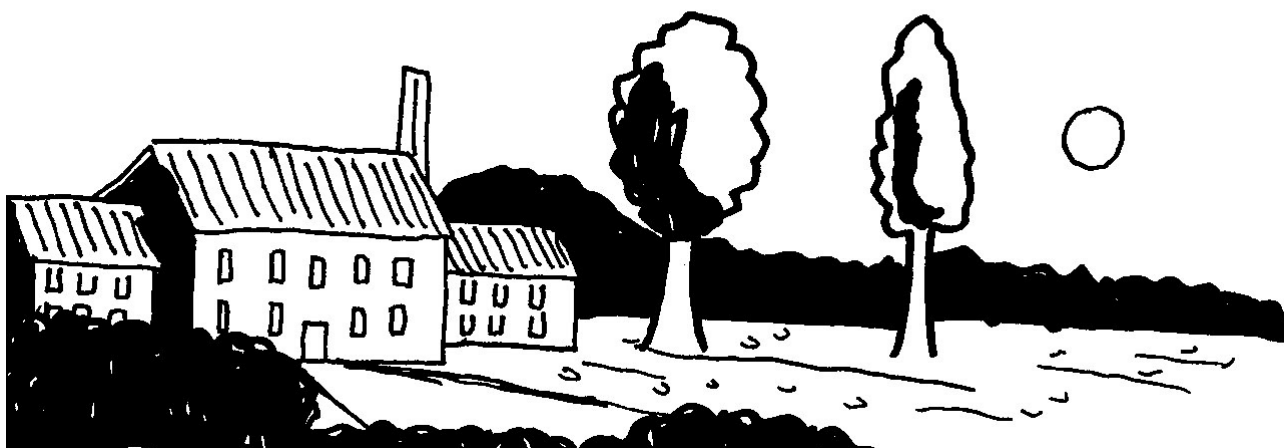
The higher your level, the more followers you can have. Also, if you have any Charisma, it adds to the number of followers. On higher levels some of them even learn to hit the same target but don't worry, they'll never be even half as good as you!

Shout My Title!

Should you have more gold than you can shake your stick at, which is the way things should be since you are the boss, spend some on a quiet little farm where you can later retire to farm cabbage and shit. And not so little but a bloody castle and a dominion to match! And screw the cabbage, it's gonna be women and booze all around since you've got it made!

Five grand gives you a sheriff's charter but it takes fifty to become a baron in some comfy country castle.

Can't buy the Crown, though. Bummer.



CLERIC

A seer, a scholar, and the high priest of the Kingdom come. A Cleric strives in the knowing of the LORD and fulfilling the will of the LORD. You are the spiritual guide for the Fighter, acting as his conscience. The undead and the devil's beasts are Cleric's enemies.

Best Ability

Wisdom is the most valuable ability for a Cleric. Due to the LORD's blessing, you may switch the highest ability score with Wisdom.

Gear

As the Bible prohibits shedding of blood, the law of the church prohibits the use of swords, spears and axes. But what could such things achieve that the will of the LORD cannot? You may, however, use any other weapon, armor, and shield that you may come across. All Clerics are expected to carry a holy symbol. The symbol in itself does not make anyone any holier in the eyes of the LORD: Without faith in the LORD all possessions are useless.

The Voice Of Reason

It is your duty to carefully mark down every oath the Fighter gives and to remind the Fighter of these. As the Word teaches:

"Rebuke your neighbor frankly so you will not share in their guilt." As a beacon of honesty, you should not take part in any kind of secrecy amongst the Adventurers.

Seek And Thou Shall Find

A Cleric should continuously be looking for the LORD's guidance. Therefore you study the Holy Scriptures for advise and read them aloud, especially for the Fighter but also for anyone willing to lend an ear.

*"Walk with the wise
and become wise,
for a companion of
fools suffers harm."*

Proverbs 13:20



The Fear Of The LORD Is The Beginning Of Wisdom

Should a Cleric follow the LORD's guidance, there is no trouble too difficult to overcome. The LORD's grace upon you is often manifested in a sudden surge of experience points. The LORD is always worthy of praise and thanksgiving; curses and misfortunes fall upon those who turn a deaf ear to the LORD.

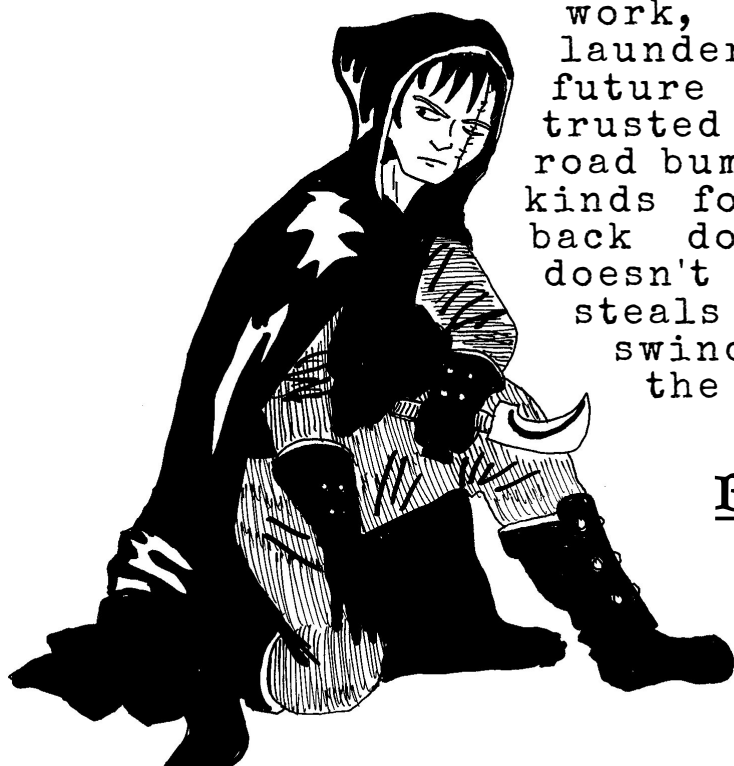
Wisdom Is A Fountain Of Life

You may add your Wisdom bonus to all saving throws. You ought not become arrogant due to this, for it is written: "Do not put the LORD your God to the test".

The Prayer Of The Upright Pleases The LORD

You may beseech the LORD and ask for help. The LORD hears every plea, but the answer may not be what is expected. Certainly, one who is humble in front of the LORD instead of demanding finds more consolation in the LORD's answer.

Thief



Doer of the Adventurers' dirty work, lobbying and money laundering; the realm's future Godfather. Fighter's trusted right hand, deals with road bumps and scheming of all kinds for which the Fighter's back doesn't bend or honor doesn't give in. Thief also steals from accounting and swindles as he dares. And the Thief does dare.

Best Ability

Dexterity is Thief's best ability. Swap your highest ability score with Dexterity.

Gear

Two-handed or otherwise long and clumsy weapons don't sit well with you. Same thing with shields and metal armors - shady businesses just don't work with those.

Double Accountant

Your job is to keep account on found treasures, usage of equipment - like food and torches -, passing of time, and anything what needs to be keeping account of. Just remember, that the LORD loves precise accounting, but imprecision HE hates.

The LORD lets you know in secrecy the treasures you find, from which you can leave something for the Fighter to share (but make sure you'll get your part of it, too!). But remember that the Dwarf immediately smells if you have plenty of gold, or his most valuable of them all - a jewel or a gem.

It is profitable for you to avoid falling unconscious before the Fighter, for example because of a rock falling on your head, as then the Fighter might check your pockets just to be sure. If you happened to earmark some of your profits into your mutual funds but haven't had time to hide them in a secure location, it might be that you'll most certainly get caught.

This in turn might lead the Fighter to doubt your uncompromising principles of turning in all that is found.

You'll double all the experience from found treasures. Who said crime wouldn't pay?

Backstabbing

You may also add your Dexterity bonus to hitting, if your opponent or any other danger isn't currently paying attention to you. If it would happen that you also hit with a dirk you may multiply the delivered damage by two. At third experience level the multiplier increases to three, at sixth level to four and at tenth level to five.

If the enemy you backstabbed doesn't quit fighting by falling dead on the ground, you are exposed and it will continue fighting you until the bitter end.

Disarming Traps, With Or Without The Dwarf

You'd notice all of them traps if you had time to search in peace. Unfortunately, with the Fighter breathing on your neck, this kind of care is luxury and because a lack of that the Dwarf usually has to suffer.

You would also disarm even the most severe trap if it wasn't already triggered. Naturally, you'd also need the right equipment and enough time, so the Fighter's going to let the Dwarf trigger it anyways.

Raising Inattention

You're so used to being unnoticed that you yourself cannot notice it. As long as you do what you normally do your opponents should not pay any attention to you.

Your stealth ends if you are exposed in a combat, Michael Moore starts to interview you, or someone slashes your "pocket flask" open and all your gold coins drop on the floor. Raising inattention anew doesn't come easily without a smoke generator or some other method for disturbing perception.

Pickpocketing

You can pickpocket any visible object from others. From sixth level on you can even snatch something from another's hand. To clean your opponent you must stay unnoticed. During the chaos of combat you must successfully hit your victim as if using a missile attack, but instead of delivering damage you can take and keep one of their items.

Unnoticed Thief can take one visible item from an incautious opponent if the opponent fails save versus total destruction. If the save is successful, the Thief is caught in action, and doesn't even have the time to snatch that item he wanted.

Crooks' Club

You have an opportunity to deposit your assets under the radar, which is extremely handy when dealing with stolen belongings, because only the LORD knows how much you have invested.

Through your holdings and connections, some useful services are available for you that others cannot reach. All of these are executed in secrecy.

DELIVERY SERVICE

When your investments go over 1,000 gp you'll get a delivery service to use. Your contacts will deliver your messages and items you have ordered all over the globe. The contents of the package are not included in the price. Delivery time might vary.

INFORMATION SERVICE

You'll have the benefit of information service (and living for another day) when your investments go over 5,000 gp. You'll gain access to all the information about assassination plots targeted at you and your Adventurer buddies before it is too late. Also, other information are available, but the accuracy might vary.

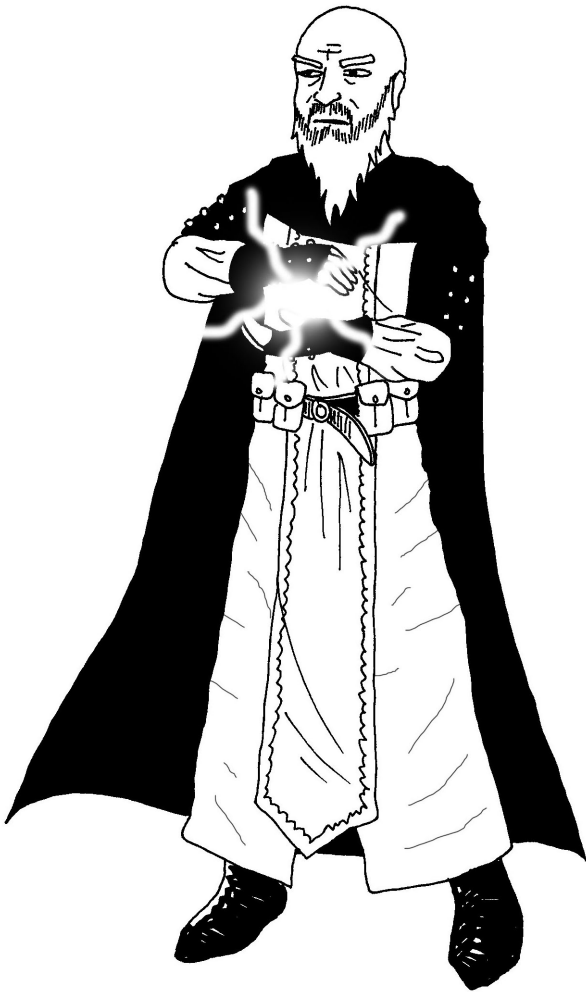
RECOVERY SERVICE

Recovery services are available for you when your investments go over 20,000 gp. In exchange of at least a 200 gp gift certificate, your contact will recover an item possessed by someone else than you, if possible. Delivery time might vary. If the item you want is more valuable than the gift certificate, it might get "lost" along with your contact person.

SECURITY SERVICE

You'll get a hold on security services when your investments go over 50,000 gp. You can mail 5,000 gp in sealed envelope and the NPC of your choice will go to sleep with the fishes. Except if he happens to be prepared for it. In that case I recommend you to send another 5,000 gp in sealed envelope to make your assassin "vanish" before he has time to talk. And next time you should research your target's weaknesses a bit better.

MAGIC-USER



The most mysterious of all Adventurers is unquestionably the Magic-User. To gain any accurate insight of him, you would need to question him yourself - but that would risk him transforming you into a sheep, or worse! I have no certainty of whether the Magic-User can actually do that, but I will not try to verify it for you. In any case, the Fighter and his group greatly benefit from his sagely-sounding advice, founded on his broad scope of knowledge.

Best Ability

The ability of highest importance to a Magic-User is his Intelligence, which is why he can swap his highest ability score to it.

Gear

No armor, shield nor weapon, save for a simple staff or dagger, are fitting of a Magic-User's nature. Flowing robes and a fancy hat, however, are mandatory.

Commit To Memory: 13 Fails To hit

Your responsibilities include charting visited territories, noting down important observations and information as well as keeping detailed records of every monster encountered. Notes on monsters shall include - but are not limited to - their estimated level, armor class, damage done and special abilities.

Science Of The Arcane

You can decipher magical writings and identify magical items and scrolls by carefully examining them for 15 minutes.

Erudition Of Arcane Spells

Once per day, you may use an hour to learn and memorize spells of your choice from those contained in your spell books, magic scrolls, or your tower. Within this period of time you will manage to memorize an assortment of differently-leveled spells dependent on your experience level. When you then cast a spell, it is removed from your mind. The same spell cannot be memorized twice. You can choose to memorize a lower level spell in place of a higher-level one.

Surreptitious

When casting a spell, you shall always pass the description of your spell to the LORD in secret, after which the LORD or, if necessary, you shall describe the effects of the casting, through use of soft yet powerful chanting to heighten the spell's efficiency, accompanied by grandiloquent gestures at your discretion.

Mage's Tower

You have the option to construct a magical sanctuary that will only remain standing as long as you live, to be used for erudition of a random sampling of spells, through spending valuable jewels and alchemical ingredients so that while the construction process itself will be instantaneous due to your magic powers, the gathering of required wealth and resources won't be.

You cannot select the location of this sanctuary yourself, it is instead dictated by the LORD and on that spot you shall build your tower from materials of your choice, to a shape of your choice, yet you do not need to complete the construction all at once and can instead opt to expand it later, unlike deconstructing it or building another tower elsewhere, which are both impossible.

Every section of this tower shall be imbued with a randomly-determined arcane spell of a level equal to gold pieces spent on it divided by 1000, limited to the highest level of spells allowed by your experience level.



Wish Spell

Your wish is to get an opportunity to express a wish of the wish you wish to get an opportunity to express.

This is only possible if you have mastered all spells from spell levels I to V.

hALFLING

Rascal, troublemaker, and number one buddy to the future King. Halfling is Fighter's little helper and friend. Sometimes Halfling might cause just a little bit of ruckus, though. It's O.K. Though, because big people don't always take the Halfling seriously, that is something to be mad at!

Name

It's up to the Fighter to pick the name by which the other Adventurers will call you. Your nickname must still mean something, though, it can't be just anything! As a probable revenge, you can call anyone whatever you want, however you want, including the Fighter.

Best Ability

Dexterity is what you are best at. Switch your highest ability score with Dexterity. If there is a tie, you can choose which one to swap.

Gear

Most of the killing weapons are for big people and therefore they are too big for you. Dagger, short sword, and such are not too big, but can still kill. Same goes for short bow, which you can use to shoot chicken, or sling, which is good at hitting big brutes in the head, even brutes with very small heads.

Armor made from steel is also too heavy for you. It is impossible to shuffle about with one on, and if you fall with steel armor on, you can't get back up.



harmless

The enemy will never pay attention to you. Except if you hit it, and he does not have any other Adventurer to hit, well then, yeah. You are also sure to get away from other dangers as long as there is anyone else that could suffer from them, instead.

Rascal

You halflings rather make pranks than grind for experience points. If you have made at least one practical joke during an adventure, you can mark it up. If the Fighter is on higher level than you, the second prank counts, too. For every six pranks, you will gain a level!

Prankster

Best about adventuring is making secret pranks to other Adventurers. Best thing about pranks is that if it goes off right, they can't catch you before Fighter makes a promise to forgive you.

At least sometimes he gives real magic items for you to use, but even those you must let go, if he nicely asks you to give them back.

Irresponsible

You will never be given a share from treasure. They say lame things like "you're not responsible enough with the money". The Fighter claims he gives you everything you need, but you know he lies because he almost never buys you candy or soda.

What Do We have here?

It is always you, who finds the most precious treasure or magical item, and not even the Thief will realize that. You can stash it away, and no one will be wiser, because it is a *secret*, and you know *how to keep one*! You can only have one secret at a time, though, so you have to choose between the fist-sized diamond and the used bubblegum with still some taste in it. When you do so, you always give the other thing to the Fighter. He can choose what to do with it, as if it was just found. It was!

Playboy Mansion

You got to have a party command HQ, and you get to choose how it will be. Definitely there has to be jesters, slides, secret hideouts, and a swimming pool filled with candies. Or maybe definitely not! You can also choose to change your mind! Big people say you are not going to get one with that half-eaten lollipop because it costs 20,000 gp to pay for a mansion, so you are sure that the first Adventurer to pay for one will definitely be your best friend forever that you share all your secrets with.

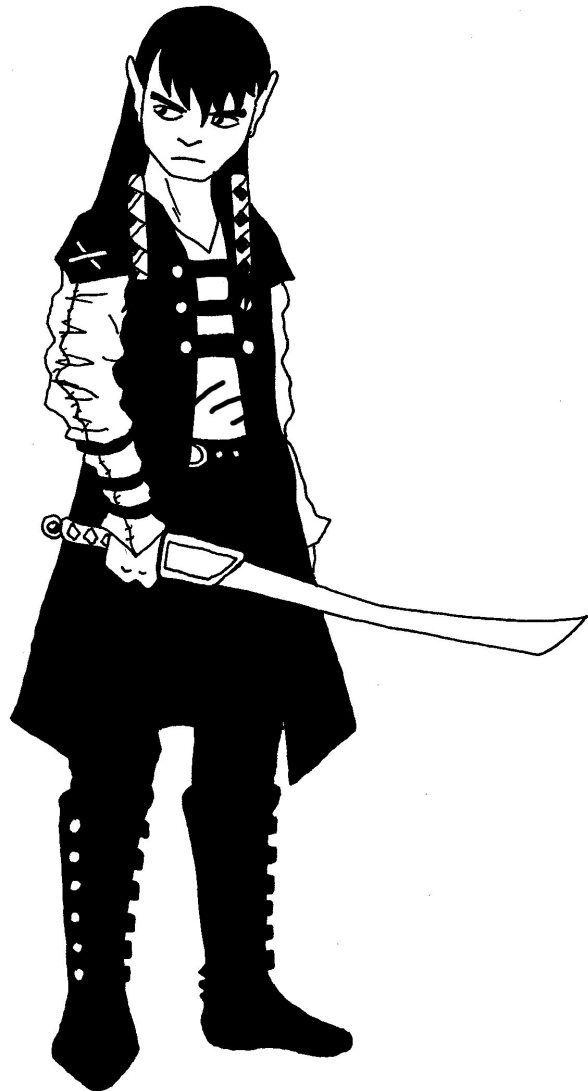
ELF

Finest of the wanderers and most delicate tendersoul, the dearest companion of the future king. Past are summers in elvenwoods, its calm sweltering days and flying nights frolicking with spirits. Outstanding above all others, you have accepted to risk your own life for the Fighter's cause, making him extremely thankful.

"Flowers are many in elvenwoods.

There younglings braid each others' hairs and others frolic together.

Elven maidens wait longingly for heroes to visit."



Best Ability

Dexterity is your best ability.

Gear

You only agree to wield those weapons that represent your sophisticated nature, like beautifully curved scimitars, graceful spears and valiant bows. You only wear the supplest and snuggliest armor. Awkward plate mail you refuse to even consider.

Honorary Member

With his conscience the Fighter is unable to give anyone bigger share than you of the experience or treasure unless you expressly state to forgo your right to a certain item. You may also ask for those magical items that he won't keep for himself.

Fresh Salad And A Sparkling Mineral Water

Your delicate sense of smell cannot stand the greasy aroma of Dwarven BBQ any better than your sensitive digestion stands eating such trash. You are only willing to eat quality organic food, naturally served fresh. You also have no need to stuff everything down to your belly just because it is on your plate.

Half of the provision is enough for the whole day.

Animal Kin

You can speak with fauna. Because of that you prefer a vegetarian diet. Sixth and higher level Elves can also speak with flora. That makes ethical diet choices even harder for you.

The Elf's Bestest Friend

You can keep one pet who will follow you everywhere, fight by your side, and help in everything he possibly can. You may choose your pet yourself; it can be any friendly creature you have encountered.

In combat you can choose which enemy your pet will harass. That is a curse for your opponent but a blessing for you when you attack the same baddie.

And should you risk death, your pet will willingly sacrifice his life for you. But you cannot take a new pet to replace the one who sacrificed himself before you gain a new level.

Sensual

Your elven eyes can see in starlight as if it is broad daylight and you don't have to sleep during the night. Isn't the whole adventure like dreaming already?

Your elven ears hear the owl's flight past the moon,

prophecies the Cleric mumbles asleep upstairs, spirits rolling on the grass across the field. Your elven nose can smell all this.

Magic Trickster

By nature, you know tricks of the kind which the Magic-User would willingly spend his whole life's summer days studying old dusty books only to have a change of learning, and you most certainly don't have to drag around a spell book size of the grand piano. When your experience increases you gain opportunities to learn even more of these wonderful tricks, more magnificent than the previous, but as you learn another new trick, some other trick you have no change to learn ever.

When you gain a level you'll get more spell slots of different levels which you can fill with spells. You don't have to make your choice at once but can wait and make your decisions when you want to. Even in the middle of a combat. Every time when you make a choice to learn a new magic trick, one trick is raffled from all possible spells and you cannot cast it in the future. If the draw shows a trick you already know, you lose it and the spell slot occupied by it is yet again freed.

Every time you cast a trick you must roll D20 and if the die result is "one", you lose that trick also, but at least the slot occupied by that spell is now relieved. Otherwise you can cast tricks as much as you want, but remember, you cannot re-learn new spells anymore from a certain spell level if you already have lost all spells on it.



DWARF

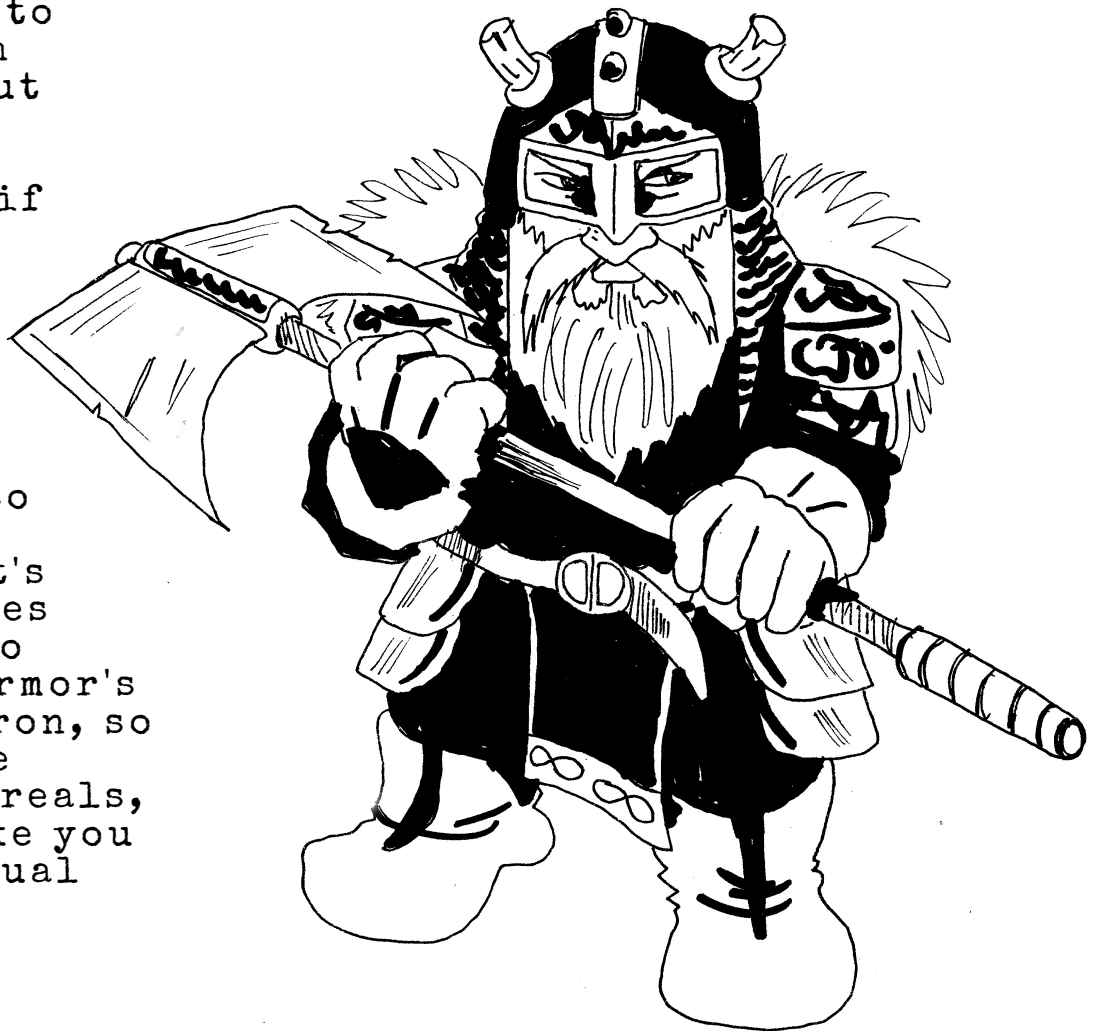
A grumpy and greedy miner, the up-and-coming richest man of the world. Gold and riches gleam in the eyes of the Dwarf. Armed with greed that knows no bounds, the Dwarf is always ready to delve too deep. Being the unluckiest sod in the team, the Dwarf is an irreplaceable feller in trapdoors and the uncontested fireball ground zero.

Best Ability

Constitution is your best ability.

Gear

You refuse to strike with anything but an axe or hammer. Better yet if it's a big one. A shield's nice to have at times, too. You're agreeable to a crossbow, too, if that's what it takes to get 'em to close up. Armor's got to be iron, so as to not be naked. For reals, it's not like you use any actual clothes.



Unbreakable

You don't really bend below the neck, so if you're in danger of falling, make a save vs. Death. If you win, you survive after all with one hit point left over.

Gold Lusted Dwarf

Nobody else understands glimmering gold and shining jewelry like you do. They say the Elf's got a picky nose, but it's not like he can even smell gold! You actually see in the dark, too, just in case there could be something valuable there. As accustomed as you are to bank vaults, you're at home in dark dungeons.

Even as everybody has their greatest treasure, you actually hold onto the one most expensive gem or jewel that you've ever seen. And your hairy paws are not going to let go, either, not unless you find something more valuable still.

If you gain a new treasure even more valuable than your currently held valuable, you gain experience points equal to the difference in value, times ten. These points are even doubled if you're at higher level than the Fighter!

Damn the collapse, though, if ever your greatest valuable is taken from you! It will yet remain your cherished treasure, forever, and nothing else may take its place unless you discover something more valuable still.

Speaking of the Fighter... He's the one who splits the treasure - whatever is left over from the Thief, that is. Of course you'll know if the Thief attempts to conceal a treasure greater than you own.

It Only Comes Super-Sized

When it comes to rations, you eat for two Adventurers. Would go for much more at a smorgasbord, were there one that didn't ban dwarves. For each extra ration you consume, you gain D6 hit points back, assuming you remember to take a nap afterwards. Gorging isn't healthy.

Digging Machine

The LORD knows that you dig your way through anything that may be broken with the tools at hand - and at speed no less! The LORD may, however, tax your hit points. The harder the task, the greater the tax.



The Big Pritches Of The Ween Warrior

Even though you are a great warrior, you are also rather puny, which has the annoying tendency of reducing your impression in the fields and vaults of battle. The enemy will only pay any attention to you when you're the only combatant who injured them thorough the round. Even then, they'll turn their attention back to the Fighter or some other big person at a moment's notice, unless you keep harassing them. Even that won't help if the Thief happens to backstab them.

Always The Shortest Straw

The Elf flounces over the pit trap, which only opens when you're passing. Poison needle whizzes under the Thief's armpit straight to your buttocks. The Magic-User tests the ceiling with his staff, only to have a green slime drop on your face. Poisoned beef stew intended for the Fighter is served to you by mistake. Lightning doesn't strike twice at the same dwarf, it strikes every time. As long as it may be conceived, you are the first and primary target of "other" dangers.



UNION IS NOT YET COMPLETE

You might have noticed, that the Dragon Union does not include everything necessary to play the role-playing game. You should put your favorite set of fantasy rules into good use to spend some of your remaining days to make them some of the best.

The DRAGON LOVES ATTENTION

I and all taking participation in showing you the way of the Dragon appreciate your kind words of encouragement as well as your critical considerations. Write about your thoughts and experiences you have within the Dragon Union directly to us into space.jerusalem@gmail.com

Thank you for your time.



Wanted



dark stranger

maiden theft

REWARD

-the Sheriff

Every adventurer must give a voluntary gift of 10gp to the crown for every torch or bottle of oil bought.

A failure to present a tax token for every 100gold worth of treasure will result in fines and confiscation of illegal property.

-Sheriff

PRICES

sword 10gp

bread 15gp

Eat all you can

50gp

(no dwarves!)

SPECIAL OFFER

<5 for 6!>

5 Torches only 60gp

Enemy wants in a fight to...

