



Hoarding Dragons

Arguments among pirates tend to diminish the ship's crew. That's why pirate captain Nuri of Kalen created a simple way to settle disputes among the crew: the dice game Hoarding Dragons. This game proved invaluable in settling disputes, passing the time and lowering nonprofit related death among the crew.

This dice game soon became popular among peasants, adventurers, and nobles alike. It is not uncommon to enter a tavern and see a group of adventurers playing around one table while a group of locals play the same game at another table. The difference being the value of the coins on the table. While the locals dabble in copper, adventurers and nobles play with gold or even platinum.

WHAT DO YOU NEED?

All you need to play is one or more friends (preferably pirates), a six sided die, and either a pen & paper or a pile of tokens.

HOW TO PLAY?

In this game all players play dragons looting gold from the nearby villages.

Go around the table, starting with the person who suggested the game. The first player starts, or "go on a raid" as it is commonly called, by rolling the die. Any result between 2 and 6 means they have amassed loot at the value of the die roll, the player may keep rolling and add more gold to their loot. The turn ends in one of two ways:

(A) The current player decides to return to their lair and hoard the gold by saying "Hoard", adding the value of the loot to their hoard. Write down that player's new hoard value on the paper. If you are playing with tokens, the players to the left of the current player hand out the relevant number of tokens from their purse to the hoarding player.

(B) When they roll a 1, this represents some happenstance that causes the dragon to lose their loot before returning to their lair. That player loses all the loot they amassed in this raid and their turn ends.

The game ends when one of the players amasses a hoard of more than 60 gold and is considered the winner. The loser pays the winner the amount of gold pieces the winner amassed in their hoard or concedes the argument that started the game.

Good luck, scumbags.

REAL COINS

If you wish to play the game in character provide each player with coins or tokens. Whenever a player choose to hoard their loot the player to their left gives them that number of gold coins equal to the loot they managed to obtain. Once a player gains more than 60 gold in their hoard they win. At that point each player takes the hoard they have amassed and leave.

It is customary for people who know each other not to have adjacent seats in a game of Hoarding Dragons.

"PLAYING A RED"

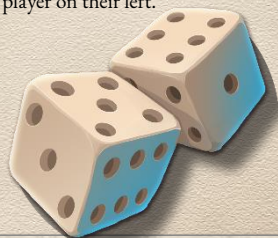
The game technically ends when one side hoards more than 60 gold. But sometimes a player will have enough gold in their loot to reach 60 gold but will decide to roll the dice again to gain more gold. This move is referred to as "playing a red dragon" as it is considered a move designed to humiliate the loser. If you are caught cheating during this phase you automatically lose the whole game. If there are more than two players, the game continues without you until one of the others wins.

HOARDING DRAGONS IN YOUR CAMPAIGN

This game is a perfect addition to your roleplaying campaign as a way to settle arguments between party members and NPCs, or as some added fun.

How to include this game in your campaign? Well, due to its origin, cheating at Hoarding Dragons is acceptable. To a point.

If a character rolled a 1 on their raid they may roll a Charisma(Deception) or a Dexterity(Sleight of hands) against a DC equal to their current loot. If successful, they may add the current loot to their hoard as if they managed to say "hoard" before the result was apparent. If they fail the roll, they are caught cheating and the loot goes to the player on their left.



Games Design by **Uri Lifshitz**

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