

Our Tiny Dragon's Tiny Hoard

A LARP



Playtime: 2 to 4 hours

Played with: 3 to 6 players

To play you'll need:

- Printouts of the cards at the end of this document, **printed one-sided**.
 - Introduction Cards should be in order by number.
 - Prompt Cards should be shuffled.
- Name tags or, if playing at a table, index cards to use as table tents.
- A hoard of small knickknacks, trash, and other objects, as described below.
- *Optionally*: A six-sided and four-sided die (called a d6 and d4 from here).



You have a pet dragon. It sleeps on the radiator in the winter and suns itself on the roof in the summer. It eats the mice that get into the flour, and watches birds through the window. It also steals things: a loose sock, a shiny pebble, a misplaced coin. You'd known that it occasionally took a thing or two—you'd caught it in the act more than once—but it wasn't until you pulled out the sofa or bed or fridge that you found it: your tiny dragon's tiny hoard.



The following is true:

1. **You have all been living together for a long time**, and your lives are entangled in messy, complicated ways.
2. **You have a pet dragon that lives with you**. It is remarkably similar to having a cat, both in size and temperament. Only it breathes fire.
3. Unbeknownst to you all, **the dragon has been building a hoard**. Its hoard is made up of **things it stole from you or those around you**. All the objects in the hoard carry some significance or sentimental value to the character that lost it—in fact, that might be why the dragon stole them? **Each item comes with a memory**.
4. **Change has come**, the kind of event that breaks your life into “before” and “after”. It has broken your group as well. **You are separating and moving on with your lives**, and so moving out of the home you share. This is why you have found the hoard—it was under some piece of furniture you'd never moved until now.
5. **The items in the hoard are what they appear to be**. A credit card will always be a credit card, even if your characters don't understand what it does. They cannot hold it up and pretend it's a piece of gold or a business card. It could be a *magical* credit card, or Beyoncé's credit card, or the credit card your dad left when he went for cigarettes and never came back, but at the end of the day it is a credit card.

The Hoard.

Create the Hoard by **collecting random small objects**. Such objects could include: a tube of lipstick, a novelty shotglass, a condom, a picture of loved ones, a book, especially pretty pens/pencils, a small mirror, a birthday card, a fun coffee cup, a baby's sock, a cat toy, a tablecloth napkin ring, shiny jewelry, random trash like a candy wrapper or junk mail, a vacation souvenir, a kids' toy, etc., etc.

The more meaning that can be attached to the object, and/or the more shiny and ornate the object is, the better. The objects should be small enough to be held in one hand, and shouldn't be bigger than a book. For games with **three to four players there should be four to five items per player**, and for **five to six players there should be three to four items**. More items means a longer game, fewer means a shorter one. Each item should be unique, with only one of each, and items should vary as much as possible. It's highly suggested you **ask your players to bring items** from home, especially with larger groups. Put them in a pile in the center of the play space.

If you choose a setting (see below) in which you think the items in the dragon's hoard **make no sense**—for instance, you're playing a peasant family in the middle ages, but your pile includes a credit card and a defunct cell phone—**then come up with creative ways your characters could have gotten them**. Maybe they were sold the credit card by a wizard, who told them the card had the ability to unlock unlimited wealth? Maybe your character is convinced that the defunct cell phone is a powerful magical artifact. **Make it part of the story**—why is this world littered with trash from another?

It's suggested you **play this on the ground**, as if you'd just pulled the hoard from beneath your sofa or fridge. **Make sure to check in with your players about physical limitations**. Not everyone can sit on the ground for long periods.

Now for World Building.

Below is a table of options for how your characters know each other. Decide as a group if you'd rather roll on the table (rolling a D6 then a D4), choose what seems most compelling, or make up your own.

What Brought You Together:

1.	Family Ties	What's different about your family? Roll a d4 or make up your own answer:	1. Strange aristocrats living in a mansion haunted by their ancestors. 2. Humble farm folk scraping by in a world still recovering from a violent war. 3. A polycule in a far-flung sci-fi future, you all live together on a cramped cargo space hauler. 4. A werewolf pack living amongst the humans who would hunt them, hidden in plain sight.
2.	Community	What brought you together? Roll a d4 or make up your own answer:	1. College roommates at a university for the magically-talented. 2. Summer camp counselors packing up at the end of a long summer, you have to head back to your normal lives. 3. Long-term tenants at the same trailer park, you've lived

			alongside each other for ages. 4. Members of the same scientific mission, you were sent far away to study some strange phenomenon.
3.	Adventure	What have you overcome together? Roll a d4 or make up your own:	1. A group of teenagers pulled into a magical realm to fulfill a prophecy long foretold. 2. A ragged group of orphans-turned-warriors who, instead of fighting back a great evil, turned to crime and violence. 3. Retired adventurers, you put down the sword and shield and settled down to run a B&B and grow old together. 4. Superheroes, your neighbors can never know you fight crime together.
4.	Secrets	What were you secretly doing together? Roll a d4 or make up your own answer:	1. Librarians, you collected dangerous magical tomes and locked them away. 2. Worshippers of a dark god, your cult toiled to bring about the end of the world. 3. Clergy members of a holy order, you brought healing and light. 4. Members of an underground resistance, you fought back against overwhelming odds.
5.	The Grind	Where do you work together? Roll a d4 or make up your own answer:	1. Deadend workers at a local pizza place. 2. Often put-upon servants of a powerful (and abusive) lord or lady. 3. Hapless and overworked apprentices of a local wizard. 4. Members of a band, you used to be young and excited to make music. Where has that spark gone?
6.	Survivors	What did you survive together? Roll a d4 or make up your own answer:	1. Returning soldiers from a galactic war, battles on a planet far away brought you together but left you bitter and full of shame. 2. A girls' high school soccer team, your plane crash landed in a strange wilderness full of dangerous creatures you'd assumed belonged in fairy tales. 3. A crew of professional thieves, you barely got out of your last job alive. 4. You are all mourners at a funeral. The owner of the dragon has died, and you are their friends and family here to clean out their old home before you sell it.

Genre & Tone.

Before you move any further, **talk over the concept you chose with the group**. If there are any vague parts of the concept (What kind of music does your band make? What were your scientists sent so far away to study?) answer any obvious questions left hanging. **Don't worry about smaller details**, we'll find out more about our characters and how they relate to each other through play.

If you haven't already, **decide as a group what the basic genre of the game** will be. Are we working at a pizza place on a spaceship or in a cyberpunk city? Is the farm we live on in the Shire, Narnia or Westeros?

Similarly, **what is the tone we want for this story?** Is this a fluffy, goofy good-vibes time, or a grimdark feels fest? If at any time the story feels like it's veering from the tone y'all agreed on, don't be afraid to pause the game to check in and possibly (if the group wants) course correct.

Stop here and, if you haven't already, **name your characters and give them pronouns**. If you have them, nametags are always useful. Done? Neat, keep reading.

The Dragon.

The dragon is small, similar to a cat both in size and tendencies. It has a personality all its own. Roll or choose from the table below, or make up your own.

1.	Calm, loving, and needy for attention.
2.	Bitter, territorial, and easily angered.
3.	Untrusting, food motivated, and near-feral.
4.	Intelligent, unreadable, and oddly watchful.
5.	Small and adorable, yet destructive.
6.	Demanding and spoiled, but affectionate when it needs something.

Before We Start...

From here you should pick up the cards. **Some of the cards are numbered**—these are your **Introduction Cards**. They help build out your relationships and history, and set up the rest of the game. You answer them out of character.

After you finish with the **Introduction Cards**, one of the players will have been chosen to discover the hoard. Have the rest of the players wait just outside the room, and begin the scene with the discoverer calling the rest of the players in to show them the hoard.

Once gathered, players take turns drawing a **Prompt Card** and choosing an item from the pile to go with it. From that combo you'll come up with a memory to tell the group, as well as questions to ask others.

If a Prompt Card doesn't make sense for you, put it back and draw again. Use the memories to push conversation forward: start arguments, commiserate, have conflicting memories, express regret or disappointment, maybe even eventually apologize. Try to keep the talk going—it shouldn't pause when players are drawing cards, and you shouldn't read the cards aloud. The game ends after you run out of items, which is when your characters should find some conclusion or sentiment to end on.

#1 Introduction

You're the one who found the dragon and brought it home. Where did you find it, and how did getting it cost you something dear to you? Did you tell the others what it cost?

#2 Introduction

You can't stand the dragon, but despite that it always wants to be near you. You tried to convince the group to get rid of the dragon, but were outvoted. Who amongst the group still judges you for that?

#3 Introduction

You're the dragon's least favorite. What did you do to hurt it? Who in the group resented you for it?

#4 Introduction

Of everyone in the group, you love the dragon the most. Does it return that affection? What name did you choose for it?

#5 Introduction

You had a strange encounter with the dragon that left you convinced it's more intelligent than you realized. What happened, and why does no one in the group believe you?

#6 Introduction

You gave the dragon a gift. What was that gift, and how did the dragon react to it? How did it change how the dragon treated you?

#7 Introduction

You used to be very close to someone in this group—decide with who and decide what the relationship was. Tell them what made you feel insecure around them, and ask them what made them push you away.

#8 Introduction

You have a terrible relationship-ending secret that you've hidden from someone in the group. Decide who, and ask them what it is. Someone else in the group recently found out about it. Decide who and tell them how they know.

#9 Introduction

You made a mistake recently that haunts you. What is it, and who in this group lost something or someone they loved because of your actions? Ask them how this changes how they treat you.

#10 Introduction

You recently made a sacrifice for someone in this group. Ask them what their character's biggest problem in life is, and tell them how you made it easier. Decide together how this changed your relationship.

#11 Introduction

Not long ago someone in this group pressured you into a bad decision, and the consequences still haunt you. Decide who, and together decide what happened. Tell them why you've kept your resentment toward them hidden.

#12 Introduction

You and someone else in this group get on really well, but you have hidden your true feelings about them from them. Decide who, and ask them what special activity or hobby the two of you get up to. Tell them what you're hiding.

#13 Introduction

How did you all come to be here? Or, if that question has already been answered, what has kept you all together despite the odds?

#14 Introduction

You've all been living together. For how long? What does your shared home look like?

#15 Introduction

Something huge has happened, the kind of event that shatters your life into "before" and "after". It has shattered your group apart as well, upending your lives and forcing you out of your home. What happened, and how has it upended the status quo?

#16 Introduction

This community that you have known for so long is falling apart, and all you feel is relief. Why?

#17 Introduction

What strange behavior has the dragon been exhibiting since things have gone wrong?

#18 Introduction

You found the hoard while packing up your old home to leave. Where was the hoard found? The dragon has gone into hiding while its hoard is being recovered—how did it first react to its hoard being displaced?

#19 Introduction

You've finished the introduction! Now is the time to take break, get a snack, and use the restroom before jumping into the game.

#20 Introduction

While you are all packing you've put your pet dragon away somewhere so it doesn't escape. Where is it currently? How is it reacting to being shut away?

Remember When?

You got this item for the household to use, and when **it went missing** you got very **angry that the others had “misplaced it”**. Explain what you bought it for, and offer a very **insincere apology**.

Remember When?

Some **con artist** traveling by your home **sold you this item**, but it doesn't do what they said it would. Someone in your group **warned you not to buy it**, but you didn't listen. Explain to the group what the object **was meant to do** for you, and **what happened instead**.

Remember When?

This object **belonged to someone you invited** to briefly stay at your home. Explain **who they were**, and **who in the group they blamed** for this item going missing.

Remember When?

You bought this ages ago with the intent of giving it to someone else in the group as **an apology for something you did**, but then it went missing. **Offer the item to them now**, and explain **why you bought it**.

Remember When?

This item is yours, but **you're really embarrassed to have owned it**. Grab it before someone else does, and **make up an excuse for it being here that is so bad and unbelievable** that people have more questions than they did before.

Remember When?

When this item went missing you looked everywhere for it, and **ended up finding something else that someone in your group was hiding** instead. **Tell the group** about this like it's the funniest story, even though what you found should probably remain private.

Remember When?

You **gave this item away to someone who doesn't live here**, and you're **not sure how it got back** to your home. Tell the group **who you gave it to**, and try to figure out **how your dragon pulled that off**.

Remember When?

When this object went missing **someone else in the group nagged you** about being irresponsible. Take a moment to **rub it in their face** that it wasn't your fault, and then **ask them why they cared** so much anyway.

Remember when?

This item is a **family heirloom**, passed to you from a loved one who is no longer around. Explain to the group **why you wish you hadn't found it**.

Remember When?

You and another member of your group **shoplifted this** together some time ago. Explain **why you stole it**, and how you **almost got caught**.

Remember When?

This item is **expensive or of unbelievably high quality**, and you are a hundred percent certain it does **NOT belong to any of you**. Ask the group if they know **where it came from**, and consider the possible **legal ramifications** together.

Remember When?

You gave this item as a **gift to someone else in the group**, and you can't believe **they didn't notice it went missing**. Tell them **why you gave it to them**, and **demand an apology**.

Remember When?

This item was a **gift from someone in the group to you**. Tell the others **about receiving it**, ask the giver **why they gave it to you**, and be honest about **why you were disappointed to get it**.

Remember When?

This item was **stolen from one of our neighbors**. Tell the group **who the neighbor is**, and **why you're glad this was stolen**.

Remember When?

This object was **meant to go to a friend**, and when it went missing **you stole something from someone else in the group** to give to your friend instead. Tell the person **what you stole** from them, and explain **why you don't feel that guilty**.

Remember When?

You **gave this item to the dragon** even though it was **expensive**, and so aren't surprised to find it here among the hoard. Explain to the group **why you chose to gift it to your dragon**, and ask them **if they think you shouldn't have**.

Remember When?

You've been looking for this object for **AGES**, and **you'd been convinced someone else in the group had stolen it**. Tell the group about the **huge fight the two of you had** about it.

Remember When?

Someone in this group **lent this object to you**, and when it went missing you felt awful. Now that you've finally found it, **give it back to them** and **tell them what unexpected use you had for it**.

Remember When?

This item belonged to **someone you used to date**, and seeing it is **bringing up bad memories**. Someone in the group **didn't like your ex** when you were dating them, **ask them what they knew before you did**.

Remember When?

You **gave this item to the dragon** even though it was **expensive**, and so aren't surprised to find it here among the hoard. Explain to the group **why you chose to gift it to your dragon**, and ask them **if they think you shouldn't have**.

Remember When?

Someone came to your home looking for this item a while back, and none of you had any idea it was here. Explain to the group **who came looking for it, and why**. Decide together **if you should try and get the object to them**.

Remember When?

When this item went missing you couldn't complain about it because **you weren't supposed to have it**. Explain to the group **why you had this, who you took it from**, and try to decide together **if you should return it**.

Remember When?

You are **haunted by this object**. It follows you **wherever you go**, popping up again and again, and you can't seem to escape it. When it last went missing **you'd thought maybe you'd finally escaped**, but here it is. Tell the group **about your haunting**, and ask them **if they have an explanation for it**.

Remember When?

This is **literally your trash**, something you meant to throw away before it disappeared. Tell the group **why you're glad it's here**, and what **sentimental value** it has.

Remember When?

You used to **use this for work**, and when it went missing **you lost your job** because of it. **What was the job**, and **who in the household did you blame** for taking it? **Tell the group** about it and **ask the person you blamed if they're mad at you** because of this.

Remember When?

You **tried to burn or destroy this item**, so you are very surprised to see this here. Explain to the group **why you tried to destroy it**, and ask **why this item survived**.

Remember When?

Someone in the group threw this away, but **you saved it** from the trash (before the dragon stole it from you). **Ask them why they threw it away**, and **explain why you saved it**.

Remember When?

(Write Your Own!)