

# Heart of Glass

Dragons, Dungeons and all that entails

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A single session, two-hour game

Ingredients:  
Ancient  
Emotion  
Glass

## Introduction

There is an ancient Dragon living deep within its den. Every Dragonslayer, Knight Errant, Sorcerer and Adventurer wants to test their mettle against the beast. And, the only thing standing between the Dragon and them, is you!

You will play a Minion of an ancient Dragon, you could possibly be an Ogre, a Dark Wizard, a Devilish Rogue, a kindred soul or whatever else you can imagine. You will use your resources and the Dragon's, when possible, to overcome all the adversity headed your way!

## What do you need to play?

- This rulebook
- Two to six players
- Paper and pencils
- A Deck of Cards (rules are written for a Poker/Bridge deck of 52 cards)
- 30-40 tokens per player (you can use coins, poker chips, crackers or beads, whatever suits you)

## Concepts

You are playing a character that has their own desires, hopes, dreams, and plans for the future. But, that future is tied to a very old Dragon. The Dragon is fierce and has amassed many resources to deal with the potential threats facing them. Can you play on the Ancient Dragon's emotions well enough to actually overcome these challenges?

### Definitions

#### Player

Anyone at the table, we are all players. As distinguished from Characters that are just figments of our imagination.

#### Minion

The Protagonists of this little story. The main characters are servants of the Dragon. They do things for the Dragon and in return the Dragon does things for them. But, it is an alliance that is as fragile as glass.

The players take turns being called The Minion. The Minion is the player who is being challenged to overcome a conflict this turn.

#### Dragon

The centerpiece of this story. Due to its advanced age, it just cannot plunder like it used to. It relies on its trusted minions to get things done these days.

The player on the Minion's right is also called the Dragon as they set the stage for the Minion's current conflict.

**Trait**

There are four Traits per character, but they mean different things to different characters. Traits have to maintain a value of at least one.

**Face Value**

This is the number value of a card. Aces are treated as a one, Jacks are 11, Queens are 12 and Kings are 13.

**Conflict**

Any time something is really on the line, characters will have a conflict. The level of that Conflict is determined by the Face Value (i.e., 2, 9, J, etc.) of the card played by the Dragon. Higher values mean the Dragon has more chance of losing, the lower values are safer for the Dragon.

**Theme**

The Theme of the Conflict is determined by the Suit of the card played by the Dragon. It determines what the Minion has to lose.

**Stakes**

The Face Value (i.e., 2, 9, J, etc.) of the card played by the Minion determines the Stakes. High Face Values represents great risk to the Minion but a benefit to the Dragon. While low Face Values represent little effort by the Minion and risk to the Dragon.

**Resolution**

The suit of the card played by the Minion determines the nature of the Resolution the Minion found for the conflict.

**Scene**

A discrete unit of story telling, involving a Conflict and Resolution.

**Scene Framing**

This is the responsibility of the Dragon. The Dragon will play a card and frame a scene based on the Conflict and Theme of that card. They get to pick location, the nature of the challenge and what characters are involved.

**Narration**

Any time a Player has to describe what characters say or do, that is called Narration.

**Narrative Control**

Who is allowed to describe the action and what they are allowed to describe is defined as Narrative Control.

## Character Generation

Character generation is easy. Just follow these simple steps:

- Name – What is your character's name? Write it down.
- Nature – What is your character, what are they raised/trained to do. Write it down.
- Description – Describe anything else about your character that you like. Write it down.
- Traits – Put one Token on each Trait
- What is your character like (Pick one of the following General categories):
  - Body – If your character is rough, tough, strong enough or skillful enough to fight a Dragon, put three tokens on Body
  - Heart – If your character has some talent to manipulate others or has a natural affinity with Dragons, put Three tokens on Heart
  - Mind – If your character knows the secrets of the universe, then put three tokens on Mind
  - Wealth – Thieves, Merchants and Nobles use Wealth to get what they want. Put three tokens on Wealth if that sounds like your character.
- Customization – Take two more tokens and place them on any trait except the Trait you picked in the last step.
- You are done!

### Example:

Cheryl decides to make a Fairy Dragon named Persephany. She is a tiny Dragon with vast magical knowledge. She puts one token on each Trait. She puts three tokens on Mind to represent Persephany's magical knowledge and one token each on Heart and Wealth

Once every player is done, you have to generate the Dragon. Follow these steps:

- Put tokens on each trait equal to the traits of each character.
- Players draw a card, highest Face Value (In case of Tie, Diamonds beats Hearts, Clubs beats Diamonds and Spades beats Clubs)
- The winner gets three tokens, the rest of the players get one each.
- The player with three tokens places them all on one Trait, based on the type of Dragon they want it to be:
  - Cave – These are the greediest Dragons of all. Their only concern is the accumulation of wealth. Place all three tokens on the Dragon's Wealth Trait
  - Fire – These dragons burn brightest and fastest. Their fire demands that they feed constantly and the wrath makes them formidable in combat. Put three tokens on the Dragon's Body Trait
  - River – These Dragons serve nature and their will is as ephemeral as the tide. But they can be swayed by the affairs of mortals, put three tokens on the Dragon's Heart Trait

- Wyrms – These vicious serpents burrow into the depths of the earth and learn its secrets. They are the masters of magic and arcane knowledge. Put three tokens on the Dragon's Mind Trait.
- Every other player will take one token and add it to whichever Trait of the Dragon they prefer.
- Pick a name for the Dragon, write it down
- Players should work together to describe the dragon, write it down
- You are done!

### **Example:**

Cheryl and Dave put one token on each trait equal to the tokens of their characters and then draw cards. Cheryl gets a Jack of Spades and Dave gets a 3 of diamonds. Cheryl decides that it is a River Dragon and puts three tokens on the Dragon's Heart. Dave puts one token on the Dragon's Body. Cheryl and Dave decide the Dragon's name is Wu Lung and that He protects the balance of nature and plunders the treasures of the wicked

Shuffle the cards you drew earlier back into the deck and deal cards to each player, depending on how many players you have for this session:

Cards to Deal	
Players	Cards
2	11
3	8
4	6
5	5
6	4

And start playing in earnest!

## **Mechanics**

When a player ends their turn, they take the role of the Dragon and pass the mantle of Minion to the player on their left. On the first turn, the player who selected what kind of Dragon it was, plays the Dragon. The player on their left becomes the Minion.

### **Turn Order**

- End Game – Does the Minion have one card left? Does its value and Suit match the Minion's Trait or the Dragon's? If not draw a card
- Conflict/Theme – The Dragon plays a card, higher values represent the level of escalation of the conflict, the suit represents the theme and what Trait will be effected by the Minion
  - Clubs – Physical conflict, the Dragon's hunger or the Dragon's wrath
  - Diamonds – Robbery, greed or wealth
  - Hearts – Emotion, manipulation or love
  - Spades – Magic, deviousness or knowledge

- Narration – The Dragon Frames the Scene according to Conflict and Theme played and narrates
  - They set the starting location
  - Creates a Conflict, including new characters as necessary
  - They set the characters involved, as long as the Minion is directly involved
  - They set the nature of the Conflict. What do the characters want? What are their obstacles?
  - Does not narrate for the Minion except to place them at the scene
  - Does not set it up so the Conflict has only one solution
- Narration - Narrate the reaction
  - Narrate the character's response to this dilemma
  - Narrate the other character's reaction if necessary
  - Be careful not to narrate the solution just yet
  - Players not engaged in either Narration may vote to increase the Face Value of the Conflict or the Stakes based on their estimation of the Narrative quality. Players cannot vote to increase the value of their own card, but may vote to increase the value of their opponent's if another player already has. Each player only gets one vote per scene and it must be cast before the Minion's card is displayed
- Stakes/Resolution – The Minion plays a card, higher values represent increased Stakes, the suit represents the nature of the resolution and what Trait will be effected by the Dragon
  - Clubs – Invoking the Dragon's wrath, feeding the Dragon's hunger or facing adversity with your body and soul
  - Diamonds – Get the Dragon to pay off the adversaries, paying the Dragon to aid in overcoming this challenge or using your own wealth creatively
  - Hearts – Use your influence to urge the Dragon to aid you, maintaining the Dragon's Heart of Glass or using your own social graces to pacify the situation
  - Spades – Magic, mysticism, occult or arcane knowledge or any number of clever things can be used to overcome any adversity, no?
- Determine effects – If the Stakes are equal to or higher than the Conflict, the Dragon's Trait increases, otherwise the Dragon's Trait decreases. If the Conflict and Stakes add to an even number, the Minion's Trait increases, otherwise it decreases. Use the table below if you don't like math:

Conflict vs. Stakes Table																		
Minion																		
Dragon	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18
1	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B
2	D	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
3	C	D	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A	B
4	D	C	D	A	B	A	B	A	B	A	B	A	B	A	B	A	B	A
5	C	D	C	D	A	B	A	B	A	B	A	B	A	B	A	B	A	B
6	D	C	D	C	D	A	B	A	B	A	B	A	B	A	B	A	B	A
7	C	D	C	D	C	D	A	B	A	B	A	B	A	B	A	B	A	B
8	D	C	D	C	D	C	D	A	B	A	B	A	B	A	B	A	B	A
9	C	D	C	D	C	D	C	D	A	B	A	B	A	B	A	B	A	B
10	D	C	D	C	D	C	D	C	D	A	B	A	B	A	B	A	B	A
11	C	D	C	D	C	D	C	D	C	D	A	B	A	B	A	B	A	B
12	D	C	D	C	D	C	D	C	D	C	D	A	B	A	B	A	B	A
13	C	D	C	D	C	D	C	D	C	D	C	D	A	B	A	B	A	B
14	D	C	D	C	D	C	D	C	D	C	D	C	D	A	B	A	B	N/A
15	C	D	C	D	C	D	C	D	C	D	C	D	C	D	A	B	N/A	N/A
16	D	C	D	C	D	C	D	C	D	C	D	C	D	C	D	N/A	N/A	N/A
17	C	D	C	D	C	D	C	D	C	D	C	D	C	D	N/A	N/A	N/A	N/A
18	D	C	D	C	D	C	D	C	D	C	D	C	D	N/A	N/A	N/A	N/A	N/A

Effect Table		
Code	Minion	Dragon
A	+1	+1
B	+1	-1
C	-1	+1
D	-1	-1

+1 – Add one to the appropriate Trait

-1 – Subtract one from the appropriate trait

Theme vs. Resolution				
Resolution				
Theme	♥	♦	♣	♠
♥	♥/♥	♦/♥	♣/♥	♠/♥
♦	♥/♦	♦/♦	♣/♦	♠/♦
♣	♥/♣	♦/♣	♣/♣	♠/♣
♠	♥/♠	♦/♠	♣/♠	♠/♠

Symbol/Symbol – Apply the Effect to the Trait matching the suit of the first symbol to the Dragon and the second symbol to the Minion

- Narration – The Minion Narrates the rest of the scene ensuring to include the Effect as part of the Scene
- End Game – Does the Minion have one card left? Does it match Minion's Trait or the Dragon's? If not, draw a card and play proceeds to the left and the Minion becomes the Dragon

**Example:**

First turn, Cheryl will play the Dragon, since she decided it was a River Dragon. She plays a 10 of Clubs representing a risk to the Dragon and a physical theme. She narrates, “Wu Lung threatens to eat Dave’s character if he does not perform a task.”

Dave narrates, “my ogre is more than ready for any challenge.”

Then he plays a card, 4 of Diamonds. The Dragon’s Wealth goes down and Dave’s Ogre’s Body goes up. He narrates, “After a long trek into the Western forest, he saves a grove of ancient trees from industrious woodcutters. As a show of gratitude, Wu Lung gives him a jewel encrusted sword to Dave’s Ogre.”

Dave still has 10 cards, so play passes to his left.

## Endgame

If at the beginning or end of a Turn, a Minion has but one card left and the value and suit matches either the value of the matching Trait of the Minion or the Dragon, the game is over.

Endgame Events	
Event	Meaning
Matches Dragon’s Body	The Minion has finally satisfied the Dragon’s hunger
Matches Dragon’s Heart	The Dragon loves the Minion and will protect them with its life
Matches Dragon’s Mind	The Minion has unlocked the riddle that has plagued the Dragon and won his mind over
Matches Dragon’s Wealth	The Minion has found the one treasure that the Dragon desires most and has purchased his loyalty
Matches Minion’s Body	The Dragon has sworn to defend the Minion with its life
Matches Minion’s Heart	The Minion has overcome their negative emotions, like fear, and can face anything with no hesitation
Matches Minion’s Mind	The Dragon has unlocked the secrets of the universe for the Minion
Matches Minion’s Wealth	The Dragon has gifted enough wealth that the Minion never has to work again
Dragon’s Body reaches zero	The Dragon starves to death or is defeated in combat, all the Minions die
Dragon’s Heart reaches zero	The Dragon’s Heart of Glass is shattered, all the Minions die
Dragon’s Mind reaches zero	The Dragon’s mind is reduced to that of a beast, all the Minions die
Dragon’s Wealth reaches zero	The Dragon’s wealth is gone, it has no will to live and nothing to pay its Minions, all the Minions die
Minion’s Trait reaches zero	They die, if time permits, you can make another Minion
Last Minion alive	The last Minion wins by default
Run out of cards	The Dragon dies of old age, all the Minions die



**Example:**

It's the beginning of Cheryl's turn. The only card she has left is a 3 of Hearts. The Dragon has a Heart of 4, but Persephany has a Heart of 3, she wins with the Dragon dedicating its life to protect PErsephany.

**Advice**

- Use the cards together, serving the Dragon does not always serve your own needs.
- High cards can be used on your turn to increase the Dragon's Trait or used on another player's turn to decrease their Minion's Trait
- If you still have a Trait of one, be careful to keep both odd and even cards so you can increase that Trait
- The game is rarely long enough to use a High card to win if the Dragon starts with a low Trait, or a low card if the Dragon starts with a High Trait
- High cards are almost impossible to match against your Minions Trait
- Have fun!

**Designer's Notes**

- I've never made a game like this before, I hope you like it
- If you want a longer game, give each player more cards
- The intended audience would be casual gamers and players that like to tell a good story. That is why I picked this setting. It is instantly recognizable. So, enjoy it and ham it up!

# Heart of Glass Minion Sheet

Name	
Nature	
Description	
<div>♣ Body ♣ ♦ Wealth ♦</div>	<div>♠ Mind ♠ ♥ Heart ♥</div>

# Heart of Glass Dragon Sheet

[illegible]