

SETUP

World Questions

- Who holds the power in the land?
- What is the most recent technological invention?
- What is the current state of affairs?
- What has the dragon done that's evil?
- How fare the people of the land?

Creating Your Journal

Write down the following in your journal:

- ◆ Your NAME
- ◆ Your ARCHETYPE
- ◆ What you are KNOWN FOR
- ◆ Your FLAW
- ◆ Your PROBLEM stemming from this FLAW

Getting to Know Each Other

Tell the other players:

- ◆ Your NAME
- ◆ Your ARCHETYPE
- ◆ What you are KNOWN FOR

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THE FIRST DAY

Read Aloud: You are travelling to the dragon's lair. The obstacles you face are the dangers of the journey. Are bandits waylaying you? Does your guide lead you astray? Are the paths going in circles? We are learning who you are, and why you care.

The first day ends with the group arriving at the dragon's lair.

Good Consequences

- Someone else is unscathed thanks to you.
- You are reminded of a triumph from your past.
- You reveal a hidden skill.
- You remember why something is important to you.

Camp Questions

- Why are you here?
- Who do you miss from back home?
- What happened to set you on this path?
- How far do you think we'll get?

Bad Consequences

- You make a fool of yourself in front of someone.
- Someone else chastises you.
- Someone else is hurt because of you.
- You reveal your **FLAW** to the others.

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THE SECOND DAY

Read Aloud: You are exploring the depths of the dragon's dungeon. The obstacles you face are the dangers of an abandoned ruin. Do you have to squeeze through a narrow tunnel? Do you have to balance on a precarious precipice? Do you get lost in the darkness? We are learning how big your problems are, and just how far you're willing to go.

The second day ends with the group discovering the dragon's location in the lair.

Good Consequences

- You realise the source of your **FLAW**.
- You find a hidden source of motivation.
- Someone tells you what you need to hear.
- Someone else expresses approval of you.

Bad Consequences

- You hurt someone because of your **FLAW**.
- You discover another **FLAW** of yours.
- You go too far.
- You reveal your **PROBLEM** to the others.

Camp Questions

- What are you most afraid of?
- What the hell is your problem?
- How do you keep going?
- Do you think this will all be worth it?

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THE THIRD DAY

Read Aloud: You are finally confronting the beast. The dangers you face are the clever tricks of the dragon. Does the dragon pin someone under its claws? Does it hypnotize someone with its eyes? Does it corner the group by a ledge? We are seeing you confront your shortcomings, and we learn how you fare under pressure.

The third day ends with the dragon being slain.

Good Consequences

- You discover a virtue you didn't know about.
- You make it in spite of your **FLAW**.
- You overcome a **FLAW**.
- You turn a **FLAW** into a virtue.

Bad Consequences

- You are seriously hurt because of someone else.
- You overcome your **FLAW**, but the damage is already done.
- Someone will never speak to you again.
- You die.

Camp Questions

- Will I see you again?
/ Who would I want to see again if I could?
- What are you going to do now?
/ What do I think the others will do now?
- Did you expect things to turn out this way?
/ What did I really expect from this?
- What do you regret?
/ What do I regret more than anything?

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