

DWEEB WORLD

RULES v1.01

OVERVIEW

Dweeb World is a team game. Get five players together and choose who will play which character. Choose these characters from a list of four - warrior, rogue, sorcerer and priest. The fifth player may choose to duplicate any one of these archetypes. Then enrol with game command, and attend an event. At this event you will be led by NPCs through a series of activities, linked by a linear progression. Your aim - loot the place and stay alive! Collect as many gold pieces and worthwhile objects as possible, and count up the loot at the end. Your GP value will be converted into a score, and you will be moved up and down a league table accordingly. At the end of the season, the top teams get prizes! And they might be vaguely worth it! There is no world background - or very little - ; there is no need for a character background - 'I want to loot dungeons' is more than enough - ; and there is no geeky roleplaying! Huzzah!

THE TEAM

Your team must be made up of five players. No more, no less. Male and or female. You must then choose who will play what. There are four character archetypes in Dweeb World, and you might just recognize them. They are - Warrior, Rogue, Sorcerer and Priest. They are explained below. The fifth player may choose any one of these four, which gives you a duplicate of one character archetype. You may choose a party with two Rogues, whose ability to find and disable traps may aid you; you may want two Warriors, for fighting your way out of a tight spot; whatever, you get the picture.

Once you have chosen your archetypes, register your team. Name the players and tell us which archetypes they will play. You may give your archetypes any personal name you wish, and you may play any race you wish. Elf, goblin, slug, cheese, whatever. You may not change these archetypes for the whole season. Costume must be cliché high fantasy, and must conform to the archetype fashion, detailed in each description, below.

ARCHETYPES

Each archetype has a short list of skills. No need to decide for yourself, it's already done. There are four archetypes - Warrior, Rogue, Sorcerer and Priest. Sound familiar? They are detailed below.

Warrior - the Warrior is a professional fighter. He is master of weapons, and can take the most damage before keeling over. He can use a shield, and wears armour. His remarkable strength can open otherwise blocked doors, or move seemingly immovable objects. The Warrior wears armour, a helmet, and carries a shield. His skills are :

- 5 Hit Points - the Warrior can take 5 hits before he keels over.
- Weapon (any) - the Warrior can use any weapon he likes.
- Shield Use - the Warrior may use an approved coreless foam-latex shield.
- Strength - the Warrior is able to carry twice as much as other characters. He may carry 10 objects in addition to his coins, weapon and shield. He may also carry 3 weapons.

Rogue - the Rogue specializes in breaking and entering. He can pick locks and can disarm traps. He is

only trained in the use of small weapons. The Rogue dresses in light leather and wool. The Rogue may carry 2 weapons. His skills are :

- 3 Hit Points - the Rogue can take 3 hits before he keels over.
- Weapon (medium) - the Rogue may only use a short sword or dagger.
- Pick Locks - the Rogue can undo locks with ease. The player must carry lockpicks, and must declare to an NPC 'Lockpick' when he wishes to use this skill.
- Find / Disarm Traps - the Rogue is able to locate then disarm an otherwise harmful trap. To do so, he must actively search an area. Traps are indicated by a red ribbon. The Rogue must then declare 'Disarm Trap' to do so.
- Appraisal - As characters may only carry a limited number of objects, the Rogue has the very useful skill of Appraisal. This allows him to determine the GP worth of an object. To do so, the player must look at the small numbered tag on each object, and look up this number on an Appraisal sheet, supplied at each event. This reference will tell the player the GP worth of an object. If there is no number on the object, it is worthless. The Appraisal sheet is an Out-Of-Character device, and must not be shown to other players.

Sorcerer - the Sorcerer is a spell-slinger. His power of magick allows him to use offensive spells which make up for his physical weakness. The Sorcerer dresses in long spangly robes and a pointy hat. He has a stupidly long beard. The Sorcerer can carry only 1 weapon. His skills are :

- 2 Hit Points - the sorcerer can only take 2 hits before he keels over.
- Weapon Use (small) - the Sorcerer may only use a dagger.
- Detect Magick - the Sorcerer can determine if an object has magickal powers. To do so, he must use a concealed UV bulb and wave this over the object in question. If it is magickal, it will glow under the UV. Such lights are available at each event, but a small deposit is requested.
- Spellcasting - the Sorcerer can, of course, cast spells. These must be 'bought' from a spell list at the beginning of each event. The spell list is detailed at the end of these rules.

Priest - the Priest is a man of his god. The player may choose to follow any god he wishes, it makes no difference to the game. The Priest is able, through his piety, to cast spells in the name of his god. He may also smite the enemies of his god. He is a potent mix of warrior and spellcaster. The Priest wears monks robes and carries an oversized holy symbol about his neck. He may carry 2 weapons. His skills are :

- 4 Hit Points - the Priest can take 4 hits before he keels over.
- Weapon use (no blades) - the priest may use any weapon which does not have a blade. Clubs, maces, table legs, cricket bats, whatever.
- Turn Undead - the Priest can channel the power of his god in order to repel Undead. To do so he must raise his Holy Symbol and shout 'Back! Back! Be gone in the name ofgod name here.... you vile creature of Darkness!'. If he can then touch a Turned Undead with his Holy Symbol, it will crumble to dust. Otherwise, it flees, but may return.
- Spellcasting - the Priest can channel the power of his god in the form of spells. These are largely healing and protection spells. These are 'bought' from a spell list at the beginning of each event. The spell list is detailed at the end of these rules.

ENCUMBRANCE

Each character can carry his weapon, his Gold Pieces, and FIVE additional objects. The exception to this is the Warrior, who has the strength to carry TEN additional objects. This means that you must as a party take notice of the Rogue's Appraisal skill to choose the most worthwhile things to carry. Each character may also carry one additional Time Potion. More about those later. When characters end an adventure, and the GP total is tallied, those found to be carrying more than their object limit will have their total individual GP score disqualified. Heh heh heh.

HEALING

During play, characters may lose Hit Points. When these reach zero, that character dies and must leave the adventure. He will be back, full of vim and vigour, next time your team plays. However, to avoid premature departure, characters can be healed. The Priest can choose to use certain spells which may heal injuries,

but there are also Healing Potions scattered around the game world. If you find a small bottle of red liquid, drink it. It will heal 1 Hit Point. If you find a small bottle of blue liquid, drink it. It will heal 2 Hit Points. If you find a small bottle of a greenish liquid, don't drink it. It's either cat urine, a leftover healing potion from some months ago, or a Time Potion. More about Time Potions later.

TIME POTIONS

At the end of your adventure, you will find yourselves in some mysterious chamber, dungeon, tent or other structure. Here you must fulfil your Quest by taking part in the ThrashMosh. Your aim - to stay alive whilst fighting off whatever is thrown at you, looting the building and finding whatever Artefact your Quest involves. It's great fun. No, really.

The ThrashMosh does not, alas, last forever. In fact, you have a very limited time in which to carry this out. Your time is gauged by the ThrashMosh Clock, a device of probable Gnomish invention, which consists of various tubes and flasks. During your adventure, you must locate and collect Time Potions - small bottles filled with a greenish liquid. These are poured in to the top of the ThrashMosh Clock Device, and you're off! The liquid works its way through the ThrashMosh Clock and, when it is exhausted, a klaxon will sound and your adventure ends here. Remember - your time depends on finding Time Potions, and these are added to your object limit. Each character is given one at the start of play - will you have it by the end?

TIME LIMIT

There is no time limit for each individual activity - except the final ThrashMosh. Instead, your team has a Total Time Limit to complete your Quest of 2 hours. "Only 2 hours?" you cry - "What else do we get to do?". I'm glad you asked. Each day at Dweeb World welcomes 2 or more teams to compete for their league placing. The other teams help out by providing warm bodies for monstering etc. No, you won't find out the puzzle solutions before it's your turn. This way, the 'monsters' will put up a good fight, because you will be fighting rival teams in silly costumes. It goes without saying that it is probably in your interest to keep quiet about puzzle solutions, in case the other team overhear you. Remember those all-important league tables!

HOW OFTEN CAN I PLAY?

Each team can play as often as they like, but this could bring an imbalance due to wealth and distance travelled. Surely those living closer, or willing to pay to play more often, will shoot up the league tables? Not a bit of it. The league tables are managed in the following way. Each team may add the scores from 3 games to make their league table score. So, you can play as often as you like, but you can only declare 3 scores for the competition. Oh, and one more thing - you have to declare BEFORE you play by saying 'Today's score will be added to our League Total'. That way you can't just choose your 3 highest scores. Heh heh heh.

PLAYING THE JOKER

In the grand old tradition of pointless games, each team may play a Joker. During your Quest, you must carry an improbable banner which displays your mascot or symbol. This is your Joker. If you think you will do particularly well in the next event in your Quest, you can 'play your Joker' by waving the banner and shouting, as a team, 'Play the Joker'. Your GP value from this event will be doubled. Your Joker should be foam-latex and safe on a battlefield.

THE END

Well, that's about it. Spells are detailed below. At the end of the season, when every team has declared 3 scores for the league tables, we'll have a weekend event where you can all thump the beJeezus out of each other in some thrilling team and solo games, and the Grand Prizes will be awarded. See you then!

SPELLCASTING

Spells and spellcasting are detailed in a separate .pdf file at <http://www.leviathanlrp.com>.