

# COBWEBBED FOREST – DRAGON WARRIORS LEGENDOPOLY

## RULES

In Dragon Warriors Legendopoly, the players are wealthy merchants attempting to corner the markets in various towns across Legend – each player starts with 1,500F and takes it in turns to roll 2d6. The player moves his merchant around the board as many spaces as indicated on the roll and visits the location on which he lands. If the player rolls a double, he gets another go and if he rolls three doubles in a row, he comes to the attention of the Magi of Krarth and is sent to the Battlepits.

### TOWNS

If the player lands on a town, he will visit the markets. If the market has already been cornered by another player, he must pay that player a nominated amount of Florins (see the Property Sheet). If the market has not already been cornered, the player may choose to invest in the market and claim the local economy for himself. To do so, the player must pay the number of Florins indicated on the board.

If a player visits a market that is not owned and also chooses not to invest in it, the townsfolk will instead seek investment from across the land and all players (including the player that landed on the town) may bid to control the market. Players continue to bid incrementally until no other player opposes the bid; that player then controls the market in that town.

### PLUNDER AN UNDERWORLD

Every time a merchant makes it all the way around Legend, they may sponsor a party of adventurers to plunder an underworld, taking 200F from the adventurers' spoils for doing so.

### FATE AND FORTUNE

A merchant landing on either a Fate or Fortune space, must draw the relevant card and follow the instructions. Playing cards can be used to represent Fate (clubs and spades) and Fortune (hearts and diamonds), the meaning of which are detailed in the Fate and Fortune sheet.

### BANDITS!! AND ROBBED!!

The Lands of Legend are a dangerous place, especially in the wild lands of Northern Ellesland or the sprawling markets of Ferromaine. Merchants must travel carefully and keep a keen eye on their wares, lest they fall foul of bandits and thieves, losing the indicated number of Florins.

### TRADE ROUTES

In addition to cornering markets in individual towns, a player may also purchase ships to ply trade routes across the seas of Legend. As the mercantile fleet grows, so too do the profits! Other players that use these trade routes, must pay incrementally higher fees to do so (see the Property Sheet for details).

### BATTLEPITS OF KRARTH

If a merchant happens to land on the Battlepits of Krarth, they may observe the games from a place of safety. However, if they have come to the attention of the Magi (through rolling 3 consecutive doubles, landing on the Magi of Krarth space or by drawing the Fate or Fortune card), they must instead compete in the Battlepits.

Competing in the Battlepits immediately ends the player's turn and, in the next turn, the player must roll the dice as normal. If the player rolls a double, he may take his turn as normal, rolling the dice again to move. However, if he rolls anything other than a double, he remains trapped in the Battlepits and must miss another go. If the player is trapped in the Battlepits for 3 turns, he must bribe the Fantyn with 50 Florins to use his magic to enable him to escape. The player may then take his turn as normal, 50 Florins poorer.

If the player owns a piece of the Sword of Life, instead of being sent to the Battlepits, he instead loses the piece of the Sword of Life and moves to the 'Just Observing' space around the Battlepits. However, he still moves directly there and does not Plunder an Underworld.

## WYRD AND YGGDRAS

The lands of Wyrd and Yggdras have few markets to corner, but many resources to trade. Investing in trade with these territories may not return much individually, but trade with both of them can be profitable indeed! If a player visits on one of these places, he must pay four times the value of his dice roll in Florins to the player that owns them. If the player owns both Wyrd and Yggdras, this increases to ten times the dice roll in Florins.

## THE STRANDED ISLES

A becalmed sea surrounds these peaceful islands. While a player is visiting these islands, he is immune to the effects of any Fate or Fortune cards drawn by other players.

## CAPTURED BY THE MAGI

A player captured by the Magi must compete in the Battlepits of Krarth, moving directly to the Battlepits and not Plundering an Underworld on their way. Once at the Battlepits, the player must compete as if he had rolled three consecutive doubles or drawn the Fate or Fortune card that would send him to the Battlepits.

## SALES

If a player needs money fast, such as having to pay fines or taxes, for example, he may sell all of his stock in one or more of his controlled markets. Doing so immediately boosts the player's coffers by an amount equal to half the town's value. However, until the player replenishes the stock, by investing the same amount, plus 10% (rounded up), back into that market, he receives no income when other players visit markets in that town as he has nothing to sell to them.

## BUILDING MARKET STALLS AND MARKET HALLS

To boost the revenue from a town, the player may build additional market stalls and even a market hall at his towns, but only if he controls the markets in an entire region (indicated by the coloured bars above the locations on the board). Up to 4 market stalls may be built in each town, and once he has built 4 market stalls, may also build a market hall there. Markets must be built up incrementally and balanced across the whole region (i.e., before a player can build a second market stall in a town, all the other towns in the region must already have 1 market stall in them). The cost of a market stall\market hall in each location and the amount by which this increases revenue in that town is indicated on the Property Sheet.

Market Stalls and Market Halls may be sold at any time (except when Fate or Fortune requires them to repair them) for half the original purchase price.

## BANKRUPTCY

If a player is unable to settle a debt, he is out of the game. All existing assets are sold, the cash given to the creditor and the cornered markets return to being free, which the remaining players may purchase or auction the next time they visit the town.