Dragon Warrior Monsters

One night, a monster named Warubou appeared out of nowhere at the home of Terry, our hero, and kidnapped Terry's sister, Milayou. A moment later, a monster named Watabou appeared out of the same nowhere and told Terry that if he wanted to rescue Milayou, he'd better follow him - fast! Terry was stunned by these rapid events, but in no time he joined Watabou and warped into the Kingdom of GreatTree.

When Terry reached the Kingdom of Great Tree he was greeted by the king, and told the best way to find and save his sister would be to win the Starry Night Tournament.

After many adventures and many struggles Terry succeeded in becoming the starry night champion, only to find that his sister, who had also been searching for him too, was the leader of the rival team the entire time. Their journeys ended the two left the dreamland and returned home.

Now the Next Starry Night tournament is about to begin, and its up to you to become strong enough to become champion and win bragging rights for your city! This is very Important because the Starry Night Tournament only comes once every 47 full moons, and along with bragging rights come special trade rates which will allow your city to prosper.

To aid you in your journey heres 1000 cp!

>Location Roll

1-2.Great Tree/Log/Stump- A massive tree, the entire Kingdom of Great Tree exists in and around a giant tree. Great Log is the remains of one such tree felled by unknown means. While Great stump is the Third such city its inhabitants live within and under the Massive stump.

3-4. Grassy plains while mostly safe the grassy plains occasionally have a few monsters pop up now and again. Outside the city limits, about a day's hike away from the gates.

5-6. Golem City this city appears normal on the surface, it's notuntil you leave town and try to get back in that you realize the towns protector (a giant golem) lets anyone leave but none shall enter. You aren't really sure how you got in there in the first place. It would take about a week to get to any one of the capitals.

7. Wrex's clutch you find yourself among the destroyed remains of a battle wrex clutch, these battle-axe wielding dragons do not take kindly to those who harm their young. You had better get out of here fast before you are found out. Good luck finding town, you are a month away from anywhere.

8. Free choice.

>Backgrounds

To figure out your age roll 1d8+13

Your gender is what you come in with or you can choose both age and gender for 100 cp

Drop In- You start here with no memories other than those you bring, and no past to tie you down.

Great Tree resident You are one of the citizens of the Kingdom of Great Tree, you grew up in the city in the clouds, raised by your parents you have always wanted to become a monster tamer. Tamers from Great Tree excel at monster breeding and creating strong teams via carefully raised teams. Starting here will gain you a slime to start your taming.

Great Log resident You Live in the city ofGreat Log, raised by your single father you have trained to win the Starry Night Tournament for most of your life, great Log is a city that prides itself on its arena masters. Tamers from this background raise their monsters strength through intense martial competition. Starting here will give you an imp, the lowest form of demon sprite to start your taming with.

Great Stump resident You grew up in the city of Great Stump, raised by your parents you've always done your best to uphold the traditions of your people. Great Stump itself is an old city with deep roots, most of it is underground amidst the roots of the massive stump. Tamers from this background raise their monsters through long treks in the wilds living with just their monsters. Those who start here are given an anteater beast to start their training.

>Perks,

Monster doolittle -100 (free for all not drop in)

You can talk to monsters, this does not mean the monsters will listen, or even that they will give you the chance, just that you will be able to understand one another, should both of you be willing to talk.

Monster husbandry-100 (discount great tree)

Creatures you create grow more quickly than they otherwise would.

Show off- 100 (discount great log)

When on stage, or when you have an audience, you just seem cooler, your movements seem to always be placed formaximum cool factor, if you have a cape on it WILL billow dramatically.

Wilderness survival- 100 (discount great stump)

You know how to survive in the wilderness, you can always find food enough for a night and know how to build a shelter.

Sword arm- 100 (discount drop in)

You instinctively know how to use a sword, staff, spear, mace, or knife.

Unnatural breeding- 300 (discount great tree)

your knowledge of monster breeding is great, so great in fact that you can now breed undead, constructs, or even cyborg creatures and have their unnatural traits breed true.

Crowd control- 300 (discount great Log)

You, your companions, and your creations do much better when you have an audience. You seem to be able to think more clearly, react faster, and be overall stronger and tougher otherwise.

Good sense of direction- 300 (discount great stump)

You always know where you are in relation to where you want to be, making it far easier to find your way out of a dungeon or to a new city. Also helps you find things you're looking for.

Blink Jump- 300 (discount drop in)

Your martial technique has grown in odd ways, using this ability you can teleport up to twenty feet in any direction. Can be used five times a day.

Starry Night Fusion 600 (discount great tree)

By studying with the breeding master at the starry shrine you have learned to create an off spring from any two consenting beings, after gaining the beings permission you commence the ritual and an egg will appear between the two of them containing a child that has traits from both parents. Offspring created this way have all the abilities of the parents. No touching required, works by magic. Fusing in the manner may produce strange results, fusing two dogs will sometimes create a cerberous, fusing a firebird with an ice bird may produce a rainbow bird, fusing two horned lizards might make a small dragon. Cannot be used on humans or companions. Cannot be used on gods.

Dungeon portal 600 (discount great stump)

By searching through ancient ruins and comparing what you've found with ancient lore you've learned to create dungeon warp portals. A warp portal is a gateway to small self-contained world That adheres to a theme. If the theme is dragons you will find all manner of draconian animals, if its beasts you will find wolves or bears, birds will be filled with all manner of birds both mythical and real. You must choose a theme upon taking this perk, once you do your warp portals will adhere to that theme. Your warp portal is small however and the only things you may take through the gate is what you can carry by hand. There are no humans to be found within these portals though you may occasionally find ruins or buildings it is unclear if humans once lives there or if they are merely.manifestations of the magic. To leave a dungeon created this way you must either use a warp wing which will take you outside of the portal you entered, or defeat a boss on the lowest level of the dungeon, the boss scales to be a moderately difficult fight no matter what your skills may be. Your warp portals only last a month.

Challenge-600 (discount great log)

A challenge from you carries weight, by using this ability you can challenge someone to a fight in the arena with rules of your choosing that you both must adhere too. If there is no arena one will appear for the fight and disappear afterwards.

Forceful twirl 600 (discount drop in)

By swinging your weapon and doing a twirl you lash out at your enemies. This ability causes a quick flash of light to harm those around you that you consider a threat (has a 20 ft radius) Weak enemies objects might be destroyed outright, while stronger enemies might resist some of the damage the will at least be knocked back by the force.

>Item page,

Egg Evaluator- 50

Allows you to tell the gender and species of any egg you point it at.

Tiny medals- 50

5 tiny medals, You can trade these to a strange old man dressed like the king in town. Or you can sell them for about 5,000 gold at any vendor.

Herb pouch- 50

A small pouch containing medicinal herbs, these can be used to heal an ally for a small amount. Has 5 uses.

White Wing- 100

By holding this wing above you, you will be teleported to the entrance of whatever dungeon you are currently in.

Beef jerky- 50

an endless aupply of unflavored beef jerky.

Pork chops- 100

an endless supply of uncooked pork chops, grill them up or wave them at monsters to get their attention.

Sirloin Steaks- 200

An endless supply of uncooked sirloin steaks. Great for getting a monsters attention, great if you want to have a cookout.

Mysterious Cloak- 200

By wrapping this cloak around yourself you can hide your true identity from anyone, even yourself if you wish!

Brave Book- 200

Anyone who reads this book will become braver

Smart book- 200

Anyone who reads this book will become more interested in magic

World leaf- 200

Crushing this leaf will return one ally to full health, and revive them if unconscious will not raise the dead.

Floating coffin- 300

If you put one of your allies in this coffin after they are injuredtheir condition will not get any worse, they will enter a kind of magic stasis that will allow you to take get them to a healer. Coffin floats behind you when being used.

>Drawbacks, you may take up to 600 points worth.

Angry Monsters- +100

Wild monsters will attack you on sight, and none of them seem to want to talk, it's going to take a lot of bribing to get them to calm down.

Deeper dungeons- +100

Every dungeon you enter will take twice as long to clear, the dungeons will be deeper, the levels each much bigger.

Medal madness- +200

The king (or someone who looks just like him) has an odd love of tiny medals, you will have to collect at least one hundred tiny medals before you can leave.

Chosen one- +200

People will come to you to fix their problems. Every day you will have at least one person pestering you to help them do or fix something, they aren't even grateful afterwards! Solving their problems doesn't help either as there will just be some new problem the next day.

Monster encyclopedia +300

You are compelled to know everything about monsters, because of this you cannot leave this world until you have seen every monster at least once. This will take anywhere between twenty and thirty years.

A mimic ate my gear!- +300

Every time you turn your back you will find your stuff going missing, your money will disappear, your items will go missing, you might even lose the shirt off your back. If you are quick you MIGHT catch a glimpse of a normally inanimate object scurrying away in a most unnatural fashion. Better keep your guard up.

>End

You've finished your time here and now its time to go, but where do you go? No matter what you choose you may take upto three of your monsters with you as companions.

All dreams must end, You can go home taking all your abilities with you.

Onto the next dream, you continue to your next jump.

This IS my dream world, you may stay here and end your jumping.

Notes:

You may take up to three monsters at any one time to act as your team. Teams are required to enter the starry Night Tournament for all except drop in.

Monsters can be Bred in jump by talking to the wizard at the starry night shrine, doing so will release any the parents of the egg created back into the wild.

warp portals can be found all over the world, sometimes in very odd places!

You may recruit up to 50 monsters at a time, monsters not in your party live at the monster ranch located in your city.

All cities have an arena, a shrine of the starry night, a gallery of warp portals, and a bazaar.

A list of monsters can be found here.
http://www.realmofdarkness.net/dq/games/gbc/dwm/monsters/beast