

Ryuutama

Natural Fantasy RPG

The World of Ryuutama

Welcome to the world of Ryuutama! There are few role-playing games that share the same feel and atmosphere of this *honobono* game. What are characters supposed to be doing? What sort of scenarios are you supposed to create? What the hell is *honobono*? For first time players, Ryuutama may present a role-playing challenge. I hope that this document will be of help to Ryuubito trying to set the right tone for their first session.

Setting

The world of Ryuutama is world full of mystery, beauty, and wonder. A tale of cities built upon the back of giant sea turtles are told by the town baker, who swears he saw it on his Voyage. The old blacksmith is fond of his tale of the forest full of strange glowing mushrooms and his run-in with the strange 3-headed dog-thing. The old woman next store likes to draw the cloud dragon she saw on her otherwise uneventful trip to a city far away.

Every able-bodied man and woman in this world undertakes the Voyage at least once in his or her life. It doesn't need to be a long trip; even a trip to the village a day away may qualify for some homebodies. The objective isn't necessarily adventure, fortune, or fame. In fact, for most travelers, seeing new sights is reward enough.

For the most part, humans populate the various villages, towns and cities of this fantasy world. Small tribes of mischievous cat-people—the Neko Goblins—exist. Some tribes co-exist peacefully with nearby human settlements, while some are antagonistic. More antagonistic are the insectoid Gobroaches, who are known to attack humans. Beyond these two races, no other humanoid races are widely known.

On the other hand, it is said that dragons can be found around the world. A dragon seems to exist for every aspect of nature: dragons for each season, for each type of climate, and for each type of topography. If a traveler ever catches a glimpse of a rain dragon on a clear day, it's a clear indication that they should seek shelter soon. Rock-eating mountain dragons with stony skin inhabit rocky cliffs, and likewise, skitterish green-grazing grassland dragons can be found in fields. Though not usually aggressive, it might be a good idea for travelers to avoid the larger dragons.

Beyond these pillars of the setting, the world is wide open for the Ryuubito and his travelers to create. What sorts of wonders will you populate your world with?

Scenarios

Though there are 4 main scenario types, each represented by a type of Ryuubito GM character, the default scenario style is exploration and honobono adventure. That is certainly not to say that scenarios full of drama, action or even grim themes are not possible. The four Ryuubito types are each built to facilitate any of these types of

scenarios, in fact. However, I would recommend that starting groups try out the green dragon first, and experience the strength of this game: honobono.

Honobono

Perhaps the best translation of the word honobono in this context is “heartwarming.” Examples of honobono anime include *My Neighbor Totoro*, *Kiki’s Delivery Service*, and even *Nausicaa of the Valley of the Wind*, and indeed probably all of Studio Ghibli’s films, among others, such as *Natsume’s Book of Friends*. It is indicative of a style that focuses on human relationships, the beauty of nature and a simple sense of wonder. Of course, several of these examples feature lots of action and excitement, so there’s no reason why your scenario couldn’t feature a battle, heated argument, or chase. In fact, a scenario without any sort of conflict will probably fizzle pretty fast. But what I’m trying to say is that combat should not be the focus of a Ryuutama scenario. Unlike other games that provide rules for combat and nothing else, the combat rules in Ryuutama are there in the event that the PCs find themselves in a situation that requires them. PCs are not adventurers in the role-playing game sense—they aren’t and probably shouldn’t be delving in dungeons for lost and cursed treasure. They are simple townsfolk that are making their Voyage to somewhere interesting. And when your group can get a grasp of the atmosphere that Ryuutama has, your PCs will probably find something wondrous and beautiful.