FANTASY ADVENTURERS!

GAME PLAY

BY

CHARLES RICE

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INTRODUCTION

Welcome to Fantasy Adventurers, the light, fun strategy game where you explore dungeons, kill things, take their stuff, return to town, heal your party, gain some levels, then start all over again with an even harder dungeon. Sound familiar? As a strategy game, rather than a RPG, in Fantasy Adventurers you manage a party of four characters rather than a single character.

While RPGs are great (and if you are reading this you probably are as big a fan of that genre as we are) there's also room on every gamer's shelf (err hard drive) for something that can be played quick when a couple of players are late, something to play when a couple of players can't make it or even something to play via email.

What you need to play: Fantasy Adventurers is designed to be a light, simple and fun two player game that can be played almost anywhere. All you need to play is a sheet of paper, something to write with and a single d20. It's that easy.

GAME SETUP

Setup of Fantasy Adventurers consists of three parts: players building their adventure party, deciding how to handle the Monster Master, and determining Dungeon Paths.

BUILDING AN ADVENTURING PARTY

Each player must build an adventurer party, consisting of no more than 5 adventurers. There are 4 professions to choose from: warrior, mage, priest, and thief. It's best to build a balanced party, but players can construct a party of any combination they wish. Once players have decided on how many adventurers (and respective professions) they want in their party, fill out Adventuring Party sheet. See the Adventurers Guide for more information on building adventuring parties.

THE MONSTER MASTER

As adventurers explore dungeons and encounter foes, someone needs to roll for the monsters, traps, and other obstacles. The Monster Master fills this function and is responsible for rolling for the enemy encounters. Depending on how you are handling dungeon creation (random or pre-made), he may also be responsible for creating the Dungeon Paths.

The Monster Master can be handled by a single person or players can take turns being the monsters master. If you are rolling random dungeons on demand while the game is being played, a dedicated GM is ideal, allowing one person to focus on dungeon creation while the players plan their turn. If you are using pre-made dungeons, either dungeon pack sold by RPGObjects or custom created, the work load will be much less, and a rotating Monster Master can work.

DUNGEON PATHS

A Dungeon Path is a series of dungeons that must be competed in order. For example, Wilderness Camp of the Bandit Lord. During the game, players choose a Dungeon Path to explore. The first time they choose a Dungeon Path, they explore the first Dungeon, for example, Wilderness Camp of the Bandit Lord 1. Once defeated, the next time the player chooses the same Dungeon Path; their party will explore the next level, and so on, until the last level of the Dungeon Path is defeated.

Note: The number of the dungeon in the path does not equal the difficulty level of the dungeon. For example, Wilderness Camp of the Bandit Lord 5 might be a level 3 dungeon. The level of the dungeon will be noted as shown: Wilderness Camp of the Bandit Lord 5 (EL 3).

Pre-Made Dungeon Paths

An ideal game will utilize pre-made Dungeon Paths, relieving the Monsters Master from creating random Dungeons. The pre-made Dungeon Paths could be from an RPGObjects dungeon pack or custom created one made prior to player. Pre-made Dungeon Paths will have a built-in theme and give the game a better atmosphere. Note that prior knowledge of the Dungeons will be an advantage, so if using a rotating Monster Master, it is best that the dungeon creator not be a player.

Random Dungeon Paths

If you don't have any pre-made Dungeon Paths, you can still create Dungeons on demand, using the tables on in the Dungeon Builder Guide. This is a bit more work for the Monster Master, and thus it's best to rely on a single Monster Master that is not a player. The most efficient way to handle random dungeons is to create them while players are planning their next turn. Even if you are using random dungeons, you still need to create Dungeon Paths to choose. You can be creative and simply create your own Dungeon Paths names, or there is a table for random names too.

How Many Dungeon Paths?

In a standard game, you will want one Dungeon Path of 20 levels for each player. This allows players to take their own path without interfering with the other players. However, there are other path configurations that you can use depending on the victory conditions and the style of game you prefer. See options rules for more info.

Gameplay

With adventuring parties created, you're ready to start playing. Each game turn consists of the following phases: choose a dungeon, exploring the dungeon, and post dungeon.

Choose Dungeon Path

The first step for each player is deciding what Dungeon to explore. Each player secretly picks a Dungeon and writes their destination into the Next Dungeon to Explore box on their party sheet. In addition, they must note how they want to proceed if another party chooses the same Dungeon by checking the cooperate or compete checkbox.

Exploring the Dungeon

Once all players have picked a Dungeon, it's time to reveal the destinations and explore!

Dungeon Encounters

The heart of any dungeon is the encounters it contains. These will challenge adventurers, causing them a world of hurt. They will also be the means by which adventurers become more powerful and gain improved equipment.

Encounter Ratings

Encounters are rated in the three key areas just as adventurers are: Combat, Magic and Traps. The higher the rating, the more difficult the encounter will be to overcome. If an encounter contains multiple monsters, all their ratings will be added together and the party will roll against the total.

Encounter Checks

Checks are made against combat first, then magic and then traps. A modifier of +0 in an area does not require a check. To check against an encounter, players roll 1d20 plus the appropriate modifiers. In addition, the Monster Master rolls 1d20 plus the appropriate modifier for the creatures present in the encounter. If the party's roll is higher, the encounter is defeated and the party suffers no damage. If the Monster Master's roll is higher, then the party made it through the encounter but suffered damage.

1d20 + party modifier (combat, magic or trap) vs. 1d20 + encounter difficulty modifier (combat, magic or trap).

Damage

On a failed encounter check, parties might still make it through the encounter. They just suffer damage while doing so. For every 5 points by which they fail the encounter check, the party suffers 1 hit of damage. Damage is assigned to the first adventurer in the marching order until her or she is dead (see below).

If an encounter check is failed by a number not evenly divisible by five (which is very likely) always round up. So an encounter check failed by 1-5 equals one hit of damage, 6-10 two hits, 11-15 three hits and so forth.

Death

Any adventurer with no hits remaining has been killed. A dead adventurer may not be healed by the Priest's special quality or by a potion. Upon returning to town you may spend treasure to raise an adventurer from the dead. If all adventurers in the player's party are dead, he or she is eliminated from the game.

Multiple Parties

When multiple parties choose the same Dungeon, they either cooperate or compete, depending what option they choose in the Choose Dungeon Path phase.

Cooperating Parties

Parties that cooperate combine their total bonuses against encounters. Damage done by any failed encounters is split between the two parties (round up). Cooperation allows parties to explore dungeons that might be too difficult for a single party. Any treasures items found in possession of the monsters is divided, with a d20 roll determine who picks first, and then altering back and forth for the rest of the dungeon.

Competing Parties

Parties that compete must alternate between encounters, each having to defeat the encounter on their own. The party with the highest combine level will take on the first encounter, the party with the second highest combine level will take on the second encounter and so forth until the Dungeon is defeated.

Both Competing and Cooperating

In some cases, there may be multiple parties in a Dungeon with some cooperating and some competing. This works just like competing parties with the cooperating parties acting as one. In these cases, the cooperating parties go first.

Treasure and Experience

Regardless of the cooperation, the experience and treasure points gained for the Dungeon is split evenly between the two (rounded down).

Post Dungeon

Assuming the party didn't perish, it's time for the Post Dungeon phase. This includes gaining treasure and experience as well as going to town to heal and buy basic gear.

Experience

Completing a dungeon grants a party experience points equal to twice the dungeon's level. Experience points can be spent for three purposes: raising in level, promotion to an advanced profession and promotion to an elite profession.

Assigning experience

After completing a dungeon, players can assign experience to their adventurers, or leave it unassigned. Unassigned experience carries over from one dungeon to the next and is usually saved up for a specific purpose.

Advancing in level

By spending experience points equal to the adventurer's current level, you advance him to the next higher level. For example to advance a 5th level adventurer to 6th level costs 5 experience points. To advance that adventurer to 7th level costs 6 experience points and so on.

Advancement to advanced profession

Once a adventurer has reached 5th level or higher, he or she can be promoted to an advanced profession for a cost of 2 experience points.

Advancement to elite profession

Once an adventurer has reached 10th level or higher, he or she can be promoted to an elite profession for a cost of 5 experience points.

Town

In town your adventurers can rest, purchase some basic equipment and heal their wounded, before setting out into the unknown again.

Equipment

Mundane Weapons Armor, Potions, Scrolls and Thieves' tools can be bought in town. See the Treasure section for more information on these items. Greater quality items cannot be bought but can be traded to other players or sold for their value in treasure points.

Raising the Dead

If a character is reduced to zero hits he is dead and must be raised from the dead, which can only be done in town. Raising a character from the dead costs treasure points equal to his current level. So raising a 5th level adventurer would cost 5 Treasure Points.

Winning

A player wins when he achieves one of the following goals.

- A player has one adventurer of 20th level.
- A player has completed a 20th level adventure.
- A player is the only remaining alive party.

Example of Play

So, now you know how to form your party, what your adventurers can do and you know how encounters work. Let's see how it all comes together. Since we've already introduced a dungeon in the earlier section on dungeon design, the "Wilderness Camp of the Bandit Lord" that is the dungeon we will use to demonstrate the system. To travel through the dungeon we present a 6th level party of adventurers:

Stavros (Warrior 6): Combat +7, Magic +1, Traps +1, Hits 10; Equipment: Heavy Armor, Enchanted Weapon, Mundane Weapon

Drathor (Mage 6): Combat +2, Magic +8, Traps +1, Hits 2; Equipment: Eldritch Wand, Light Armor, Scroll

Otalla (Priest 6): Combat +4, Magic +4, Traps +1, Hits 5; Equipment: Medium Armor, Enchanted Weapon, Enchanted Staff

Edge (Thief 6): Combat +2, Magic +1, Traps +7, Hits 3; Equipment: Enchanted Light Armor, Enchanted Thieves' Tools, Potion

Total Party Modifiers: Combat +15, Magic +14, Traps +10

The first encounter of the dungeon is an EP 8 Trap (+0/+0/+18) with the Collapsing and Cunning Special Qualities. The player running the dungeon rolls a 14 and add the Traps modifier of +18 for a final result of 32.

The player running the adventurers rolls a 5 and adds their Traps modifier of +10 for a final result of 15.

This means the dungeon won the check by 17 and will inflict 4 hits on the party. An additional hit is inflicted by the Collapsing Special Quality, meaning a total of 5 hits are inflicted. The player running the adventurers must allocate these five Hits to his adventurers and decides to place all of them on Stavros the Warrior. Stavros is reduced from 10 Hits to 5.

The second encounter is with 2 EP 3 Ogres and 1 EP 2 Black Bear armed with an Eldritch Weapon and carrying 2 Potions (+18/+0/+0). The player running the dungeon rolls a d20 plus the Combat modifier of +18 and rolls a 10 for a final result of 28.

The player running the adventurers rolls a 6 and adds their Combat modifier of +15 for a final result of 21.

This means the dungeon won the check by 7 and will inflict 2 hits on the party. The player running the adventurers again decides to allocate the hits to Stavros the Warrior, leaving him with 3 hits (no one ever said being the dungeon sponge err Warrior was easy work).

The final encounter is with 2 8th level Mage Foes armed with an Eldritch Wand and an Enchanted Weapon (+5/+18/+0).

The player running the dungeon first rolls a d20 and adds the foes' Combat modifier of +5. He rolls a 10 for a final result of 15.

The player running the adventurers rolls an 18 and adds their Combat modifier of +15 for a final result of 33, meaning his adventurers will take no combat damage from the encounter.

The player running the dungeon now rolls a d20 and adds the foes' Magic modifier of +18. He rolls a 9 for a final result of 27.

The player running the adventurers rolls an 11 plus their Magic modifier of 14 for a final result of 25, meaning the adventurers took a single hit of damage from the final encounter which is again applied to Stavros the Warrior, leaving him with two hits.

Having completed the dungeon, the adventurers return to town to divvy up loot and spend the 12 Experience Points they received for completing the dungeon.

OPTIONAL RULES

TREASURE POOL

When players sell magic items (stuff of greater than mundane value), have them go into treasure pool that all other players can purchase from. This will add another element of strategy to the game and players will have to be more judicious with their trade-ins.

SOLO PLAY

Fantasy Adventurers is easily adapted to solo play. Choosing adventurers and designing dungeons is done normally. The only differences in the game comes from facing the dungeon itself. Instead of rolling for both parties, add 15 to the dungeon modifiers in each encounter and roll for the adventurers normally. If you wish a more difficult play experience add 20 to the dungeon modifiers and if you want an easier experience add 10 to the dungeon modifiers.

TACTICAL MAPPING

Those who wish to add an exploration element to Fantasy Adventurers can use a 10 square by 10 square map to represent the adventurers surroundings. The town is placed in square 5 by 5, making it roughly the center of the map. The dungeons are then placed randomly about the map by rolling 1d10 twice to determine the map placement. Players who only have a d20 can place dungeons randomly by rolling 1d20 and counting 1-10 normally, and treating rolls 11-20 as rolls of 1-10 (subtract 10 and use the roll to place the dungeon).

In this variant the adventurers start in town and must explore. The map is hidden to them until they have actually been in that square. Exploring is risky to the party. Every square a party enters, there is a 50% chance (10 or less on 1d20) that there is a Lair there. A lair is a nest of monsters with a number of Encounter Points equal to the party's level and typically consists of a single encounter. Lairs have Treasure Points and Experience Points equal to one-half the Encounter Points (meaning 3 Treasure and Experience Points are gained by defeating a 6 EP Lair).

This means that it might take some exploring for the party to find a dungeon they can handle and that at low levels exploring will be an adventure of its own.