

Dice-Venturers

A City like the one you live in has dangers and people who need help. So Hero's step up and help protect people.

Expected Grade: 7/ Age 11*+

Takes: 2-4 people for optimal play.

Time: Each Expedition takes between 10 and 30 minutes.

You need at least:

- 1 Deck of Cards
- 1 6 sided die [More can be helpful]
- Paper
- Writing tools (Pencil, Pen, etc.)



You might want:

- Scrap paper for calculations

*Younger students may have difficulties with math and need assistance.

Pick Character:

In order to start this game you first need to have each person pick a character. There are some example characters here. If you have the time there are rules for creating characters found at the end of the document, as well as other options available.

Name:	
Titles Warrior (2)	You get 3 Attacks per turn
Health: 12	
Armor: 6	
Attack: Sword	Roll 1  . If it is 5 or 6 it Hits for 2 Damage: 2
Help Ally Hinder Enemy	Roll 2  . Multiply your ally's result by $[\frac{\text{roll}}{\text{roll}}]$. You choose which goes where. You can also do this against an enemy's attack (though you don't want to make it bigger).

Name:	
Titles Doctor (2)	You can heal an ally by $[(\text{d}6 + \text{d}6) \div 2]$ each turn.
Max Health: 12	
Max Armor: 6	
Attack: Shield	Protects from up to 3 damage from the Enemy per turn.
Action: Heal	Bandage an ally and restore their health by $[(\text{d}6 + \text{d}6) \div 2]$.
Action: Help Ally/ Hinder Enemy	Roll 2 $\text{d}6$. Multiply your ally's result by $[\text{d}6 \div \text{d}6]$. You choose which goes where. You can also do this against an enemy's attack (though you don't want to make it bigger).

Name:	
Titles	Wizard (2)
Health: 12	
Armor: 6	
Attack:	Roll 2d6. If the total is 8 or more it hits. Damage: d6÷2.
Help Ally Hinder Enemy	Roll 2d6. Multiply your ally's result by [d6÷d6]. You choose which goes where. You can also do this against an enemy's attack (though you don't want to make it bigger).
Spells	Each spell can be cast once per expedition.
Spell	Fire Blast: Deals 4d6÷6 to up to 6 enemies.
Spell 2	Fire Blast: Deals 4d6÷6 to up to 6 enemies.
Spell 3	Freeze: Roll 2d6. If (d6÷d6) is above 2 then the enemy doesn't act in their next turn. Next turn roll d6. If it is 6 then the enemy loses its current turn. Can last up to 4 rounds. *Gets melted by Fire Blast.
Spell 4	Pepper nose: Roll 3d6. enemies have their result multiplied by d6÷[d6+d6]

Name:	
Titles	Wizard, Traveller
Health: 12	
Armor: 6	
Traveller's Insight	Draw 2 more cards for each encounter. Choose at least 1 to encounter.
Attack:	Bow: It can hit enemies that are out of reach Roll 3d6. For each 5 or 6 it hits. Damage: 1 per hit
Help Ally Hinder Enemy	Roll 2d6. Multiply your ally's result by $[d6 \div d6]$. You choose which goes where. You can also do this against an enemy's attack (though you don't want to make it bigger).
Spells	Spells can be cast once per expedition
Spell 1	Levitate: Your party can float up out of reach of those on the ground or back down for the rest of the battle.
Spell 2	Increase Time: Time speeds up for one ally of your choice. They get an extra turn each round until the end of Combat.

Name:	
Titles	Sorcerer (2)
Health: 12	
Armor: 6	
Attack:	Sword: Roll $\text{d}6$. If it lands on 5 or 6 it hits Damage: 2
Help Ally Hinder Enemy	Roll 2 $\text{d}6$. Multiply your ally's result by $[\text{d}6 \div \text{d}6]$. You choose which goes where. You can also do this against an enemy's attack (though you don't want to make it bigger).
Spells	Can cast all spells, but they have side effects. Consult the side effect table at the end of the document.

Spells available:

Fire Blast: Deals $4\text{d}6 \div 6$ to up to 6 enemies.

Levitate: Your party can float up out of reach of those on the ground or back down for the rest of the battle.

Pepper nose: Roll 3 $\text{d}6$. enemies have their result multiplied by $\text{d}6 \div [\text{d}6 + \text{d}6]$

Increase Time: Time speeds up for one ally of your choice. They get an extra turn each round until the end of Combat.

Freeze: Roll 2 $\text{d}6$. If $(\text{d}6 \div \text{d}6)$ is above 2 then the enemy doesn't act in their next turn. Next turn roll $\text{d}6$. If it is 6 then the enemy loses its current turn.

Can last up to 4 rounds.

*Gets melted by Fire Blast.

Name:	
Titles	Rascal, Doctor
Health: 12	
Armor: 6	
Attack:	<p>Poison:</p> <p>Roll 1d6. If it is Odd, then the enemy is poisoned.</p> <p>Once applied Roll 1d6 on the start of your turn. On 1, 2, and 3 the enemy take 3 damage. This repeats every turn until combat ends.</p>
Heal Ally	Bandage an ally and restore their health by $[1d6 \div 2]$.
Help Ally Hinder Enemy	<p>Roll 2d6. Multiply your ally's result by $[1d6 \div 1d6]$. You choose which goes where.</p> <p>You can also do this against an enemy's attack (though you don't want to make it bigger).</p>

Setup the Expedition:

To setup the expedition take your deck of cards and reveal the top three cards. These are the quests that are currently available.

Consult these tables to determine what they are and their rewards.

People in need:

Quests (♥ and ♦)		Rewards
2	A travelling Merchant has a Broken Wagon Wheel . Bring a new wheel to the merchant and help them attach the new wheel.	Reward: Low Heroism: Low
3	A wooden bridge has fallen apart . Escort and help the carpenter fix the bridge.	Reward: Low Heroism: Low
4	A village has been Cursed! Escort the Shaman so the curse can be eliminated.	Reward: Medium Heroism: Medium
5	The Blacksmith wants a shipment of tools to be taken to a village leader who ordered them.	Reward: Medium Heroism: None
6	A Rural Orchard has had a surprise crop of Magic Apples . They need extra help to harvest them before pests ruin them.	Reward: 1d6 Magic Apples Each. Heroism: None
7	A Child's beloved dog got lost in the woods . Find and return them.	Reward: Low Heroism: Medium
8	An Astronomer needs to be taken	Reward: Medium

	to a Mountaintop to record the skies there.	Heroism: Low
9	A Village wants to relocate because they found that the Skeleton Wizard has taken up residence nearby.	Reward: High Heroism: Medium
10	The Mayor wants a Stolen Artifact to be retrieved. The thief has already been apprehended but the artifact was hidden in a logging camp deep in the wilderness.	Reward: High Heroism: Medium
J	The child of the Monarch needs to travel between towns.	Reward: High multiplied by 2 Heroism: Low
Q	A lonely wizard wants someone to talk to . Bring some tea and he might reward you.	Reward: 1 Magical Item each Heroism: None
K	A magical spring has been discovered. Bathing in it will level you up.	Reward: Level Up Heroism: None
A	Alchemist seeks herbs that will allow them to turn stone into gold .	Reward: 100 X 1d6 Gold Heroism: Low

Monsters (♣ or ♠)		Rewards
2	Skeletons	Reward: Medium Heroism: Low
3	Cursed Wolves	Reward: Medium Heroism: Medium
4	Scarecrow	Reward: Medium Heroism: Medium
5	Big Slime	Reward: Medium Heroism: Medium
6	Copper Crows	Reward: Medium Heroism: Medium
7	Carnivorous Rose	Reward: Medium Heroism: Medium
8	Vampire Rabbits	Reward: Medium Heroism: Medium
9	Mud Golem	Reward: Medium Heroism: Medium
10	Animated Armour	Reward: Medium Heroism: Medium
J	Skeleton Horde	Reward: Medium Heroism: Medium
Q	Chimera	Reward: Medium Heroism: Medium
K	Skeleton Wizard	Reward: High Heroism: High
A	Great Dragon Awakens	Reward: High times (2🎲) Heroism: High times 4

Jokers: Choose a card from the deck. Use that card instead.

Rewards:

The rewards could be determined before or after going on the expedition.

Rewards:


- Low [1 Dice Gold]
- Medium [2 Dice +3 Gold]
- High [4 Dice +6 Gold]

Heroism: People who do heroic acts are often recognized for their actions. The heroism score reflects your Hero's reputation.

Heroism:

- Low [1 Dice Heroism]
- Medium [2 Dice Heroism]
- High [3 Dice Heroism]

Go On the Expedition:

Once you decide to leave on Your expedition you will decide which quests you want to go on. For each one you roll 1  for each Quest you take on.

Total the amount and deal out that many cards. Shuffle in the Quest cards into the deck. This is your **Expedition Deck** and will determine what you encounter in the wider world.

Now you are ready to depart:

Shuffle and deal out the first card of the **Expedition Deck**.

- If it is (♥ or ♦) and Not one of the Quest cards then you find nothing.
- If it is one of the quest cards that is (♥ or ♦) then you have arrived at that quest location and help those people in need.
- If it is a Monster (♣ or ♠), Quest or not, then you must fight.

Combat:

Hero's go first. They go in whichever order they decide (Rock Paper Scissors if you can't decide). They have one action which they can use to attack, heal, or cast a spell.

The Monsters go after the hero's. They act as one unit.

Return Home:

If you feel you are out of your depth you can flee combat and return to the city. Shuffle the current encounter the Expedition Deck and recover your health and armour. Then return to the wilderness and go onwards in your Quest.

If you have completed every quest you chose then there is no reason to stay in the wilds so it is suggested you return then.

Monsters:

If the number varies then you need to roll the number of dice specified and the total number is how many there are.

Health: Multiply the health of each individual by the number you have in this instance.

Attack type: Roll x dice- Divide the sum by the number that the monster "Hits Every...". They do that many attacks.

*Attacks tend to be spread out among the Hero's.

Damage: Reduce a Hero's Armour or health by that amount.

Special: Possible special conditions. It might matter or not depending on what your Hero's decide.



Skeleton	They are known to raid dairy farms and steal the milk.
How many	1-6
Health	4 per skeleton
Attack	1d6 ÷ 2. Hits every 5
Damage	1



Cursed Wolf	The wolves are cursed with madness and carry a disease.
How Many	1-6
Health	8 per wolf
Attack	2d6 per wolf, Hits every 12
Damage	d6 ÷ 2
Special	Their bite causes a curse. Roll 3d6. If two of them are 1's, then your highest roll will be turned into a 1. [Once per turn]


Scarecrow	This scarecrow took its job too far and now terrorizes anyone it encounters.
How many	1
Health	12
Attack	4 d4, Hits every 8
Damage	1d4 -2
Special	All attacks that are not fire are divided by 5/4.

Big Slime	Normally consumes dead vegetation. This one got a bit too big for that.
How many	1
Health	24
Attack	6d6, Hits every 8
Damage	3

Special	If it hits a Hero more than once it absorbs them into its body. Any attack on the Slime hits the Hero too until the Hero is removed.
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Copper Crows	Mechanical Crows. Their creator is long forgotten.
How many	2-12 (2 )
Health	4 Per Crow
Attack	 per crow, Hits every 5
Damage	$4 \div \text{dice}$
Special	They Fly. You cannot escape from them in the skies.

Carnivorous Rose	This plant enjoys an improved fertilizer.
How many	3-18 (3 )
Health	4 per rose
Attack	1  per rose. Hits every 5
Damage	$\text{dice} \div 4$
Special	Fragrance. Hero's have their damage rolls multiplied by (0.75).

Vampire Rabbit	A rabbit cursed with Vampirism.
How Many	Lives in Groups of 2-12
Health	3 per rabbit
Attack	1  per Rabbit, Hits every 20
Damage	$\text{dice} \div 4$

Special	Heals by as much damage it deals up to its maximum health.
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Mud Golem	The mud has decided it is
How many	1
Health	12
Attack	4 $\frac{1}{2}$, hits on every 12
Damage	$\frac{1}{2} \div 3$
Special	Hero's hit have their rolls multiplied by 2/5 until they spend a turn scraping the mud off.

Chimera	A monster made out of
How many	1
Health	24
Attack	6 $\frac{1}{2}$, Hits every 10
Damage	2 $\frac{1}{2}$
Special	Its tail bites the first person to attack it every turn for $[3\frac{1}{2} \div 10]$ Damage.

Animated Armour	This magic armour was cast aside and envies other armour
How many	1
Health	20
Attack	2 $\frac{1}{2}$. Hits on 3-6
Damage	$\frac{1}{2}$

Special	Only attacks those with working armour (currently above 0) or those who attack it.
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Skeleton Horde	It is rumoured they are preparing to take over a local dairy farm.
How many	4-24 (4☐)
Health	4 per skeleton
Attack	1☐÷2. Hits every 5
Damage	2

Skeleton Wizard	The king of Calcium.
How many	1, Has 4☐ of skeletons as well.
Health	20
Attack	6☐. Hits every 8
Damage	4 [Attack or Heals its skeletons]
Special	Boneshield- The first attack on the Skeleton wizard every turn hits the skeletons first.

Dragon	The greatest threat of this age. (you might want to get stronger first)
How many	There is only one.
Health	48
Attack	12☐, needs 18
Damage	3☐

Making a Character:

Who you are? In this game you can pick who you will be. This might be like who you are or different. What you are going to have is:

Title: What you are particularly good at.

Health: How much damage you can take before you can't fight anymore.

Armour: Extra health that you get back when you return to the city and fix it.

Weapon: They determine how you defeat your adversaries.

Health- 6

Armour- 6

Weapon- choose 1

Title- Elsewhere known as Classes. Choose one Basic Class and take its abilities.

Levelling Up:

When you increase in level you choose a title and either take a new title or increase a current one

Basic Classes are as follows

Title	Description	Skill: You...
Warrior	A Trained fighter, you are stronger than the average person	Can use 1 more Weapon Attack every turn
Rascal	You have learned how to be unfair in a fight	Your poison is 1/6 more effective. It damages on 1, 2, and 3.
Doctor	You prefer to help your friends than fight the enemy.	You can heal your allies In Battle [$\lceil \text{HP} \div 2 \rceil$ per level]
Wizard	You have chosen Magic. There are	You have 2 spells available (You choose them every time you leave the city)
Traveller	You have learned the ways of travel and how to avoid dangers.	Draw 2 more cards for Encounters. Choose as many as you like (At least 1).
Sorcerer	Magic has chosen you.	You have chaos magic. You can use all spells but have side effects. If 2nd level or higher, you get to roll $\lceil \text{HP} \div 2 \rceil$ extra on the Side Effects and choose 2.

Advanced Title	Once a title is level 3 it becomes advanced.	
Champion (Warrior)	You are among the best of fighters.	Your attacks deal twice as much damage
Alchemist (Rascal)	You have learned how to use poisons to disrupt your enemies.	Poison is 5 times as effective.
Healing Sage (Doctor)	Your healing is renowned.	You can divide your healing among as many Hero's as you have dice.
ArchWizard (Wizard)	You have mastered magic and can choose how it	Roll 2 extra dice for a spell.
Worldstrider (Traveller)	The open road is your domain.	You can choose to not pick any encounter and deal the next encounter instead.
Chaos Magician (Sorcerer)	Your Magic is stronger and you can (somewhat) control your magic	Your side effects don't degrade over time.

Weapons:

When you are in the city you can buy weapons for 4 Gold each.

Sword:

Roll 1d6. If it lands on 5 or 6 it hits

Damage: 2

Spear:

Roll 2d6. If the total is 8 or more it hits.

Damage: $\text{total} \div 2$.

Dagger:

Choose 4 numbers between 1 and 6.

Roll 4d6. For each roll that pairs with a number you chose, you hit.

Damage: $\text{hits} \div 4$ per hit

Bow:

It can hit enemies that are out of reach

Roll 3d6. For each 5 or 6 it hits.

Damage: 1 per hit

Shield:

When used as an “attack” it Protects against up to 3 damage per turn. It can be used to protect you or others.

Poison:

Roll 1d6. If it is Odd, then the enemy is poisoned.

Once applied Roll 1d6 on the start of your turn. On 1 and 2 the enemy take 3 damage. This repeats every turn until combat ends.

Magic:

Fire Blast:

Deals $4\text{d}6 \div 6$ to up to 6 enemies.

Levitate:

Your party can float up out of reach of those on the ground or back down for the rest of the battle.

Pepper nose:

Roll $3\text{d}6$. enemies have their result multiplied by $\text{roll} \div [\text{roll} + 6]$

Increase Time:

Time speeds up for one ally of your choice. They get an extra turn each round until the end of Combat.

Freeze:

Roll $2\text{d}6$. If $(\text{roll} \div 6)$ is above 2 then the enemy doesn't act in their next turn.

Next turn roll $\text{d}6$. If it is 6 then the enemy loses its current turn.

Can last up to 4 rounds.

*Gets melted by Fire Blast.

Side Effects: For every level of Sorcerer you roll 1d6 extra, but only choose 2 of them.

Your spells get more dangerous as time goes on:

-1 to the result from the 3rd spell

-2 to the 4th and 5th

-1d6 for the 6th and onwards

1d6+1d6 result	Outcome
2	Your magic does nothing and you lose your next turn
3	You damage an allied Hero for 1d6
4	Each Hero's highest roll next turn becomes 1
5	The Hero's rolls are divided by 2 next turn.
6	All Hero's and the enemy is damaged for 1d6
7	Your magic works as expected... Nothing else happens... yet.
8	1/2 Hero's and the enemy are damaged for 2d6
9	The Enemy's rolls are divided by 1.5
10	The Enemy's rolls are divided by 3
11	The magic lights the enemy on fire and damages them for 3d6
12	The enemy cannot act this turn.