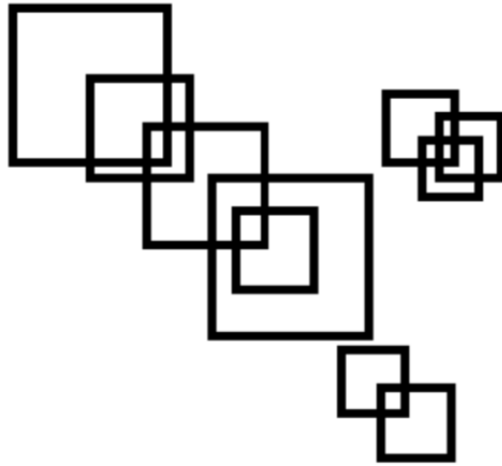


SEARCHING FOR ARCADIA



AN ENDLESS CHRONICLES ADVENTURE

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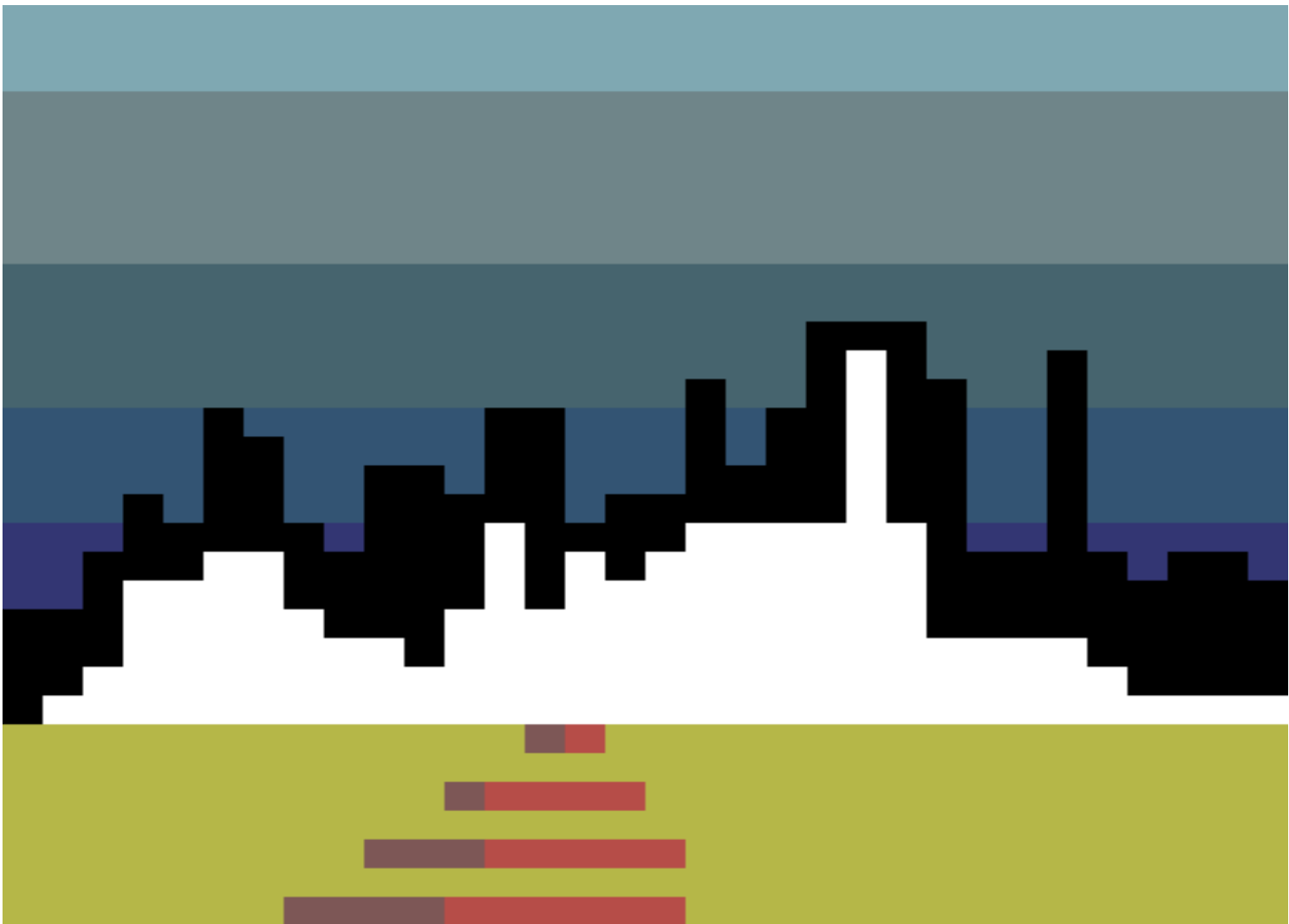
The Endless Chronicles

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SEARCHING FOR ARCADIA

FIRST EDITION (1.0)

A TABLETOP ADVENTURE GAME FOR ONE OR MORE CREATURES



SEARCHING FOR ARCADIA

As the War in the Dreaming was coming to an end the alliance known as The Treaty were nearing final victory. The Concordian Barrier, a magical shield created by the entity known only as “The Emperor” on behalf of The Treaty, and in return for absolute dominion over everything contained within it, was nearing completion; this shield would keep the forces of “The Nothing” safely outside for *all time*... and make The Emperor the God of the new reality he’d created and sworn to protect.

It should have been a time of joy. However, despite the power of the Emperor, and the power of the rest of The Treaty, there was one thing they still did not have – something very precious to the Fae without whom victory would have not been possible.

The Fae home Realm of Arcadia had been lost eons previously during the War of Seasons. Rumours of trods which led there were rife, but nothing had ever been proven. One thing was for sure – Arcadia, if it existed at all, would not be contained within the newly manifested Concordian Barrier.

The Fae’s home would be lost... forever.

With this in mind quests on a level never thought possible were sanctioned to search for Arcadia with the full resources of The Treaty and it’s mightiest hero’s – if the Fae home was located it was to be contacted, warned, and perhaps even saved.

The last days of the War in the Dreaming were characterised by parties seeking Arcadia... and being lost – many a hero who’d survived the most bloodthirsty battles of the war died searching for Arcadia.

It seemed all was lost for the Fae home... until one day... a great construct was located deep in the Umbra by a hunting party led by the legendary Raven and the elite of his Host. Taking the form of a huge cubed fortress, and inhabited by a powerful malevolent sorcerer of unknown origin the last trod to Arcadia was found...

All that stands between you and Arcadia is the maze. May the Emperor protect you.



SEARCHING FOR ARCADIA : THE GAME

Rules of Victory

- **Easy:** Player must pass through 10 rooms to win
- **Medium:** Player must pass through 15 rooms to win
- **Hard:** Player must pass through 20 rooms to win
- **Nightmare:** Player must pass through 30 rooms to win

Required to Play

- Pen
- Paper
- 3xDice (D6)
- Playing Cards

CHARACTER SELECTION

Roll for your Race...

1. Sidhe Fae (+1 ATTACK, +1 DEFENSE, HEALTH = 3)
2. Common Fae (+1 DEFENSE, HEALTH = 1)
3. Human (HEALTH = 1)
4. Elemental (+ 1 ATTACK, +2 DEFENSE, HEALTH = 1)
5. Demon (+2 ATTACK, HEALTH = 2)
6. Angel (+2 DEFENSE, HEALTH =2)

Base is 1 for ATTACK, DEFENSE and HEALTH.

Roll for your Class...

1. Host Warrior (+1 ATTACK)
2. Sorcerer (+1 DEFENCE, +1 HEALTH)
3. Sin Runner (+1 ATTACK)
4. Criminal (+1 LOOT ROLLS)
5. Cultist (+1 HEALTH)
6. Clan Member (+1 DEFENCE)



ENTER THE MAZE...

Begin the Turn Sequence...

1. Equip (Chose one item from your inventory to wield, players begin with nothing)
2. Roll for Room Type...
3. Play the room (consult the appropriate room table)...
4. Resolve the room outcome (Combat / Gather loot / Record player health)
5. Accrue Points (Note them down!)
6. Proceed to next room (Restart this turn sequence)

WHAT DO YOU FIND?

Roll for Room Type...

1. Game Room
2. Combat Room
3. Empty Room
4. Trap Room
5. Encounter Room
6. Loot Room



"GAME ROOM" TABLE

Roll 1D6...

1. Higher or Lower - Dice
2. City Cee-Lo
3. City Cho-Han Bakuchi
4. First to One
5. Higher or Lower - Cards
6. 235

Win = 100 pts

Loss = 100 pts

Universal Game Rules...

- You must bet at least 1 Point for each of your own rolls.
- You can bet as much as you wish each of your own rolls.
- If your points reduce to 0 you die.
- If you have no points on initial room entry, you are given 10 so you can play!

THE GAMES

<p>High or Lower - Dice</p> <ol style="list-style-type: none"> 1. Roll house dice 2. Declare Higher or Lower 3. Roll! 4. Resolve 	<p>City Cee-Lo Rules</p> <p>Roll 3D6:</p> <ul style="list-style-type: none"> - 4-5-6 - Instant Win, player progresses + 100pts - Trips - Player progresses + 50pts - Pair - Player progresses +25pts - 1-2-3 - Player loses/dies - Reroll anything NOT the above
<p>City Cho-Han Bakuchi</p> <p>Roll 2D6:</p> <ul style="list-style-type: none"> - Bet Cho (evens) - Bet Han (odds) 	<p>First To One</p> <ul style="list-style-type: none"> - First Player to Roll a 1 wins - Player rolls first - Player then rolls for the house
<p>High or Lower - Cards</p> <ol style="list-style-type: none"> 1. Draw a house card 2. Declare Higher or Lower 3. Draw (you can shuffle of if you wish) 4. Resolve 	<p>235</p> <ol style="list-style-type: none"> 1. Roll for House, if 235 House wins 2. Roll for Player, if 235 Player wins 3. Repeat!

“COMBAT ROOM” TABLE

Number of enemies: Roll 1D6

Enemy Type: 1D6 [Each enemy is generated with a separate roll]

1. Shadow Dragon (+3 ATTACK) / 1000 pts
2. Sidhe Fae (+2 ATTACK +1 DEFENSE) / 500 pts
3. Common Fae (+1 DEFENSE) / 300 pts
4. Human / 50 pts
5. Giant Spider (+1 ATTACK) / 100 pts
6. Rat (-1 DEFENSE) / 25 pts

Roll for each enemy separately to attack, you must equal or match the roll [including bonuses].
or lose 1 HEALTH. If you reach 0 HEALTH you are **DEAD**.

Points awarded on successful combat WIN **per** enemy.

Combat Sequence

- Enemy ATTACKS first (USING ATTACK BONUS')
- Player then defends (USING DEFENSE BONUS')
- Player then ATTACKS (USING ATTACK BONUS')
- Enemy then DEFENDS (USING DEFENSE BONUS')
- And so on.

“EMPTY ROOM” TABLE

Roll 1D6...

1. Nothing!
2. Rest +1 HP
3. Rest +1 HP
4. Sleep +2 HP
5. Sleep +2 HP
6. Dream +3 HP



“TRAP ROOM” TABLE

Roll 1D6...

1. Pit Trap! (-1 HEALTH)
2. Magical Disarm Trap! (-1 Item, player choice)
3. Drain Trap! (-1 From ATTACK permanently)
4. Hobbler (-1 From DEFENCE permanently)
5. 9 bladed trigger trap (-2 from HEALTH)
6. The Nanack! (-1 from HEALTH, -1 Item, player choice)

If you reach 0 HEALTH you are DEAD.

If player has no items, item requirements are ignored.

“ENCOUNTER ROOM” TABLE

Roll 1D6...

1. A mysterious pixie presents you with a gift (100 pts)
2. You discover the corpse of an adventurer (roll on Loot Room Chart for for Loot)
3. A fox join2 you! (+1 ATTACK)
4. A raven joins you (+1 DEFENSE)
5. Pixies steal your stuff! (- 1 Item, player choice)
6. The Wizard Protector has seen you! (-1 HEALTH)

If you reach 0 HEALTH you are DEAD.

If player has no items, item requirements are ignored.



“LOOT ROOM” TABLE

Roll 1D6...

1. You discover a GEM (100 pts)
2. You discover a GOLD COIN (200 pts)
3. You discover an ITEM (make a roll on the items table)
4. You discover a MAGIC FLOWER (300 pts)
5. You discover a SILVER COIN (400 pts)
6. You discover a FEATHER (500 pts)

THE ITEMS TABLE

Roll 1D6...

1. Firearm (+1 Vs. Human)
2. Automatic Firearm (+1 Vs Fiant Spider)
3. Iron Knife (+1 Vs Common Fae)
4. Short Blade (+1 Vs Rat)
5. Iron Long Blade (+1 Vs Sidhe Fae)
6. Enchanted Staff (+1 Vs Shadown Dragon)

