

# Conquest v0.23b

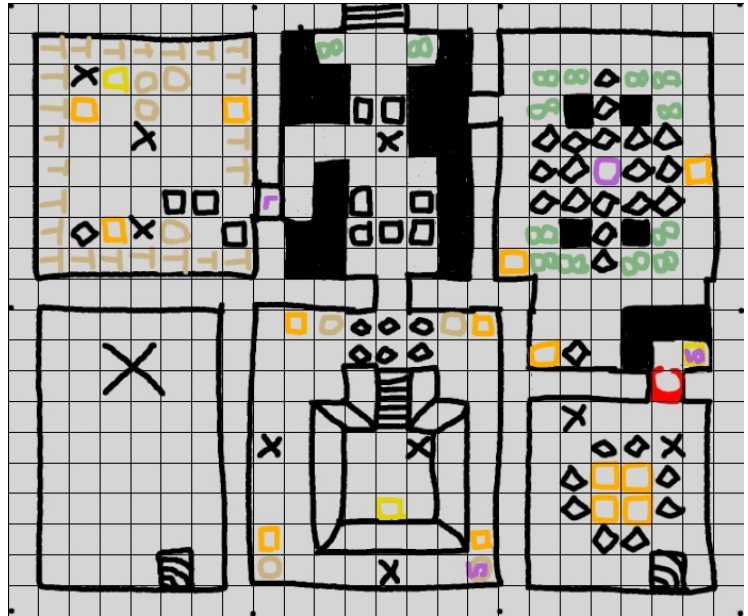
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## Introduction

In **Conquest** heroic explorers wander untamed wilderness or underground dungeons in the name of glory. On their way they will battle ferocious monsters, gather invaluable equipment, and solve complex puzzles.

One or more players move their characters around a fantasy map while another player serves as the “Game Master”, narrating the story and revealing the mysteries of the land to everyone.

This game serves as a lightweight, fast and fun alternative to a full-fledged RPG. In about ten or 15 minutes a full scenario can be created from scratch to challenge anyone brave enough to face it's perils.



## Object of the Game

Players must solve complex puzzles, defeat evil monsters, find hidden treasures and navigate an array of different terrains to complete a quest. Each quest takes place over a large map composed of individual tiles that is populated with monsters, traps, treasures and more.

The goal of a quest depends on the map designer. One quest, for example, may have characters looking for a long-lost chalice, while another quest may pit the characters against an angry dragon.

## Stuff You'll Need to Play

- Pen and/or pencil
- Paper (preferably graph paper)
- One six-sided die (1d6)
- Imagination!

## Designing a Scenario

The Game Master is responsible for designing the scenario as well as revealing the layout and secrets of the map to the players, among other things.

### Write one or more quests

The objectives for the players should be in the form of “Quests”. Quests should be fun, themed to fit the genre of the scenario, and challenge the players. Every game should have at least one primary goal that may be divided into several quests.

The quests could be related or independent of one another. Quests that are independent of the “Main Quest” are typically known as “Side Quests”.

## Draw a Map

Every map is created over a grid system. The size and complexity of a map is left to the wishes of the map designer.

## Populate the game world

Each game world has a variety of creatures, traps, puzzles and mysteries. How much of each, and in what layout, is left to the map designer (*see items*).

# Heroes & Monsters

## Heroes

A player will be in control of a character known as a “Hero”. Each hero can explore the fantasy world drawn by the map designer. Heroes engage in combat with the denizens that inhabit the world, solve puzzles and use equipment & treasures found within.

- Each hero starts off with three (3) hearts, three (3) lives and three (3) conquest points
- Each hero can move one space per turn
- Heroes begin with one (1) weapon
- Heroes may carry any number of items

## Monsters

Monsters come in many shapes, sizes and difficulties, but they usually have a few common characteristics.

- Monsters start off with one or more hearts (depending on their difficulty)
- Monsters usually deal one-half ( $\frac{1}{2}$ ), one (1) or two (2) hearts of damage to a hero per hit (depending on their difficulty) but may deal more
- Monsters can move one space per turn
- Monsters may have a variety of attacks (usually the only difference between them is the amount of damage dealt to a hero)

## Exploration

The map of the fantasy world begins unrevealed to the players' characters. As a hero moves from region to region more of the map is revealed. A hero can see anything on the map that is within the 9x9 square region they are exploring. Line-of-sight is not considered when revealing parts of the map (with the exception of walls and locked or sealed doors).

When a hero is adjacent to a monster, combat begins immediately (*see combat*).

Heroes cannot enter spaces that are considered “barriers” nor can they move diagonally between two barrier spaces. Heroes can move orthogonally or diagonally into spaces that are considered “explorable”. Interactive spaces may cause an event to occur when certain circumstances are met.

## Weapons

Weapons are wielded by heroes to help attack and defend against monsters.

- A hero may only attack with one weapon per combat
- Weapons are classified as either “Ranged”, “Melee” or “Magic”
- Every weapon deals one (1) heart of damage

## Conquest Points

Conquest Points are points that may be spent during combat to provide a bonus in a hero's favor. The exact bonus available depends on what type of weapon (ranged, melee or magic) a hero is wielding in combat. To see which effect takes place when a Conquest Point is spent, refer to figure 1.

Figure 1 – Conquest Point Bonus

Weapon Type	Effect When Spent
<b>Ranged</b>	+1 on combat die roll
<b>Melee</b>	+1 damage to monster (if monster is hit)
<b>Magic</b>	Reroll combat die (you must use the second die roll unless more conquest points are spent on this effect)

Any number of conquest points may be spent per turn of combat.

## Combat

Whenever a hero adjacent to a monster, combat begins. Only players adjacent to the monster may fight it. The players decide who (amongst the eligible to fight) will fight which monster, and in what order. However all characters must fight at least once before a hero can fight again unless distance prevents it. Combat does not end until one or all parties are defeated.

Before combat, all players must declare what weapon type (ranged, melee or magic) they choose for their characters to use. If their characters do not have a weapon of a particular type, they cannot choose that type. A hero cannot change weapons (or weapon types) until combat has resolved for all players.

Combat has three steps each turn:

1. Roll a 1d6 and consult the table in figure 2
2. Use any number of items and/or conquest points
3. Assign damage to parties that were hit

Repeat the above three steps until combat is over.

Figure 2 – Combat Roll Result

Die Roll	Result
1	Monster strikes Hero. Roll for Critical Failure ( <i>read below</i> )
2	Monster strikes Hero
3	Monster strikes Hero <i>–and–</i> Hero strikes Monster
4	Hero strikes Monster
5	Hero strikes Monster
6	Hero strikes Monster. Roll for Critical Success ( <i>read below</i> )

If a monster strikes a hero, cycle to it's next attack (if it has more then one).

### Critical Success / Failure

Critical successes can only occur if a “natural” 6 is rolled. In otherwords, if any modifiers change a die roll up to 6, a critical success does **not** occur. Inversely for critical failures, if a “natural” 1 is rolled any modifier that can change the result to a higher number **will** prevent a critical failure from occurring.

Roll a 1d6. For a critical success, if an even number is rolled then the critical success resolves. For critical failures, if an odd number is rolled then the critical failure resolves. See below for the outcome:

- Critical Success: Your hero is granted one (1) conquest point
- Critical Failure: Your hero permanently loses ½ Heart

### Map Tiles

Typically a map is hand-drawn on a sheet of graph paper in which each of the squares on the graph represent one tile. A tile is a type of terrain that carries with it individual rules.

It is recommended that each tile be drawn with symbols to associate what type of tile it's suppose to be.

*For example, to represent a “Tree” tile, one may draw an upward facing triangle with no base line (it would look like an upside down “V”). To act as a “Boulder”, a map designer may simply draw an “O” inside a grid square.*

Each tile on the map represents a space that may be either...

- Explorable by a player's character
- A barrier that cannot be entered or passed through

Some tiles can also be interactive in addition to being a barrier or explorable.

There are countless number of tiles that could be placed across a grid. Map designers are encouraged to invent their own.

Note: Some tiles may be hidden (such as secret doors) or their true potential a secret (as in the case of trap tiles).

## Tile List

Below is a list of map tiles that can be used in **Conquest**. This list is by no means exhaustive. Game Masters are encouraged to 'invent' their own tiles:

### Wilderness Tiles

Name	Size (width x length)	Type	Description
<b>Grass</b>	1 square (1x1)	Explorable	Can be dug with a Shovel
<b>Tree</b>	4 squares (2x2)	Barrier	Tall timber with wide, low-hanging branches.
<b>Shrub</b>	1 square (1x1)	Barrier	Thickets of the woods that are impassable by heroes.
<b>Cliffs</b>	Variable	Barrier	Sheer walls that cannot be climbed without Vines or a Grappling Hook. May be different heights.
<b>Vines</b>	Variable (1 sq. wide)	Explorable	Strong vegetation that grows against a Cliff. Can be used to climb a Cliff.
<b>Streams &amp; Lakes</b>	Variable	Barrier	Deep waters and fast currents bar heroes from crossing unless they use a Foot Bridge.
<b>Foot Bridge</b>	Variable (1 sq. wide)	Explorable	Sturdy passing constructed to ford Streams & Lakes
<b>House / Shoppe</b>	6 squares (3x2)	Barrier	May be entered by a hero
<b>Wild Flowers</b>	1 square (1x1)	Explorable / Interactive	These rare specimens are always a sign of good luck! Collect four to gain an extra Heart
<b>Long Grass</b>	1 square (1x1)	Explorable / Interactive	Can be dug with a Shovel. If explored, a player may roll a 1d6: A roll of 6 means their hero found a random item ( <i>see items &amp; equipment</i> )
<b>Cave / Dungeon</b>	3 squares (3x1)	Explorable	A mysterious entrance that leads to an underground cave or dungeon.
<b>Boulder</b>	1 square (1x1)	Barrier / Interactive	Much too large to bypass. Can be moved with Goliath's Gauntlets

## Dungeon Tiles

Name	Size (width / length)	Type	Description
<b>Stone Floor</b>	1 square (1x1)	Explorable	
<b>Statue</b>	1 square (1x1)	Barrier	Ornamental figure carved from stone
<b>Pitfall</b>	1 square (1x1)	Explorable / Interactive	A deep hole that will instantly kill any hero who has the misfortune of falling in
<b>Vase</b>	1 square (1x1)	Explorable / Interactive	If explored, a player may roll a 1d6: A roll of 6 means their hero found a random ( <i>see items &amp; equipment</i> )
<b>Torch Lamp</b>	1 square (1x1)	Barrier / Interactive	Illuminates a room. If extinguished, can be ignited by using Flint & Steel
<b>Door</b>	1 square (1x1)	Barrier / Interactive	May need to be unlocked with common or special Key
<b>Sealed Door</b>	1 square (1x1)	Barrier / Interactive	Does not unlock until certain conditions are met
<b>Weak Wall</b>	1 square (1x1)	Barrier / Interactive	Stone wall with noticeable cracks in it. Can be blown into a new entryway by using a Black Powder Bomb
<b>Stone Block</b>	1 square (1x1)	Barrier / Interactive	Can be pushed orthogonally one square
<b>Pit Trap</b>	1 square (1x1)	Explorable / Interactive	Hidden – When a hero steps on it, the ground beneath them collapses into a Pitfall killing them instantly.
<b>Step Switch</b>	1 square (1x1)	Explorable / Interactive	Standing on it will activate an event
<b>Dark Room</b>	Variable	Barrier	More of a room than a single tile. Can not be entered without a Lamp or ignited Torch Lamps
<b>Portcullis</b>	3 squares (3x1)	Barrier / Interactive	Can open or close based off the use of a Step Switch. Takes two turns to open or close.
<b>Hieroglyphics</b>	2 squares (2x1)	Barrier	Strange writings written on a wall. Can be read using Lingua's Tome.
<b>Small Hole</b>	1 square (1x1)	Barrier	A small hole in a wall or floor tile that is only large enough for a Pet Hawk to fit through.
<b>Lava</b>	Variable	Explorable	Hot enough to kill a hero who explores the tile. Can be turned to

<b>Secret Door</b>	1 square (1x1)	Barrier	stone with Magic Rod of Ice Hidden – Cannot be seen (or entered) without the clairvoyance of a Crystal Ball
<b>Underwater Passage</b>	Variable	Explorable	Can be explored by a hero who has Snorkel & Flippers

## Items & Equipment

Below is a list of items that can be used in **Conquest**. This list is by no means exhaustive. Game Masters are encouraged to 'invent' their own items.

Other than combat; items can be used at any time during a player's turn.

### Random Items

When a hero searches Long Grass or Vases they may find a random item. Roll a 1d6 and consult the chart below:

- **1-2:** 1 Conquest point
- **3-4:** 1 Healing Potion
- **5-6:** 1 Gold Coin

### Quest Items

Item	Effect When Used
<b>Summoner's Cane</b>	Summons a Stone Block on an adjacent tile from caster (can be used to activate a Step Switch)
<b>Hour Glass</b>	Turn over to make time freeze for a limited time (7 turns). Hero can move freely while time is suspended. Used to bypass monsters or an otherwise impassable barrier
<b>Pet Hawk</b>	Trained to fly where a hero commands it to go. Moves three (3) spaces per turn. Can activate a switch trigger located where no hero could reach (inside a Small Hole).
<b>Lamp</b>	Illuminates a Dark Room allowing a hero to enter
<b>Magic Rod of Ice</b>	Freezes Lava tiles to Stone Floor for 4 turns before returning to normal. Optionally can freeze water tiles to ice for 2 turns. Allows a hero to walk on those tiles.
<b>Keys</b>	Unlocks Door tiles. Some keys are "common keys" that will unlock anything secured with a "common lock". Other Keys are special that will unlock only a specific lock.
<b>Snorkel &amp; Flippers</b>	Allows a hero to dive underwater and travel through Underwater Passages
<b>Crystal Ball</b>	Reveals otherwise hidden tiles & items such as Secret Doors or treasure chests.

<b>Boots of Antilochus</b>	Increases the speed of a hero to move three (3) tiles per turn instead of one (1), allowing a hero to outrun the closing of a Portcullis.
<b>Siren's Flute</b>	Upon playing a song may activate a sound trigger. Different songs may cause different responses.
<b>Obsidian Mirror</b>	Reflects a beam of light shot at it. If the light is directed to the correct tile, it may activate a light switch of some kind
<b>Flint &amp; Steel</b>	Can ignite extinguished Torch Lamps which may cause an effect
<b>Goliath's Gauntlets</b>	Allows a hero to lift one (1) Stone Block or Boulder above their head! They can then throw it aside, destroying the block.
<b>Black Powder Bomb</b>	Explodes destroying any Weak Wall tile within one square of it.
<b>Pegasus' Feather</b>	Grants the limited ability of flight to a hero. Hero can jump over Pitfall or Pit Trap tiles.
<b>Grappling Hook</b>	Used to climb Cliff tiles.
<b>Lingua's Tome</b>	A book that allows a hero to read (and speak aloud) an ancient language written on a Hieroglyphics tile. Speaking the language can cause an effect.
<b>Cloak of Invisibility</b>	Allows a hero to sneak over Pit Traps without making them collapse

## Character Items

Item	Effect When Used
<b>Healing Potion</b>	Restores one (1) Heart of health when drank
<b>Healing Potion, Greater</b>	Restores four (4) Hearts of health when drank
<b>Conquest Point</b>	Can be spent during combat ( <i>see conquest points</i> )
<b>Gold Coin</b>	May be used to purchase other items at a merchant shoppe
<b>Bow &amp; Arrow</b>	Deals 1 Heart of damage when the wielder strikes ( <i>see combat</i> ). Is considered a "Ranged" weapon
<b>Longbow</b>	Same as a Bow & Arrow plus a +1 to die rolls during combat when using this weapon ( <i>see combat</i> )
<b>Sword</b>	Deals 1 Heart of damage when the wielder strikes ( <i>see combat</i> ). Is considered a "Melee" weapon
<b>Battleaxe</b>	Same as a Sword plus a +1 to damage dealt when using this weapon ( <i>see combat</i> )
<b>Sceptor</b>	Deals 1 Heart of damage when the wielder strikes ( <i>see combat</i> ). Is considered a "Magic" weapon
<b>Staff</b>	Same as Sceptor plus a free die reroll during each turn of combat when using this weapon ( <i>see combat</i> )
<b>Emerald Helm</b>	+1 Heart



<b>Cerulean Helm</b>	-1 Heart Damage from Monsters
<b>Crimson Helm</b>	+1 Life
<b>Golden Leaf</b>	Nullifies the next 3 Hearts of damage from Monsters
<b>Wild Flowers</b>	Collect 4 to gain +1 Heart permanently

## Special Items

Item	Effect When Used
<b>Shovel</b>	Allows a hero to dig one square of Grass or Long Grass. Roll a 1d6: A roll of 6 means a random item was found ( <i>see items &amp; equipment</i> ).
<b>Mystical Mushroom</b>	Can be used with Mortar & Pestle to make Magic Powder
<b>Mortar &amp; Pestle</b>	Can be used with Mystical Mushroom to make Magic Powder
<b>Magic Powder</b>	When sprinkled on various items, it can have the strangest effect...
<b>Secret Seashells</b>	Hidden throughout each map, if they are all found by a hero they are rewarded a second-tier weapon (Longbow, Battleaxe or Staff) of their choosing
<b>Treasure Map &amp; Compass</b>	Reveals the location of all the Secret Seashells
<b>Fishing Rod</b>	Allows a hero to play the "Fisher's Mini-Game"
<b>Angler's Master Hook</b>	+1 matching reel/slack sequence

## Fisher's Mini-Game

A hero equipped with a Fishing Rod may attempt to fish any body of water with six or more adjoining spaces revealed.

First, the player declares they're attempting to fish.

### Spawning the Pool

Next, the Game Master secretly rolls a 1d6 to see how many fish are swimming in the revealed water tiles within sight of the hero.

- **1:** 1 Fish
- **2:** 2 fishes
- **3:** 3 fishes
- **4:** 4 fishes
- **5:** 5 fishes
- **6:** 6 fishes

The Game Master will secretly place each fish in a water tile that is within sight of the hero.

## Casting the Rod

The hero will then “cast” their lure to one of the water tiles (the player gets to guess which tile they think a fish is at). If no fish is there, the hero may recast their lure but *only* after rolling a 1d6: If the hero rolls a 1 or 2 the Game Master will reset the pool (reroll number and location of fish).

## Reeling the Fish In

When the hero successfully casts a lure into the same tile as a fish, the fish has bitten the lure! Now the hero must try to reel it in: The hero must choose to either “Reel” the lure or let the line go “Slack”. Therefore the two choices the player can choose are:

- Reel
- Slack

The player chooses between the two options three times in a row.

*For example: A player may choose “Reel, Reel, Slack” or “Slack, Reel, Slack”, etc.*

The Game Master does so as well (secretly). The two players reveal their choices at the same time. If there are any matches in order, then that is counted as a success for the player.

*For example: If a hero's first choice was “Slack” but the Game Master chose “Reel”, they would not have a match. However if the Game Master chose “Slack” as well, they would have a match.*

Different fish require different numbers of matches:

Fish	Required to Catch	Value (Gold Coins)
<b>Runt</b>	0 matches	1 gold coin
<b>Spiny Bullhead</b>	1 match	3 gold coins
<b>Dogfish</b>	1 match	5 gold coins
<b>Cuttle Tuna</b>	1 matches	7 gold coins
<b>Redgill Mackerel</b>	2 matches	15 gold coins
<b>Bluefin Lunker</b>	3 matches	25 gold coins

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