

The Magic Seeds

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Introduction

Magnus the Magnificent Magus of Magecraft and Magics appeared on the cover of night. With him he carries a pouch carrying sampling seeds, of which will grow magical mighty trees. He comes to your front door, leaving behind the pouch and a letter before Magnus the Magnificent Magus of Magecraft and Magics leaves, turning into a wisdom of wombats. It is only later when dawn appears and the sun beams strong, do you encounter the pouch at your porch. Opening the newly found magical item do you find yourself overwhelmed by the sheer magical presence of some ordinary looking seeds. Opening the letter for clues, you see the source of this touch of the extraordinary.

To whichever peasant this concerns to,
It is I Magnus the Magnificent Magus of Magecraft and Magics. I know, the mere presence of my name has probably driven you into tears of joy for having been blessed by my humble gaze. Fear not, you will earn my knowledge of your existence by doing a quest for me. You will plant these seeds in your backyard and grow one into a mighty tree. I need it to be the greatest of trees so that I might sell it at a magical fair in 2 years time. Do not disappoint me peasant, you are being honored by my presence.

Do your job well,
Magnus the Magnificent Magus of Magecraft and Magics

Rules:

- Have one sheet of paper
- Have something to draw on it
- Have at least 2 dice
- 2 or more players

This game will comprise of 24 turns, after which the game will end and the outcome is based on how strong the tree grew.

Each turn will have their own encounters and as such, the players will have to draw the outcome of the encounter on the sheet of paper where they will be drawing the tree growing.

If the same disaster is encountered, it cannot be solved in the same way.

Turns:

Every turn will represent a month. At the beginning of every turn, you will roll two dice to determine the scenario which you must overcome.

Disaster scenarios deal with a disaster which will occur, you must try to solve it in the most creative way possible to avoid losing strength, if such scenario is not presented then your tree loses 1 strength.

Test scenarios will see if your tree will grow. If a test scenario is overcome, then gain +1 strength.

Dice Outcomes:

Rolled 2: Disaster - Strong winds threaten to rip the tree of the ground

Rolled 3: Test - The tree is getting thirsty and there is no water around

Rolled 4: Disaster - A volcano nearby is spewing ash and fire onto the forest

Rolled 5: Test - The sun is being blocked for weeks on end, making the tree not get sunlight

Rolled 6: Disaster - The river is overflowing, threatening to drown the tree

Rolled 7: Test - The tree is feeling lonely

Rolled 8: Disaster - A lightning storm is threatening to destroy the tree in a blast

Rolled 9: Test - there are invasive species of greens trying to cover the tree.

Rolled 10: Disaster - A group of lumberjacks want to tear down the tree for resources.

Rolled 11: Test - The soil around the tree is lacking nutrients.

Rolled 12: Disaster - A fire has broken out and the flames are getting closer.

Endings:

If your tree has less than 9 strength: Magnus the Magnificent Magus of Magecraft and Magics is most displeased after finding that your tree is nothing more than a fickle thing. Luckily he is quite merciful and only turned you into rats.

If your tree has more than 9 strength: Magnus the Magnificent Magus of Magecraft and Magics is most satisfied with the results and swiftly chops it with a magnificent ax, before having the tree disappear. He rewards you most handsomely with 3 copper coins from a currency which has not existed in over 300 years.

Playtest Report:

I played my game with my boyfriend and close friend. I originally intended this game to be much shorter but it ended up taking over an hour mainly because we could not stop going on tangents about the nature of the world. We ended up losing because I set the win condition too high. I proceeded to lower it so that it would be easier. The game is intended to prompt the user for imaginative solutions and then the players would interact with the paper to mark the impacts of the game. Overall the game worked as intended.