

The Search for Lands Lost

Introduction: Welcome, adventurers, to the lost land of Renna. Your task? To find cities that have been lost to time and the elements. In this game, players take on the role of adventurers traversing the island of Renna to discover a variety of treasures and landmarks.

Character Creation:

Choose your character's looks.

Provide them with an adventuring archetype such as Leader, Looter, Warrior, Traveler, Martial Artist. Based on this selection, your character will gain one trait to help you along the adventure.

Adventure Aspect: This game encourages world-building and thirst for adventure. Players are expected to explore the island that the GM creates and molds as they see fit. There is no limit to where a party can choose to traverse and what they can do.

Mechanics:

- 1. Combat:** Players and enemies will roll a d20 to attack or perform an action in combat where success is determined by the player's stat modifier and opposing rolls.
- 2. Exploration:** Based on a player's archetype, they will be better or worse at a certain aspect of adventuring, such as discovery, leadership, crafting, usage of environment, etc.
- 3. Health:** A player starts with 10 health and their modifier. Death is not the end! The island of Renna is famous for their sorcery and magic items, a few of which could bring back the dead!
- 4. NPCs:** The island is chock-full of NPCs, both friendly and hostile. They can be bartered with, fought and convinced to be friendly with the right roll. You might even meet someone who can help you on your journey!

Conclusion: The Search for Lands Lost provides players with an immersive sandbox experience that takes focus off combat and on world-building by the GM and exploration to find items and NPCs who can help you find the treasure or city that you came to the island to find.

Playtest Report:

I tried this game with a few of my friends who I play DnD with. I gave the GM a few days to come up with the island based on the specifications in the document.

We then cooked up a small campaign that had us traverse through a small village while questing to find someone who could direct us to a ship that was once thought lost to time. We came across a former pirate living a quiet life with his spouse who said he knew someone on the dark side of the island who could help us. After journeying there (and picking up an NPC and some useful items on the way), we found the person who could help us dead. After following that trail, we stumbled across a conspiracy of pirates who wanted it for themselves. After fighting them off, we found the ship and the treasure sealed inside.

The focus off combat made players think a lot more and consider the world when playing. Instead of having the GM do everything, we had players asking about exploration and drawing diagrams of the map being described. However, after playing, I realized that combat was de-emphasized a little too much and tweaked it to make it more interesting.