Dungeons and Dragons: Fellowship Of Heroes

High Concept

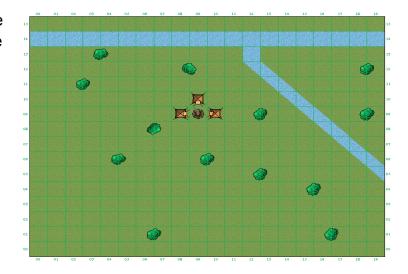
In a fantasy world, you and your friends decide to start your own haven! Explore dungeons, gather resources, and fend off invasions while making new friends along the way. Are you up to the task?



Features



- Fellowship of Heroes in an expansion to the base game *Dungeons And Dragons* (5th Edition);
- The expansion is a base-building game with role-playing and action-adventure features that 2-6 players can play;
- The players start with a small base with a number of tents equal to the number of player characters;
- The players gather resources by exploring dungeons, going on expeditions, or building specific buildings;
- There are different types of buildings with varying effects that the players can build to improve their base;

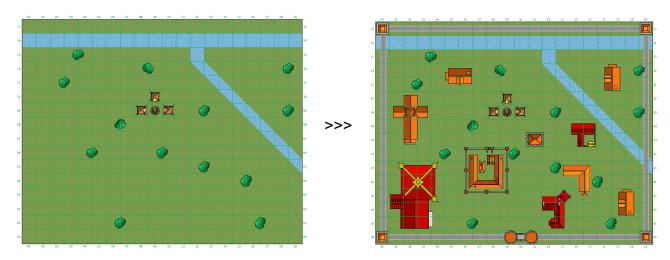


- As they go on adventures the players meet characters that may join their camp and help them progress;
- During the night, the players may be attacked by invasions that will test their might;
- Similarly to the base game, the expansion has a Dungeon Master, that will control NPCs and deal with the consequences of the player's actions;

Player Motivation

Explore challenging dungeons, complete dangerous quests and face insurmountable odds with your ragtag team of adventurers, all the while gathering precious resources to build and expand your home away from home - your very own settlement!

Plan an ever-growing community by constructing buildings with different functions and hiring skilled hunters, blacksmiths and much more. Manage their resource production and turn a profit by sending your traders to sell extra materials to nearby towns. Convince other characters to join your ambitious camp, appoint leaders and take advantage of the bonuses they bring.



But beware: no place is ever safe in the fantastical world of Dungeons and Dragons! Fight off packs of wolves that threaten your food stocks, build defensive fortifications to fend off greedy goblin attacks and heed any sign of conspiracies brewing amidst your fellow residents...

Slay, gather, defend, build! Lead by example your Fellowship of Heroes!



Genre



A fantasy role-playing game with dungeon-crawling, base-building and resource management elements.



Target Audience



- Creative players seeking a fantasy adventure campaign Wanderers (DGD 1 model);
- Casual enjoyers of base building and resource management Managers (DGD 1 model);
- Dedicated players who thrive on in-game and real-world collaboration Participants (DGD 1 model).



Competition



Tabletop board games like: Gloomhaven, Descent: Legends of the Dark and Dead of Winter.



Target Hardware



Board game.



Unique Selling Points



- Leave a permanent mark on a fantasy world by building and developing a settlement;
- Create your own in-game community, inviting interesting characters you meet while travelling;
- Manage and trade resources, tapping into the business aspect of adventuring.



Design goals



Open-Ended Gameplay - This expansion aims to give players a high degree of freedom as to where and how they develop their base camp, in accordance with the overall feel of *Dungeons and Dragons*;

Sense of Community - Our goal is to make the players be able to gather most of their favourite characters in one settlement, promoting a sense of community, interaction and collaboration;

Long Term Goals - The progression of the game will not only be evaluated in terms of "player progression" - levelling up and gaining new equipment -, but also through the expansion of the settlement built, which represents a long-term achievement for the players.

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