

This is a quick demo for 1-6 participants. It is intended to highlight a quick story where youth can be the heroes, learn to cooperate, make decisions, and save the day!

Items needed: folding game map with grid, 6 hero figures or tokens, 2-4 Brontornis figures or tokens, 6 or more 20-sided dice and 8-sided dice, character reference sheets for each character hero.

### SAVE THE LOST BRONTORNIS

**Player goal:** to capture the lost wild Brontornises so they can be relocated back to their safe, natural habitat.

**Overview.** Each participant selects a hero, plays a few rounds of a game based upon the basic rules of the world's most famous role playing game, and saves the day. This should take about 10 to 20 minutes depending upon how complex you make the scenario. Staff can help them create their own story through play, and staff act as the Brontornises. Each of the player characters has a specialty and cooperation is needed to Save the Lost Brontornis. The more Brontornises you place, the longer the adventure; 3 Brontornises will usually account for 10-20 minute adventure for 4 players. You can lengthen the adventure by allowing the Brontornises to attempt to escape whatever is entrapping them before they are moved to the relocation crates.

**SETUP.** Put the map out with 3 Brontornis on squares roughly scattered in the middle. Selected character figures are on the edge of the grid close to the players.

The youngest player get to select their character first. Tell them the basics about each character and then let the youngest select. Move on down the line until everyone has a character.



*A Brontornis on the move*

### Game Play

*If you would like to see the complete rules, see the System Reference Document but they are not necessary for this brief adventure.*

Each turn, the Brontornis will move in some direction randomly (see below) until there is only 1 Brontornis left... (more later). The Brontornis go first to start the adventure.

Each turn, each player will get to MOVE and do ONE OTHER ACTION.

The game is played until each of the Brontornises are captured and "carried off". Capturing them requires special skills and spells of the players (using the 20-sided die D20). Carrying the large beasts to a relocation cart requires players to combine rolls on 8-sided dice as outlined below. This target is off the grid and does not need to be represented by a model or token. Simply tell them which side of the map or play area they need to carry it to. Each successful carry moves the captured brontornis 5 spaces in a straight line plus any STR modifiers the characters carrying it have.