

adventure creation system

ADVANCED
FIGHTING
FANTASY

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ARION
GAMES

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1 - INTRODUCTION

A few years ago Graham, myself and a few of our friends (who have been invaluable in making this book) were debating a topic which will be familiar to many people who enjoy roleplaying games - the challenge of creating worlds and adventures, and how much work the Director has to put in to deliver an adventure. Whilst opinions varied we all agreed that the task could be made a lot simpler and with the proper resources solo play would also be possible. As I had already begun writing some rules covering encounters and maps in cities I offered to make an attempt - rashly imagining that it would be reasonably straightforward - and several years later I am happy to report that our earlier debate now has a conclusion, and I would like to welcome you to the Advanced Fighting Fantasy Adventure Creation System! In this book, we will set out advice and procedures that will let you create cities, dungeons and wilderness areas for you to use in your adventures and provide you with horrible villains and plots to test your heroes abilities. All you will need is some paper, a pen or pencil, a few six sided dice and a sprinkling of imagination.

This book can be used as the basis for solo adventures or as an aid for people playing in a group, with or without a Director. It provides the means for you to quickly create playable environments in which you can either set your own adventures or play out the example missions and quests created using randomised tables. Either way, the aim is to enhance your time spent as a hero of Titan, so one general rule should be stated right at the start - feel free to modify anything you come across so it better suits your vision of the world!

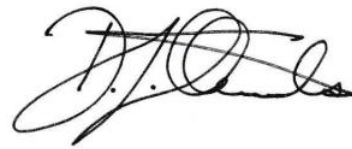
The Adventure Creation System splits the environment into three sections: Settlements (cities, towns and villages), dungeons and the wilderness. For each type of environment, we provide the means to create unique and varied maps for your hero to use, encounters to challenge them and people to meet.

Of course, a hero needs something to do in the world they have created. This book provides a wide selection of villains to challenge your hero and a compendium of plots to work through, or be used as part of your own campaigns, as well as a system to create more quests and missions.

Armed with this book, a pencil, some paper and a few six sided dice, you can rapidly assemble everything you need to play Advanced Fighting Fantasy, either as a solo hero or as part of a group.

We hope that the rules and ideas in this book provide enormous assistance to you in your adventures, whether they be a hero taking on the dangers of the world single-handedly or a party of companions questing onwards to glory. However you wish to use it, enjoy your adventures!

Daniel Quinlan, June 2024



To Jane and Arthur,
for their love and patience

2 - USING THIS BOOK

We have tried to cover a great many aspects in this book, hopefully everything your hero needs to have great adventures across Titan and beyond. Although each chapter has examples of how to use the rules and options provided, because there is so much included we are starting with a rough guide to help you steer your way around.

The first thing to say - and we will repeat this throughout this book - is that these rules and options are intended to make your experience of playing the game both easier and better and as such you should always feel free to modify, amend and ignore them as you see fit. They are intended to be a source of inspiration not a burden!

Chapter by Chapter Summary

In chapter 3 we cover general play guidance, difficulty levels and set out a detailed playthrough using an example hero. For people who are already experienced with using the Advanced Fighting Fantasy rules much of the play guidance will already be familiar, but we do recommend looking through it as we have included a lot of additional detail and guidance that is not included in the core rulebook.

It will also help you to understand some of the choices we have made later on. Part 3.2 covers difficulty levels and how you can make adjustments to the encounters and tests your hero will be facing - the important thing is that you end up with a game that is satisfying for you - and in part 3.3 we set out some example heroes and use one of them to do a detailed playthrough of some of the systems in this book, which will help you to navigate it.

In chapters 4, 5 and 6 we look at creating and playing in different types of environments; settlements, dungeons and the wilderness. For each we set out ways of building maps and populating them with encounters, both combat and non-combat based, and discuss specific aspects which are often overlooked such as foraging in the wilds or the consequences of getting caught by the city Watch, things that will bring depth and variety to your adventures.

In chapter 7 we look at social and cultural factors that can affect your hero or reflect their ambitions and in chapter 8 we provide a variety of rumours & events that introduce a feeling of adventuring in a living world - many of these options are outside the scope of what is strictly required for general play but help to make your hero and your world feel more real.

Chapter 9 and 10 deal with two very important things - villains and missions. Villains are your enemies and opponents, the antagonist against which you must fight to prove yourself a hero! Missions (or quests and adventures) are your means to do so - a series of tasks and encounters that your hero must overcome should they wish to face the villain and defeat them. Both chapters provide extensive examples for you to use and detailed methods to help you create your own enemies and quests.

Chapter 11 details the Adventurers Guild, which is a not entirely serious method of introducing some smaller quests and rewards, whereas chapter 12 explains how to assign rewards such as experience or social advancement for the missions detailed in Chapter 10. Finally, chapter 13 provides you with tables that generate random treasure for any monster that you defeat.

Quick Start Guide

For those of you that have a hero prepared and ready to go, you can get straight into the action by jumping to chapters 9 and 10, which cover villains and missions. You can start by finding a villain using table 9.1.1 'Who is your Opponent?' and then reading the description of your enemy to find out what challenge they have in store for you by rolling on their personalised mission generator table. This will take you to table 10.1.1 'Campaign Missions' which will provide you with a detailed quest to undertake.

After that, you will need a map. Some of you may already have maps you have created, in which case you can use chapters 4, 5 and 6 to help you fill in the details and generate encounters that include not just monsters to fight but also locations to discover and social situations to navigate. If you do not have a map, fear not! Those same chapters include extensive rules and guidance on how to build your map, with the emphasis on being able to do this quickly and with the minimum of effort whilst still producing something that has the depth and complexity you need to bring your world to life.

From this start you can go on to explore the book as you like. As you defeat monsters you can use chapter 13 to generate treasure and loot from the monsters you defeat and chapter 12 to find out what your hero receives as a reward for completing their quests. Chapters 9 and 10 show how to create more villains and quests and chapters 4, 5 and 6 will allow you to extend your maps indefinitely, whilst chapters 7, 8 and 11 allow you to add depth and variety to both your campaign and your hero.

Conclusion

However you choose to use this book our hope is that it becomes an invaluable resource full of ideas, options and guidance that can create worlds and adventures simply by rolling dice and adding a little bit of imagination, or by using those resources to enhance the places and people (both good and bad) that you have already brought to life. Either way, we would like you to remember that the aim is to enjoy your adventures and the stories you create and everything we have provided should be treated in that light. If you like it, keep it, and if you don't then change it to suit your needs. However you use the adventure creation system, we wish your heroes the best of luck with their adventures on Titan and beyond.

