

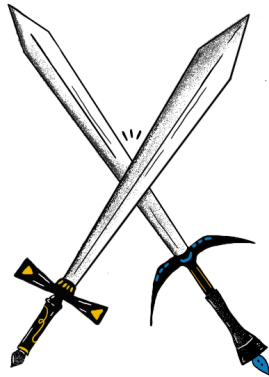


Rivals

A game of friendly rivalry.

By Disaster Tourism

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Overview



This game consists of multiple sections and any can be played as many times as the players choose.

Play consists of narrative prompts, tokens, and the game Roshambo (Rock | Paper | Scissors).

When prompted to play roshambo, players will play best of three. The player that wins two throws is the winner, and will then follow the instructions for that section as written.

Decide together with which section you'd like to begin. Let your characters, and the stories they tell, lead you through the game in whatever direction naturally flows.



The first player to hold 10 tokens prompts the end of the game. They may use this opportunity to narrate how they are heralded by Crestfall as the Town Hero.

Each player starts with two tokens. (For longer games, increase the number of tokens necessary to win)

These are the tales of two friends desperate to make names for themselves among the townsfolk of Crestfall.

Two brave adventurers who risk their lives on daring quests.

Two fools who sometimes find it easier to tell a tall tale, than solve a mystery. Competitive friends who vie for notoriety.

Two non-heroes desperate for heraldry and fame in Crestfall.

Before you begin your friendly rivalry, decide who you are, individually, and together.

Come up with a name, and short backstory for your characters.

Describe your relationship together, and how you got to where you are together.



The story so far..

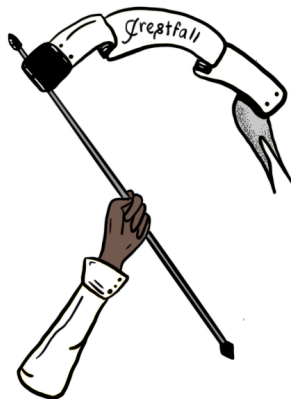
Crestfall is an isolated town locked deep in the forests of the kingdom of Myrtis. Many mysterious things lurk in the depths of the wood, curious spirits, dark magicks, and horrible creatures of all sorts. The townsfolk of Crestfall tend to keep to themselves, and stay within the boundaries of the town. But that doesn't mean what's outside won't come in.

Occasionally travelers may come to town bearing news of other kingdoms, selling wares, and whispering rumors of treasures or monsters. The burgomeister of Crestfall will often place these rumors on the Town Board for which any brave adventurer may try.

Oftentimes the townsfolk of Crestfall may see or hear strange things, or notice things go missing, and desperately want answers. Answers for which they're willing to pay.

But more often than not, the days are quiet, and dull, and in need of excitement, or activity. Not everyone is capable of entertaining themselves, so watching others is just as good.

You, the desperate heroes, compete for notoriety in this town, hoping that one day it will carry you somewhere far far away.

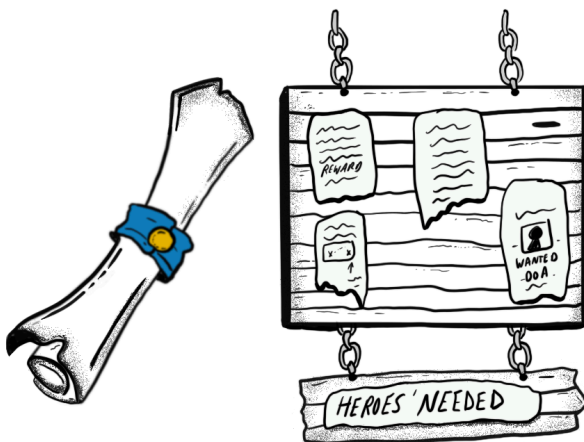


Town Board Quests

Town Board Quests are completed by a single player, called the Questing Hero from here on out. Once a job is decided on, the players will play roshambo to decide who gets to try the quest first. The winner becomes the Questing Hero, and begins to narrate their adventure. At any point during the adventure, the loser can spend tokens to introduce narrative complications to the story. This in turn prompts another roshambo. If the Questing Hero loses this round, they narrate how they've failed the quest, and return home. The loser of the initial round then sets out as the new Questing Hero, and the story begins anew. The second player may retain any information the first player discovered, and use that in their adventure.



The Questing Hero who successfully returns from the quest, wins three tokens, and may also roll on the Loot Table.



Quests Table

- 1- **LOCAL BOY DRAGGED FROM HOME BY BEAR:** RETURN DEAD OR ALIVE; SLAY THE BEAR
- 2- **NEWS OF GOBLINS:** HOARDS OF WEALTH UNIMAGINABLE; LAST SEEN DUGOUT IN THE MOUNTAINS TO THE NORTH
- 3- **HOODED STRANGER SELLING SNAKE OIL RESPONSIBLE FOR DEATH OF CRESTFALL NOBLE:** RETURN THE STRANGER TO CRESTFALL ALIVE FOR PUNISHMENT
- 4- **BUCCANEER SHIP CRASHED ALONG THE COAST TO THE EAST:** COLLECT THE TREASURE AND RETURN TO CRESTFALL
- 5- **KING OF IRATA'S PRIZED HORSE LOST TO THE FORESTS:** RETURN THE HORSE TO CRESTFALL AND REAP THE REWARDS
- 6- **ELDER TREE IN RAKER'S GLEN BURNED TO ASH:** RETURN THE ARSONIST FOR PUNISHMENT
- 7- **CRESTFALL PRIZED PIG SLAUGHTERED:** FIND AND PUNISH THE GUILTY PARTY
- 8- **BURGOMEISTER'S HOME LOOTED OVERNIGHT:** TRACK DOWN AND RETURN STOLEN JEWELRY
- 9- **BUST OF ARATT THE FIRST VANDALIZED BY BANDITS:** FIND THEM IN THE FOREST AND BRING THEM TO THE SQUARE FOR JUDGMENT
- 10- **KEYS TO CRESTFALL BANK DISAPPEARED:** SAFE LOOTED TRACK DOWN AND CAPTURE THE BURGLARS
- 11- **COBBLER'S DOG DISAPPEARED IN THE NIGHT:** TRACK DOWN AND RETURN IT
- 12- **DRAGON SIGHTED IN THE DESERT TO THE WEST:** SCOUT AND REPORT BACK
- 13- **TRAVELLING MERCHANT LEFT TOWN WITH FARMER'S HUSBAND:** RETURN HUSBAND TO TOWN, FIND OUT WHAT CAUSED THEM TO LEAVE
- 14- **STRANGE BEAST LURKS IN THE NORTH NEAR THE MOUNTAINS:** TRACK AND KILL IF POSSIBLE
- 15- **TAILOR SHOP BURNED TO THE GROUND:** TAILOR IS NOWHERE TO BE FOUND. TRACK THEM DOWN, AND FIND OUT THE CAUSE
- 16- **DEADLY TRAPS SET IN THE FOREST KILL DOZENS:** FIND, DEACTIVATE, AND COLLECT TRAPS, AND PUNISH GUILTY PARTIES
- 17- **TRAVELING CIRCUS LURES SPECTATORS TO LEAVE CRESTFALL:** FIND THE CIRCUS AND RETURN CRESTFALL RESIDENTS
- 18- **CARTWRIGHT'S PRIZED WAGON STOLEN:** FIND THE WAGON, AND RETURN THIEVES TO CRESTFALL FOR PUNISHMENT
- 19- **ORC RAIDING PARTY KIDNAPPED LOCALS FOR RANSOM:** RETURN RESIDENTS, KILL ORCS
- 20- **DRAGON BURNED VILLAGE TO THE NORTH:** TRACK AND KILL DRAGON



[d20] or create your own!

Questing Example

Kristoff and Ellex decide to try for the Goblins in the North. They play roshambo to see who will get first dibs on the quest.

Kristoff wins and begins to narrate his adventure:

I pack my things and begin the trek to the north. Luckily my mother lent me her mule, so the weeklong trip was...less of a struggle and I could bring all the food I needed.

Ellex spends a token to introduce a complication:

The first night in the forest your campsite is attacked by a bear, attempting to kill your mule, and eat your week's worth of food.

Kristoff and Ellex then play roshambo to see if that outcome causes Kristoff to fail their quest.

Kristoff wins the throw again, and narrates how he avoids the calamity:

I quickly run from my tent, grabbing a log from the fire, and my sword and begin to swat at the bear with alternating blows of blade and flame. The mule is scared but tied to the tree, and doesn't run. The bear however is fended off, but I sleep with one eye open for the remainder of the night.

Kristoff can then continue their story until Ellex decides another complication is warranted, for the sake of example Kristoff is successful each time and completes the quest, narrating how he completed it, and his journey home.*

I find the goblin's cave, small really, more of a cove dug out of the rock. I shot a few from the hedges at the edge of the clearing before rushing in to finish the last of them off. The gold rumored to be there was...less than what I imagined. But I returned home with this tale, and enough to feed us for weeks!

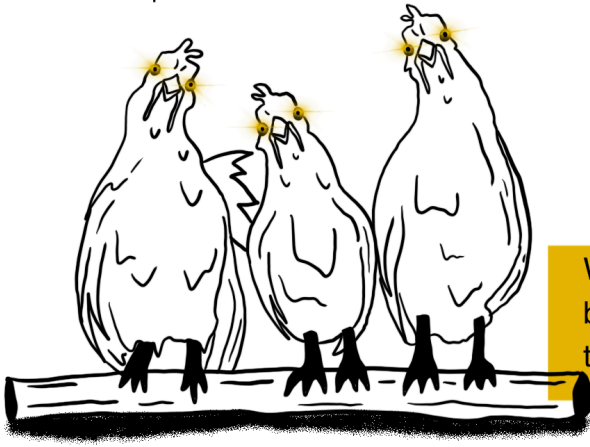
Kristoff then receives 3 tokens and rolls on the loot table.

*If Kristoff ever loses a roshambo that is initiated by Ellex, Kristoff narrates how the complication causes him to fail the quest and journey home. It is then Ellex's turn to attempt the quest as the Questing Hero.

Crestfall Mysteries

Strange things happen around Crestfall, and while the townsfolk often want answers, they don't always care if they're true. Sometimes things are just too dangerous, or too unknown to really try to solve, so the best thing to do is just...make it up.

When the two of you hear the inklings of a mystery, take turns creating fascinating tales around the cause, and resolution of it. After which, play roshambo to determine who has the more believable tale, and who will tell it to the townspeople.



Whoever has the more believable tale receives two tokens.

Mystery Table

1- **Krist Loerch:** Sawmill Owner - late last night, the lumber mill began to rumble, and saw, but no one was there to operate the machines.

2- **Grex Talos:** Baker - the past four days my pies have disappeared from my window sill. You may think it was children, but yesterday I watched, as it vanished before my eyes.

3- **Plissken Skean:** Farmer - the past two nights I've come out to my chickens standing on the outside of their fences, staring at me, unmoving.

4- **Dorrance Light:** Oracle - I know what I've seen, the dark unmoving shadows of my own self. Convince me I'm wrong, for I do not want to believe the truth.

5- **Ertus Ory:** Cobbler - Each night I arrange my unfinished shoes in a neat row. And each morning I awake and they are mismatched, and crooked. I watched last night, and they moved on their own...

6- **Frye Turk:** Abbot - The church bell rings at midnight, every night. It's supposed to. But why is it ringing in the cellar...

7- **Jurgen Argus:** Tailor - The suit I stitched for the burgomeister was standing on its own last night. And this morning the cuffs of the pants were muddy...

8- **Camus Abet:** Writer - My writings have all up and disappeared. I watched them walk away into the forest...I don't know that I want them back but I'd at least like to know why they left me...

9- **Klaus Pepper:** Groom - last night all our horses neighed in unison...and their eyes turned on us, glowing blue, and grey.

10- **Gable Ans:** Housecarl - the burgomeister's sword vanished last night. It was hanging on the wall again this evening, dripping in blood.



[d10] or create your own!

Mystery Example

Genevieve and Idalia hear the tale of Klaus Pepper and each try to come up with a believable story to set his mind at ease that whatever caused it wouldn't be coming back. They tell each other their stories, before telling Klaus.

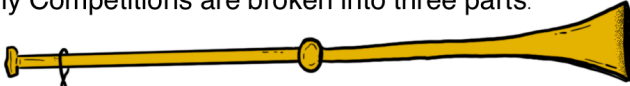
Genevieve: Deep in the forests, beyond the river of Caluthax, I followed hoofprints away from the stable. It seemed to me that whatever disturbed the horses was searching for something within them. Something to tie itself to our world. I believe with all my heart this is the spirit of Klaus' recently deceased stud Aruthel. He was searching for his mares, and when he found them, his spirit emanated throughout all of the horses in the stable, causing their eyes to turn blue and grey. He has found rest. I believe what he needed was a tie to our plane, so that his soul could pass, and he has.

Idalia: The whistling sounds I heard from the west led me to the western plains. Deep in a cave I found an old man. Carved into the wall, a crude image of Aruthel, Klaus' deceased stud. He was attempting to summon the spirit Aruthel, resurrecting him to be the dread steed of Iglex the Necromancer. I struck the old man down before he finished the ritual. The stabled horses I believe were linked to Aruthel, and were sensing something dark and trying to warn you. All is well now.

Genevieve and Idalia now play roshambo to see whose story is more believable, and who should be the one to tell that story to Klaus the Groom.

Friendly Competition

Friendly Competitions are broken into three parts.



Begin the story by deciding together when and where the competition takes place, adding as much introductory information as you choose.

Are there spectators? Is it a private event? Are you betting gold, food, or booze? The two of you will then begin your competition. Play roshambo, and whoever wins takes control of the narrative, and the competition. The winner of each throw will be referred to as Player One and the loser Player Two.

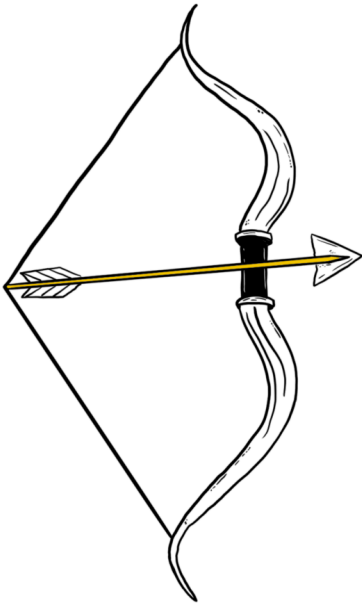


Player Two at any point can call the story to a halt, and introduce the second act of the competition's story. Throw best of three again, and the winner takes control of the narrative, and the competition as before.



At any point during the story, the losing player of the current act can spend a token to throw a challenge into the narrative. This is the Twist. Again throw best of three, and whoever wins takes control of the narrative for that act. This can only happen one time during the entire competition. The winner receives 1 token.

Competition Table



- 1- **The Fastest Feet** - Who can run the town circumference the fastest?
- 2- **The Tallest Tree** - Who can climb to the top of the town's tallest pine tree first?
- 3- **The Biggest Fish** - Who can catch the biggest, or the most fish?
- 4- **The Quickest Draw** - Who can shoot the most targets/birds?
- 5- **The Quietest Shepherd** - Who can herd sheep to their fold the quickest, but quietest?
- 6- **The Biggest Joker**- Who can get the most chuckles from a crowd?

- 7- **The Most Talented** - Who can wow the townsfolk with their impressive feats of talent?
- 8- **The Smoothest Saddle** - Who can jockey a horse through the town the fastest?
- 9- **The Sharpest Sword** - Who can beat the other in a friendly fencing duel?
- 10- **The Strongest Arm**- Who can exhibit the the strongest act of strength?

[d10] or create your own!

Competition Example

Dahlia and Kora are laying side by side at the river, recently the days have been dull, and the adventuring hasn't been so great. In need of some relaxing fun, they decide to put on a show for the town and compete in a fencing show

The two play roshambo to see who will be Player One. Kora wins, and takes control of Act I.

Act I: We two stand before a crowd of our friends and family, neighbors and strangers. We've bet a tankard of ale at Clarissa's Tavern on this fight. I draw my practice sword from its sheath, as you do yours, and we begin to spar.

Fanciful as it is, I clearly have the upper hand, having more skill and grace than you. And begin to press you back towards the edge of the ring...

Dahlia then halts the story, initiating Act II, after a game of roshambo. Dahlia wins the game, and takes control of the narrative of Act II.

Act II: Be that as it may, I find my footing against a fence post at the ring's edge. As you bat my sword from left to right, I find an opening, pushing off the fence, I thrust directly into your chest. While you manage to sidestep my thrust, you lose your footing, stumbling backwards and....

Because Kora lost the roshambo game for Act II she can spend a token to initiate the Twist

The two play roshambo a final time, and Kora wins, giving her control of the narrative at this crucial point.

Twist: I do stumble backwards, and fall. But not before grabbing hold of your sword's hilt as it passes my chest. I pull you down with me, using my legs to toss you over my head. Quickly I roll to my feet, and place my blade at your throat.

Submit!

Loot Table

- 1- an obsidian femur
- 2- a small pouch of bottomless gold dust
- 3- a dragon's tooth
- 4- a page from the first book
- 5- the bark of an ever-living tree
- 6- a skeleton key to an unknown lock
- 7- a red handkerchief laced with gold thread
- 8- the journal of a mad man
- 9- a wizard's crystal talisman
- 10- the sword of a long dead adventurer



[d20] or create your own, and use them to embellish future stories.

- 11- a black bear's paw
- 12- the hook of a master angler
- 13- four pitons from an traveling pack
- 14- a torch that doesn't burn out
- 15- the rusted iron manacles of a dead prisoner
- 16- a spell book in words you can say, but don't understand
- 17- the leftover soup from a recent campsite
- 18- a tarnished king's crown
- 19- a bejeweled ring from a corpse
- 20- a witches finger

Rivals is a competitive storytelling game,
using Rock Paper Scissors to guide
the story.

Go from zeros to heroes together in the
town of Crestfall.

Be as friendly or as cutthroat as you
choose. Adventure awaits.

Disaster
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