



Tavern games and epic trials!

Let’s play a game with the powerful Fate Finder!

Peruse the games below. Find one you like and gather some friends (or play solo). For added immersion in your TTRPG, use one of these games in your campaign with your players.

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The Trials of Fate

You are a daring adventurer attempting to complete a series of Trials that test your luck and skill. Your objective is to collect as many **Victory Points** as possible while surviving to the end of 10 rounds. Every round, you must choose which trial to face, and your decisions determine the outcome of the Fate Finder roll.

Setup

You will need paper and pencil or other means to record players' Victory Points.

1. Each player begins with **10 Victory Points**.
2. You will shake the Fate Finder to complete trials. Write down your current score after each round.

Gameplay

The game is played over **10 rounds**. For each round, follow these steps:

1. **Choose a Trial**

Before shaking the Fate Finder, choose one of the following trials. You may not select the same trial two rounds in a row.

- **Explore the Ruins (Play It Safe):**
Gain points equal to the number revealed, up to a maximum of 10.
 - Results **1–10**: Gain that many points.
 - Results **11–20**: Gain 10 points.
- **Disarm the Trap (Take the Risk):**
Gain points equal to the number revealed, but lose **5 points** if the result is below 10.
 - Results **1–9**: Lose 5 points.
 - Results **10–20**: Gain that many points.
- **Heroic Combat (All-In):**
Double the number revealed but suffer a major penalty for poor results.
 - Results **1–5**: Lose **half your total Victory Points** (rounded down).
 - Results **6–20**: Gain **double the number revealed**.
- **Steal the Treasure (Predict the Future):**
Predict your result before shaking the Fate Finder.
 - If your prediction is **exact**, **double your current Victory Points**.
 - If the number revealed is within **±3 of your prediction**, gain **10 points**.
 - If neither condition is met, gain **0 points**.

2. **Shake the Fate Finder**

Apply the outcome (a number between 1 and 20) based on your chosen trial. Update your Victory Points accordingly.

3. **End of Round**

Write down your new score and proceed to the next round. Continue until all 10 rounds are complete.

Victory Conditions

At the end of 10 rounds, determine the winner based on the following conditions:

- **Solo Play:**
 - **Survived:** End with **70 or more Victory Points**.
 - **Mastered:** End with **125 or more Victory Points**.
- **Multiplayer:**
 - The player with the most Victory Points wins.
 - **Ties:** Players share the win.

Additional Rules

- If your Victory Points fall below **0** at any time, the game ends immediately, and you lose.
- You cannot choose the same trial in **two consecutive rounds**.

Trial Reference

Explore the Ruins (Play It Safe): Gain points equal to the number revealed, up to a maximum of 10. <ul style="list-style-type: none">• Results 1–10: Gain that many points.• Results 11–20: Gain 10 points.	Disarm the Trap (Take the Risk): Gain points equal to the number revealed, but lose 5 points if the result is below 10. <ul style="list-style-type: none">• Results 1–9: Lose 5 points.• Results 10–20: Gain that many points.
<u>Heroic Combat (All-In):</u> Double the number revealed but suffer a major penalty for poor results. <ul style="list-style-type: none">• Results 1–5: Lose half your total Victory Points (rounded down).• Results 6–20: Gain double the number revealed.	Steal the Treasure (Predict the Future): Predict your result before shaking the Fate Finder. <ul style="list-style-type: none">• If your prediction is exact, double your current Victory Points.• If the number revealed is within ±3 of your prediction, gain 10 points.• If neither condition is met, gain 0 points

Over or Under

Test your luck and intuition! Shake the Fate Finder, predict whether the result will be **over** or **under** the previous result, and see how long you can stay in the game. Compete solo or with others to see who can outlast or outscore their opponents.

Single-Player Mode

See how many correct guesses you can make in a row. Try to beat your best score.

1. Shake the Fate Finder and observe the result. This is your starting number.
2. Before shaking again, predict whether the result will be **over** or **under** the current number.
3. Shake the Fate Finder again:
 - If your prediction is correct, you earn a point and continue with the new number.
 - If your prediction is incorrect, your streak ends. Record your final score.

Multiplayer Mode

Incorrect guesses eliminate each player. The last remaining player is declared the winner.

1. Choose a starting player and shake the Fate Finder. The number revealed becomes the starting number for the group.
2. Pass the Fate Finder to the next player. Before shaking again, the player must predict whether their result will be **over** or **under** the previous player's roll.
3. Shake the Fate Finder again:
 - If the prediction is correct, the player stays in the game, and the new roll becomes the number for the next player.
 - If the prediction is incorrect, the player is eliminated. Play continues with the remaining players.
4. Repeat until only one player remains. This player is the winner.

Closest to 20

Shake the Fate Finder and accumulate points, but don't get too greedy! The goal is to get as close to 20 points per round without exceeding it. Play solo or compete with others to see who can reach **200 points** first.

Gameplay

The game is played in **rounds**.

1. On your turn, Begin the round with 0 Round Points.
Shake the Fate Finder and add the result to your Round Total.
2. After each result, decide:
 - **Shake Again:** Add the new result to your Round Total.
 - **Stop:** Add your Round Total to your score and pass the Fate Finder.
3. **Bust Rule:** If your Round Total exceeds 20, you score **0** for the round and pass the Fate Finder.

Winning the Game

- **Solo Play:** Reach 200 points in the fewest rounds possible.
- **Multiplayer:** The first to reach 200 points wins. If tied, the highest total wins.