HEADS or Tales! Fantasy supplement

"I loot the body."

Fantasy games are all about going on impossibly difficult quests and emerging victorious. Not only that, but they call it fantasy for a reason. Make it fantastical! Go over the top describing the appearance of the gruesome troll in the forest. Swing your mighty hammer and cave in the heads of all the goblins around you. Open that treasure chest and take in the overwhelming wealth you've earned. Go all out with this adventure, and may your coins flip true!

Character Examples:

Below you'll find some examples of character types that you can play as in your Heads or Tales game. Keep in mind that this is not a comprehensive list, nor should you see it as a list of required characters. Pick and choose elements that you want to emphasize, or make up a character type of your own design! The important thing is that you are excited to play this character.

Players: Knights, wizards, thieves/rogues, paladins, druids, barbarians, bards, clerics/priests

NPCs: Townsfolk, goblins, dragons, monsters of all shapes and sizes, royalty
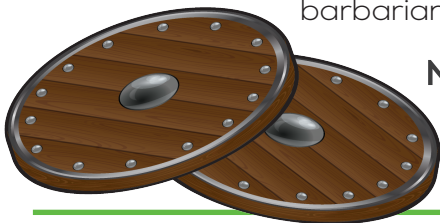
GM Scenarios:

Sometimes it's hard to come up with your own scenario for a roleplaying game, especially if you need to do it on the spot. We're here to help you out with tables below, which you can quickly use to get the basics of your story set. Feel free to use this information as much or as little as you need. And keep in mind that you don't need to share all of this information with the players right away. Sometimes it's more fun for the GM to have a few secrets up their sleeve.

To use a table, simply flip a coin two times. The result of the first flip determines what column to look under, while the result of the second flip determines the row. Flip on as many of the tables as you need to get a scenario built!

Quest Giver:

	1st H	1st T
2nd H	Barkeep	Old Mage
2nd T	Local Royalty	Rumors on the Street

Threat:

	1st H	1st T
2nd H	A Great Beast in the…	The Forest Seems Alive and…
2nd T	Bandits Savage this Land	Unkown Power from a Local Tower

Loot:

	1st H	1st T
2nd H	Weapon of Great Power	Riches Beyond Compare
2nd T	Lands to Call Your Own	Magic Power Barely Understood

Worldbuilding:

Creating role playing stories and worlds shouldn't be the responsibility of the GM alone. On top of that, it's more fun if you all contribute to building the world you're about to play in. Below you will find some questions that the GM can ask the players at the very beginning of the session. These questions will help give some detail to the world, and more importantly allow the players to be contributors to the world's feel. GMs, make sure you don't act like your word is law. Let the players inject their ideas into the game; you'll find that it is more fun for everyone that way!

- Is there magic in this world? If so, how prevalent is it? What does it look like?
- Are their multiple races in this world? Are there elves, dwarves, orcs, etc, or is this a solely human world? What are those other races like?
- What are the relationships between the races?
- What is the state of the world? Is this a time of great wealth and prosperity? Or is the land under the control of a darker power? Where in the world are we right now?