

# Directions to Players:

## Fantasy Spoils: After the Quest

Link: <http://meanwhilenetprov.com/fantasyspoils/>

### To get started

Join our Fantasy Spoils discord: <https://discord.gg/BQ5FxUU>

Create an account on Discord (when prompted)

Make a character: <https://www.dndbeyond.com/> (Suggested: Quick Build option)

Upload your character (type: !beyond <url for your character>)

Prologue: (Chapter the Zero)

Introduce your character (#character-introductions)

Now tell us what happened during your last battle (#season-1-recapp)

As you design your character, think about who they? What are their strengths? What were their heroic deeds? And now ask, what was the cost?

Chapter the First: Asynchronous Play:

These are ongoing threads where you can write the day-to-day recovery progress and regress.

Write in one of the 3 main forums: Repairs, Recovery, Lawsuits

Chapter the Second: Synchronous Play: The Campaign!

Bureau of Campaigns

Are you ready to face a recovery monster? Time to go on a Campaign!

Apply to join an adventuring Party or Volunteer to be a Drudgeon Master!

Join an Adventuring Party (or we can assign you to one) and get ready for your quest.

Launch your Campaign in any available Campaign channel

Read over the #Sample-Campaign for an example of game play.

A drudgeon master will assign you an abstract monster to battle, and you and your crew will seek out and battle this monster. You will need to work as a team to defeat the monster.

After Quest:

post the aftermath. What happened?

Fantasy Spoils Netprov Writers' Tips

Here are some ways of weaving ongoing stories amid the hubbub of Discord.

Think of having the characters of your adventure party describe their individual experiences of a single event in the #season-1-recap channel. For example: The Bottleneck at Transit Pass, or The Great Shortage on Paper Product Isle. The repetition of the name of the event will knit the posts together.

Then, if you'd like, the travails of the #repairs, #recovery, and #lawsuits channels could largely refer back to that same single event.

As always with netprov: support and build on others' characters and ideas.

Prearrange with your party to all write about a single place at some point in their narratives, for example: The Coughing Pangolin Tavern.

Prearrange an invented slang word or expression that everyone will use. This achieves a totally flemertious effect.

think bout given thy character an unik mode of scripting . . . an accent, as t'were

Play with the oral D&D tradition of shifting seamlessly from the third person "Butterloess does this, Butterloess does that..." to the character's first person "I, Butterloess of Modesto, hereby..." to the player's first person "I don't think Butterloess knows kung fu." This is a fascinating language arts phenomenon. Let's heighten it!

As a soul-exalting, two-layer storytelling challenge: fictionalize the player as well as the character.

Resources:

A Brief introduction to Dungeons and Dragons

Fantasy Spoils Introductory Videos:

What is Dungeons and Dragons

How To Build a Character

How to Navigate the Fantasy Spoils Discord

Other Ways to Play:

Create a monstrosity of your own! What internal beasties do you go up against?

Do some world building! Describe the land of Fantasy Spoils!

Running a Campaign, for Drudgeon Masters:

To truly be a Drudgeon Master. See the Drudgeon Master's Guide

To run a Campaign, you just need to assemble a group (or be assigned one). Then lead that group on an adventure to tackle one of our monsters. You can find all of the monsters here in the Manual of Monstrosities (Monsters in text form -- easier for cutting and pasting) or the Beastly Bestiary (Monsters with D&D-style cards).

Blubbery Bureaucracy

Endless Ennui (un monstair francais)

Ambient Apathy

Alack of Motivation

Desolate

Despair

(aka

Smaugly

Smog)

Although these can be imported and fought against, we recommend mostly roleplay with occasional d20 rolls for Dice Challenges. In other words, just have your players roll (by typing !roll) and see if they hit or exceed a pre-set challenge number (1-20).

To Roll the dice, just type