

# Small Battle Games

Compiled from E-Sam

## **Hunting**

Glenalth

Take one person and send them out to hide with a 150 count head start. The remaining players are sent out 1-2 at a time. Options: give the first player a monster class or invulnerabilities.

## **Hold the Treasure**

Glenalth

No teams, incredibly short death counts, one object that needs to be held at the end of the game to win. Possibly a difficult to fight with object like a basketball or treasure chest.

## **The One**

Glen

With only three people fighting, we usually point. Some people call it "The One." You start out free for all until only one person is left, that person becomes The One. (Or the point) As soon as he says "me" to indicate he realizes he is the last survivor, it becomes a two on one situation versus him. If he kills both other people, he says "me" again to acknowledge his victory and the 2 on 1 immediately begins again. If both attackers kill him and survive, they immediately turn on him to determine who the last one standing is. When only one player remains alive, he calls "me" and becomes the new point. Everyone then comes alive and combat immediately ensues. If you want to keep score, then only the point can get points and he gets one for each person he kills. This can also be played as a 5 person, 3 on 2 game.

## **Juggernaut**

Glen

You have one juggernaut, who has five points of protect. Everyone else is against him. Every person he kills earns him a point. As soon as someone else kills the Juggernaut, they become the new Juggernaut, recovering all wounds and getting five points of protect. Dead players have a 25 second death count. We found that if you have more than about six people attacking the juggernaut you need more than one juggernaut, so settled on about a 1:5 ratio of Juggernauts to attackers.

## **Goblin Treasure**

Saew

I took a small wooden trunk and locked it using three key rings after putting some candy in it. then told everyone that we were all pop goblins trying to open the treasure, game ends when someone opens the treasure and eats it....lots of backstabbing followed

## **Finders – Keepers**

DasArcaneStars

We took all the weapons, scattered them around on the ground, had everyone get at least 15' away from the weapons, and then on the signal of 'go', you could run and pick them up. If you happened to pick up a spellbag with spellballs or enchants in it, you could use any of those spellballs or enchants as a class of that level... but if you didn't know the incantations... you were fucked....

## **Armoury**

Shotgun\_Holiday

Every weapon you can find is put into a pile and an arena is marked off. Then each combatant chooses a weapon and everyone fights. Then the loser(s) give(s) the winner their weapon(s), and he makes his own pile of loot. Then the losers choose a new weapon from either their personal pile or the main pile. You lose the **game** when there is no weapons left for you to use, in your personal pile or the main one.