

# An Adventurers Guide to a Coordinated Fighting Team

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Many novels and treatises have been written about the aspects of combat we are familiar with. In this paper I will attempt to show you how these skills can be used in unison to make a cohesive and effective fighting team. If you are reading this, chances are you are an adventurer. Regardless of your experience the information you find within these pages will help to make you a useful addition to any fighting group. We will speak in length about the role that each profession plays in a military/adventuring group. We will also talk in great detail about the role that said groups' play in protection of their respective towns.

One of the biggest benefits of being part of a military or adventuring group is the fact that you have experience with the other members of your group. Fighting along side each other for any period of time you will learn your members' tendencies and quirks and learn to make up for any inadequacies they may have. Prolonged time with your group will also build confidence and trust in each other. The greatest advantage a group can have is to be able to go into battle and know that no matter what happens your group will be there to help you should you falter.

## **The Seven “Adventurer Professions”**

There are several characteristics that are often seen in any effective combatant. I will attempt to list these characteristics and go into some detail.

- **Mental Clarity** – Part of being effective in battle is being able to clear your mind. Any distraction while in combat could prove detrimental or even fatal to yourself or your teammates. While in combat you need to exert your full concentration on to the opposing force, be it human or monster alike. There are many suggestions as to how one can achieve this mental clarity. However, most experts in this field feel that meditation is the greatest way to achieve this.
- **Free thinking** – Now, I want to state before any of you think that I am giving you the permission to ignore direct orders I AM NOT. However, I am saying that there is a time where the original plans do not work as expected. An individual needs to be able to think on their feet and make adjustments as needed. Being able to make said adjustments without second guessing ones self may often turn the tides of a battle.
- **Leadership** – While most groups only have one leader there is a time and place where you need to step up and take the lead. In the heat of battle the group leader is just as likely to be killed as the rest of the group. Many a time I have seen an entire group or town fall because the leader fell. **THERE IS NO EXCUSE FOR**

THIS. A good Fighter should and can lead his comrades in battle. Always remember that your ability to take charge in a time of need can and will affect the outcome of the battle.

- Fearlessness – By fearlessness I do not mean charging blindly into battle without a thought. That is not fearlessness that is stupidity. Fearlessness to me is being able to acknowledge that each fight may be our last and still having the courage and conviction to go out and face the enemy. As adventures and soldiers we need to realize that from the second we leave our tents our lives are in danger. However, a good soldier will be able to place this aside for the good of their town or comrades.
- Readiness – A good soldier/adventurer should always have their equipment in a good state of repair. You must also have your equipment on hand as you never know where or when the enemy will strike. One must also possess a keen an observing eye. Preventing your enemy from striking a surprise attack is a heavy blow to their morale.

Now, I am by no means suggesting that an adventurer/soldier without all of these skills cannot or will not be successful. These characteristics are however something we should strive for. As with anything else this same rule applies here, any group is only as strong as it's weakest member. Thus ascertaining these skills for self-betterment should be a top priority for any soldier or adventurer.

However, the main focus of this treatise does not lie on the individual soldier or adventurer. The main focus lies on the role each individual will play within his or her group. Each adventurer will have something different to offer the group be it spells or combat skills. Below is a detailed list of each profession and different variation within that profession. Hopefully this list will show all the members of the group what they should be doing and how to be of maximum effectiveness to the group.

- Fighters – The Fighter is the mainstay of most adventuring groups or military units. They are often called tanks as they have the ability to wear more armor than any other profession. Another important characteristic of the Fighter is unlike magic users Fighters are able to use their primary ability (Weapon) an indefinite amount of time. Thus making the primary function of most Fighters to absorb damage and to inflict as much as possible. By having your Fighters in the front ranks you will greatly reduce the damage done to your members who are somewhat more frail. However, there are several different sub-professions of Fighters within the profession as a whole. The following a more specified types of Fighters and what their role should be within your group.

- Sword and Shield – The most common weapon set the sword and shield is often considered by most to be the most effective for Fighters. Shield can however be bulky and cumbersome thus it sometimes lowers a Fighter's natural dexterity as well thus making them a favorable target of Alchemists and Spell Casters. Even with this limitation it does add a huge advantage that one should not ignore when it comes to melee combat. Even newer adventures or soldiers who are unable to use their weapon with great effect can use their shield to help hold off their enemy. There are many different techniques that can be incorporated with the shield. Many talented strategists have written treatises about these and as such I do not feel the need to cover it here as well. However, they all generally involve your shields in the front of the group.
  
- Two Weapons – While this fighting style is more common among Rogues I feel it is pertinent to mention it here as well. While this style does have its positives points, such as, giving the Fighter a bit more dexterity to be able to physically dodge gas globes and spells. There are downsides as well, without the shield the Fighter is also offered less protection from melee attacks as well having to decide where to place their weapon strikes. While in theory this combination of weapons would allow for an individual to do more damage it usually does not work out as well in practice. It takes an individual who is skilled with the use of swords to make this an effective choice. The role this sort of Fighter plays in the group really depends upon the group. Most often a group will place them behind the sword and shield Fighters and use them to fill in should one fall or is affected by a magical spell such as fear, bind or web.
  
- Two Handed Weapon – The two handed weapon while it does not fit well into the solo combat scene it does however serve its purpose in a group. The two handed weapon offers less protection than sword and shield or two weapons and as such they should not be on the front lines of a fight. They are however very effective when lined up behind a shield wall. The length of a two handed weapon lets it easily be thrust past or swung over top of the shield wall giving the enemy more weapons to contend with. Two-handed weapons also seem to come in handy when it comes to doorway battles as it allows you to reach the enemy before they can reach you. The size benefit offered by these weapons also happens to be one of their biggest disadvantages. This weapon cannot be used with much to any effectiveness in closed quarters situations such as inside most buildings and inside of tunnels. Without being able to use your weapon you become nothing more than a target. I have often seen times where individuals with two-handed weapons go into a tight area and they end up doing nothing more than separating the front line Fighters from the healers. I suggest that anyone who uses a two handed weapon should also carry a secondary shorter weapon.

- Archery – The forth and final style I am going to talk about here is Archery. In my opinion an archer is one of the greatest assets a group can have. Most decent archers can stand toward the back of a formation and inflict an amount of damage close to that of a front line Fighter. So it is very beneficial to have people who can deal that constant damage without a having to worry about their health. There are also several downsides to archery as well. Unlike swords bows take arrows, which means an additional cost for the arrows that are used. One of the other disadvantages of using a bow is that once an enemy gets within melee range it is near impossible to attack unless you have a secondary weapon. Once again this is a weapon style that I do not recommend for adventurers or soldiers without a group.
  
- Scholars – Scholars whether they are Earth or Celestial are an integral part of any successful army or adventuring group. Though all scholars have a limited amount of skills they can use per day their presence within a group is a must. Be it dealing heavy amounts of damage or bringing back fellow soldiers or adventurers from the brink of death. As scholars have to memorize their spells the casters within a group should make sure that between them they have memorized all of the spells as you never know which spells you will need. I have often been on adventures where the casters have failed to plan amongst them selves and have been unable to finish the quest. So once again I stress the fact **PRE-PLANNING BEFORE MEMORIZING YOUR SPELLS IS A MUST!!!** All of that aside we will now speak about how each type of caster works within their group.
  - Celestial Casters – The Celestial caster is predominantly a damage-dealing caster. While they have some incapacitating spells like pin, web, bind, sleep, and imprison. However their primary role in the group is to deal massive amounts of damage quickly. As a caster however you are very limited in the amount of armor you can wear and also from my observations I find casters are quite frail compared to the other professions. I also find that younger adventurers do not do as well as seasoned adventurers as a Celestial caster. However, if the Celestial caster is in an established group that has availability to battle scrolls they can be just as effective.
  
  - Earth Casters – Earth Casters are probably the most important profession in your group. Your Earth casters are able to heal damage done to other party members as well as fix any adverse spell effects. With an experienced Earth caster you should be able keep your tanks up at all times. However I warn you most Earth spells can be reversed. This is known as necromancy and is **ILLEGAL**. You should for no reason cast a chaos spell. Although the allure of the dark power is strong you must **NEVER** cast chaos. Necromancy is a **VERY** serious crime and frowned

upon by the Kingdom and in all law-abiding lands beyond. The casting of chaos has also been said to cause an imbalance in the planes. However, I will get into this in a separate treatise.

- Formalists – While formalists can be either Earth or Celestial I felt that for simplicity sake they should be grouped together. While the formalist's role in combat is the same as their profession role the formal magic adds a benefit that is not combat related. With the proper components and formal magic scrolls the formalist is able to craft magic items and weapons for his or her group. It will also allow for the castings of circles around the groups cabin or tent. Formalists can also change the skills or race of any party member should the need arise. While a formalist gains no extra skills in combat they are always an excellent addition to any fighting group.
- Rogue – Though Rogues are usually a stealth profession making them more common among single adventurers it can and does play a role within an adventuring/military group. Rogues just like Fighters have multiple fighting styles, which makes them diverse enough to fit into any group. As these styles have been mentioned already in this treatise I will only list the styles that are usually just found within the Rogue profession. Where as the Fighters greatest asset is their heavy armor the Rogues greatest asset is being able to waylay. The Rogue's job in the group is to generally flank around to behind the enemy and render them unconscious. This often will cause the Rogue to be separated from the group thus cutting them off from healing and protective spells. It is imperative that the Rogue exercise caution because as they are coming in from the back of the enemy they may also be attacked by adventurers my mistake. You need to make sure to call out to your team so they know you are friendly.
  - Single Weapon – Some Rogues prefer to just carry a single weapon as it allows for a greater mobility. As most Rogues prefer to operate in a stealth mode the limited weapons and shield gives enables them to be a bit more silent. The limitation of a single weapon is the obvious lack of protection. However, if you do your job as a Rogue correctly then you should never be in a melee situation.
  - Alchemy - The Alchemist is an often-overlooked part of an adventuring or military group. Alchemists are able to make many gas and poisons that can help the group. Some creatures that take no effect to magic will take effect to alchemy. Alchemy also has some drawbacks that might make some adventures think twice before taking it up. The Alchemist has a limited amount of gas globes at any given time. Just like archery Alchemists need to buy their gases. Most groups however will supply their team with gases as it benefits the group as a whole. The biggest drawback

however is that any creature that does not have a metabolism will be resistant to alchemy, the most common of these creatures are undead. One of the other drawbacks is that there are a few races that are resistant to poisons.

- Templar - Templars are a mix between a Fighter and a scholar. However, Templars find it harder to learn fighting skills than a normal Fighter. The same can also be said about their magical abilities. As such many newer adventurers may find it is hard to start out as a Templar. Although, the more experience a Templar gains the more they will find how Templars are more adept than Fighters when it comes to magic and vice versa. Just as Earth and Celestial casters have their own roles in a formation as do Earth and Celestial Templars. With their ability to be a front line Fighter or to be a scholar Templars are one of the most diverse member of your adventuring group or army.
- Earth Templars – There are many different views on how Earth Templars should be utilized within the group. However they should be utilized based on the type of Earth Templar the individual is. Just as there are varieties of Scholars there are also different types of Earth Templars. The following is a basic list of the three types most often seen.
  - Combat Oriented – Some Templars focus more on the melee portion of combat and learn only enough magic to heal or possibly confine an attacking enemy. Combat oriented Templars will often use spells like web, pin and bind to their advantage. By doing this they are able to incapacitate their enemies with a greater ease than your typical front line Fighter.
  - Magic Oriented – There are also Templars who tend to focus more on the magic side of combat. Most of which will generally take just enough combat skills to be able to effectively defend themselves if they happen to get stuck in the middle of a melee battle. This type of temple is also effective in keeping the front line Fighters healed as well as protecting the other casters.
  - Equally Balanced – This is what is most often considered a true Templar as they use their magic and melee abilities equally. Most individuals within this profession are able to effectively heal the front line Fighters as well as being able to step up and take the place of that Fighter should they happen to fall in battle. This balance makes the Templar one of the most effective members in a group.

I would like to point out that Earth Templars can and often are utilized differently within many groups. I however view Earth Templars in the same way as I view Earth Scholars. I believe that both of the afore mentioned professions are best utilized as “Support” professions. By that I mean that for all intents and purposes they should not be

considered as a combat profession. I feel that their greatest use to the group is as a healer. I would also like to state that anyone considering being a Templar that concentrates more on melee or magic should consider Fighter or scholar and add the other skills as needed.

- Celestial Templars – As with Earth Templars there are also three basic types of Celestial Templars. While they are very similar to Earth Templars I do feel that there is enough differences in them to warrant a quick over view of each one. I will also say right now that I believe Celestial Templars should take a more active role in combat. Scrolls recording Battle-magic are much easier to understand than actual spells. Casters who can Read Magic can use scrolls to great efficiency even casting spells which they are not capable of memorizing. In the common vernacular of spell-casters knowledge of 4<sup>th</sup> Circle spells is all a Celestial student needs to understand even 8<sup>th</sup> Circle battle magic scrolls.
  - Combat Oriented – While Celestial Templars are able to incapacitate enemies in the same way Earth Templars are they do have several advantages. Celestial Templars are also able to disarm and shatter their opponents' weapons and shields giving them an added edge in combat. Celestial Templars are also able to cast spells from scrolls giving them the ability to cast a lot more spells than they are able to hold in memory (and may use spells they may not have mastered by memory as well). This in my opinion makes the combat oriented Celestial Templar one of the strongest professions.
  - Magic Oriented – With the ability to deal heavy damage with their spells whether they are cast from memory or scrolls and their ability to protect themselves in melee combat the magic oriented Celestial Templar is a force to be reckoned with on the battlefield.
  - Equally Balanced - An equally balanced Celestial Templar poses a double threat in combat. They have great skill and technique when it comes to using their weapon however they also have a great command over their magical abilities. When you add to this their ability to cast battle magic from scrolls you are presented with a front line fighter who is able to render their opposition useless.

The biggest thing with Celestial Templars is being able to get enough battle scrolls. Celestial Templars are one of the strongest professions in my opinion if the group is able to help supply them with battle-magic scrolls. Without scrolls however the Celestial Templar early on in his career is nothing more than a watered down fighter with a few spells.

- Adept – Your Adept is going to be similar in nature to your Templar with slight exceptions. Templars are a mix of a Fighter and a Scholar where as the Adept is a combination of Rogue and Scholar. As with the Templar most

young adventures will find this profession slightly more difficult than a Rogue or a Scholar. This profession can also be broken down into two sub-professions both of which can be further broken down into more specialized roles. However the Adepts general role in the group is mostly the same as a Rogue.

- Earth Adept – In my opinion the Earth Adept is probably the strongest of the Adept sub-professions. As the Adepts job is generally flanking, the ability to be able to heal them self is invaluable. They are also able to use such spells as web pin or bind which helps to create an easy escape. The Earth Adept profession can also be sub-divided into three smaller professions.
  - Magic Oriented – Let's face it the whole purpose of Adept is to be a Rogue with some magic. Honestly, if you want to delve into magic you should consider playing a Templar or a Scholar. As an Adept your primary job is flanking the enemy and usually attempting to render the unconscious.
  - Combat Oriented – In my expert opinion this is strongest of all the Adept professions. Strong combat abilities allow for the combat oriented Earth Adept to be able to get in and do there job effectively. Then if you add to that their minor amounts of healing which allows them to heal themselves without having to fumble around blindly for potions.
  - Balanced – A balanced Adept is not as strong as an Adept who specializes in combat which in my opinion makes it a weaker sub-profession. However, their extra magical abilities make it easier for them to heal their Rogue counterparts.
- Celestial Adept – The Celestial Adept is in my opinion the weaker of the two sub-professions. Their ability to cast offensive magic from memory and from scroll is greatly over shadowed by their inability to heal themselves. However, their ability to cast spells such as pin and web from scrolls gives them a slight advantage when trying to flee.
  - Magic Oriented – With the availability of scrolls the magic oriented Celestial Adept is probably the weakest of the Celestial sub-professions. I do not recommend heavily concentrating on Celestial magic for any profession other than a Celestial Scholar.
  - Combat Oriented – The combat oriented Celestial Adept would probably be my favorite sub-profession here. Most Celestial



Adepts that are concentrating on only the aspects of combat and not the magical arts, which makes them more effective as a Rogue, type character. As I have said before any Celestial Sub profession whether it is Templar or Adept really needs is the ability to cast a Fourth Circle spell. In doing this they are able to cast spells up to the Eighth Circle from scrolls.

- Balanced – The balanced Celestial Adept while it is stronger than the magic oriented Celestial Adept in my opinion also suffers from the same major drawback. Celestial Adepts need to focus on combat. While this sub-profession is better in a combat situation I still feel they concern themselves too much with magic, and in doing so, they make themselves weaker than they need to be.
  
- Scout – The Scout is very effective in melee combat as well as with their ability to flank. Scouts also find they can wear more armor than many other professions. With the ability to wear heavy armor and the fact they can deal as much damage from the front as they can from behind the Scout makes for an excellent addition to any Adventuring Group or Military.
  - Fighter Type - This type of Scout generally focuses most of their time learning how to become more effective in melee combat. With their heavy armor and proficient melee damage this type of Scout can stand in the front lines with almost any fighter. However, unlike most front line Fighters this Scout can also sneak behind their enemy and effectively use waylay.
  - Rogue Type – The Rogue typed Scout will often wear less armor than their Fighter typed counterparts as they are more focused on the stealth aspects of combat. While most of these scouts do more damage while fighting the back of opponents most are able to be more effective in melee combat than your average Rogue.
  - Balanced – The Balanced Scout with a lot of combat experience is the strongest combat professions. Most new adventurers however will often find this to be a difficult profession. With a lot of work and perseverance this profession is in my opinion the strongest combat profession. With his or her ability to deal heavy damage from the back and considerable punishment from the front the balanced Scout is defiantly someone you shouldn't leave camp without.
  
- Artisan - This is the most useless “profession” any Adventurer has ever claimed to follow. Most of their time in combat will be spent on the ground bleeding or dying. Artisans also have a knack for sucking up a large amount of a groups' life and healing spells. Although in my experience Artisans make

excellent trap checkers as they are greatly dispensable. However, below is a list of the common uses of Artisans.

- Pack Mule – One of the greatest advantages of an Artisan is that although they can't contribute to the battle they make excellent Pack Mules. There is nothing greater after a long battle than having someone to carry your weapons and armor. This helps to keep the people who actually contribute to the battle refreshed.
- Home Maker – Let's face it we all want a warm meal and a cold drink after a long hard battle. Who better to stay behind than the Artisan, love them or hate them we all know they can't contribute.
- Hostage – With their renowned ability to be completely ineffective in combat Artisans do an awesome job of being taken hostage. This is nothing to fear though as soon as their captor sees their newest hostage has absolutely no purpose they will beg you to take them back. After all who wants a whiney useless hostage? However, this gives you an upper hand. Make sure that no matter what you do not take your Artisan back until all of your demands have been met.

I do apologize if I have offended the entire 2 Artisans that are actually in existence. Although, it is a well-known fact that Artisans have NOTHING to contribute to a combat situation. Seriously, leave your Artisans where they belong, the workshop. Let them make your production let them cook your meals let them polish your armor but I beseech you DO NOT LET THEM FOLLOW YOU IN TO COMBAT. There is no reason for them to be there. All they do is drain your life spells and your healing spells. I will repeat one last time Artisans have no use at all in combat. Moreover, there is absolutely NOTHING an Artisan can create that you or your group can't purchase from a merchant (who, of course, is likely an "Artisan" as well).

The previous seven professions and all of their sub-professions in any combination will, I believe, make up all of the adventuring and military groups. As we have already discussed the individual parts of the group we will now discuss the group as a whole.

## **A Strong Group**

Every group needs a strong leader. By strong I am not referring to their physical strength I am referring to their leadership ability. The leader should be able to make all decisions for the group on and off of the battlefield. This leader should also be able to speak for the group on all matters. It is important to only have one person doing this as when there are more it tends to complicate things and everything tends to get chaotic. That being said it is also important to have one or two other members in the group that

everyone trusts. As there are times when the groups are without their leaders for some reason it is imperative that the group has someone else that can take charge.

In all of my experience I have found that the greatest leaders are the ones elected by their peers. People tend to be a bit less apprehensive about following a leader in to battle that they have total confidence in. The group also needs to know that they will not be ordered to something that the leader would not do their self. I also feel that the leader should lead his group and by this I do not mean standing in the back lines shouting orders. It is my firm belief that a leader cannot lead from the back.

The final thing I would like to touch on in this treatise is communication. At all times you need to have good lines of communication between all members of the team. Each group should consider having a group of verbal commands and practice the regularly. It is extremely imperative for professions such as R and Scout to maintain communication with their group in some manner as they are usually separated from the main group. This communication helps to prevent the Scouts and Rogues from being mistakenly attacked by the group.

While this treatise is in no way the end authority in small group fighting it has been compiled with years of battle experience. I hope what I have written here will at least help you in some way. I wish you all the best of luck with your groups. May the Honor of the Kingdom be yours.