

Para Tryp Research Organization

Presents

Para



Roles

Open Beta 1: Feel free to enjoy this sneak peek at Para Roles! The artwork is original concept art and will be replaced for the final edition. Additionally, the purchasable version will come with complete decks of cards, tokens, maps, and placemats for use in play. Please add any and all comments/questions/concerns to the message box found at paratryp.org/ParaRoles. Enjoy!

Description:

A card game for role player enthusiasts and newcomers.

Multiple Choices!

4 Basic Player Roles: Protector, Healer, Damage, and Support

18 Prestige Classes!

Lots of Treasure!!!

Support and Donation:

If you enjoy this game then consider making a donation to Para Tryp Research Organization. Aid in the struggle against real threats to humanity: tri-Tryp diseases. Visit paratryp.org for more information today!

Needed for basic play-

4 decks of playing cards (Each containing 56 cards; with jokers and advertisement cards used for ability markers)

4 alike tokens

1 unique token

1 six sided die

Playing Card Number Hierarchy-

Ace (14) > King (13) > Queen (12) > Jack (11) > 10 > 9 > 8 > 7 > 6 > 5 > 4 > 3 > 2

2's will always succeed on stat checks (even when equal to a player or enemy stat of 2).

Basic Components

Player Stat Deck-

Separate cards by suit from 1 of the decks of playing cards. Set aside Jokers and Advertisement Cards. Shuffle each suit individually.

Hearts will serve as the life stat (Health)

Diamonds will serve as the armor stat (Defense)

Spades will serve as the to hit stat (Attack)

Clubs will serve as the trickery stat (Trick)

Enemy Stat Deck-

Separate cards by suit from 1 of the other decks of playing cards. Set aside Jokers and Advertisement Cards. Shuffle each suit individually.

Hearts will serve as the life stat (Health)

Diamonds will serve as the armor stat (Defense)

Spades will serve as the to hit stat (Attack)

Clubs will serve as the trickery stat (Trick)

Defeated Enemy Stat Graveyard-

After an enemy is defeated, the used stat cards are placed in piles by suit.

Random # Deck-

Set aside Jokers and Advertisement Cards. Shuffle the remaining deck. Use this deck as a random generator to determine success and failure of actions.

Random # Discard Pile-

Place the Random # Deck cards used during play in a discard pile. When the Random # Deck is completely used up, reshuffle the Random # Discard Pile and use as the new Random # Deck.

Treasure Deck-

Use this deck to indicate treasure found during your adventures. When treasure is acquired, place a treasure card face down with the back showing underneath the chosen player stat to boost. Once the

treasure deck is depleted there is no more magic left to be found in the world. Once treasure is spent, it goes back to the Treasure Card Deck and can be acquired again throughout your adventures.

Defense and Ability Stance Cards-

Jokers and Advertisement Cards are used to indicate activated stances. A flipped card indicates the stance has been activated.

Support's Tokens-

Use 4 identical tokens as the buff and curse tokens used by the Support player. Buffs and curses are indicated by their location: either on a player stat card (buff) or an enemy stat card (curse).

Protector's Token-

Use this unique token as an indicator of the player being affected by the Protector player. One side indicates Joint Attack and the other indicates Protect Other.

Enemy Die-

Roll this six-sided die as the deciding factor for the enemy's action (Multiple dice will help facilitate multiple enemies in the same combat).



For Players

Player Actions-

Each round on their turn, a player declares their single action from the following:

- 1) Attack
- 2) Defend Self
- 3) Use Ability (role specific)
- 4) Use EPIC Ability (role specific; 1 use per random deck shuffle for the entire party; choose wisely)
- 5) Change One Ability Slot/Class (must have earned extra abilities; will change class and potentially their role). All of the player's initiated abilities and Support/Protector Tokens controlled by the player are reset when Ability Slots are changed.
- 6) Run Away

When resolving success, draw a card from the random deck. If the card's number is less than the corresponding stat card then the action was successful. If equal to or above then it fails.

There is NO such thing as a PASS Action. Inaction and apathy are not allowed in an EPIC Card Roles Party! Suggestion: If completely unclear on what to do, attempt the Defend Self Action.

Attack Action-

Draw a card: if the number is less than the player's Attack stat (spade) it hits.

When an attack hits, the target draws a card.

If the number is less than the target's Defense stat (diamond) then the attack does no damage.

If the number is greater than the target's Defense stat (diamond) then the attack removes 1 HP from the target.

Defend Self Action-

Draw a card: if the number is less than the Defense stat (diamond) then the player will take no damage until the start of the player's next turn. This effect lasts until the beginning of the player's next turn. Some special attacks may damage the player with reduced damage (Dragon Breath).

Use Ability Action-

Draw a card: if the number is less than the Trick stat (club) then the player will activate one of their chosen abilities.

Use EPIC Ability-

Each EPIC Ability takes 3 rounds to activate and gives up other possible actions until completed. The EPIC Ability can only be used by one party member after the first shuffle of the Random Deck per combat. Each Role has a specific EPIC Ability available (See Player EPIC Ability Role List for further details). If subsequent Random Deck shuffles occur for the same enemy encounter then another EPIC Ability can be used again. Discuss with your party before you decide to activate!

Run Away-

Draw a card: if the number is less than the Defense stat (diamond) or Trick stat (club) [player's choice] then the player will successfully get the party into position to escape combat with the enemy.

When multiple enemies are present, the party must indicate which enemy they plan on losing first as they run away. Once accomplished, remove that enemies cards from the combat. However, remaining enemies are still on the trail of the party and may continue to use their actions.

When facing the King of the Dead and his undead guard, treat them as the same enemy for the purposes of the Run Away action.



Attack

Defend Self

Use Ability

Use EPIC Ability

Run Away

Special Ability Action-

Certain actions may arise that will require a Special Ability Action. These should be taken on a case by case basis. Such actions include Change Ability, Swap Treasure Card, Use Item, Find/Disarm Traps, and etc.

Player Ability List-

Protector



1) Joint Attack: Next attack by chosen ally gets to draw 2 cards and keep best. Place Protector token on top of ally's Attack stat (spade) card to indicate player chosen. The effect will last until the Protector token is moved or changed.



2) Protect Other: Take attacks instead of chosen ally. Place Protector token on top of ally's Defense stat (diamond) card to indicate protected player. The effect will last until the Protector token is moved or changed.

Healer



1) Cure: Add 1 HP back to chosen ally's HP pool.



2) Boost Heal: Next Cure action adds 3 HP back to chosen ally.

Damage



1) Precise Strike: Next successful Attack Action will automatically bypass the target's Defense. An enemy using Defend Self is able to dodge this attack. Stacks with Double Damage.



2) Double Damage: Next damage dealt when using an attack action that breaks through armor will do 2 damage. If the Attack Action hits but does not break the target's Defense the damage boost is still active for the next Attack Action. Once damage is done, the effect is over and will need to be activated again. Stacks with Precise Strike.

Support



1) Buff Ally: Add a +1 bonus to chosen player's stat. Place Support token on the stat card of interest to indicate. Tokens will stack. A stat may only be raised to a maximum of Ace + (15). When HP is chosen, the maximum health is raised but will not increase HP (Cure or a similar Ability will be needed).



2) Curse Enemy: Add a -1 bonus to chosen enemy's stat. Place Support token on the stat card of interest to indicate. Tokens will stack. A stat may only be dropped down to a minimum of 2. When HP is chosen, the maximum health is lowered. When removed from HP, the maximum health will go back up but will not increase HP.

Player EPIC Ability List by Role-

Protector

Immunity: All party members are immune to damage until a club is drawn by the Protector.

Healer

Resurrection: Bring chosen ally back to life with full health (HP). Target does not have to be dead and this EPIC Ability will give them full health. Healers may bring back themselves as long as it is applied during the same shuffle as their death.

Damage

XXX: Draw 3 cards and if all are black (spade/club) all enemies are instantly slain. If 2 cards are black then a chosen enemy is instantly slain. If 1 card is black then a chosen enemy's health is reduced by half of their maximum HP or 3 damage (whichever is highest). If no cards are black then the enemy takes 3 damage.

Support

Polymorph: Draw 4 stat cards in any combo from the Player Stat Decks and choose which stat they temporarily replace for allies or the enemy. You may only increase party member stats and decrease enemy stats. Place the temporary cards directly on top of the permanent cards. Effect lasts until a club is drawn by the Support.

After the end of the Polymorph effect, the temporary Player Stats Cards are returned to the Player Stat Decks and separately shuffled for each suit. In some instances a combination of the 4 stat cards may not be able to be used. If this occurs, just return the cards to the Player Stat Decks and separately shuffle each suit; no redraws.

Setup

Initial Setup-

- 1) Discuss and choose Scenarios, Game Modes, Campaign Setting, Special Rules, and House Rules
- 2) Shuffle all decks separately and place nearby.
- 3) Give each player a player sheet.
- 4) Determine stats for players from player stat deck. Place stat cards on player sheet face up.
- 5) Record the number of total starting HP for each player based on their heart stat card.
- 6) Determine role for each player and let support player(s) place their support tokens as buffs only before the first enemy is drawn.

Combat Setup-

- 1) Determine enemy stats from the Enemy Stat Deck.
- 2) Determine the type of enemy.
- 3) Shuffle Random Deck
- 4) Players go first in any order followed by the enemy.

Prestige Classes

Upon gaining additional abilities, players may mix and match their 2 combat abilities in use. This will change them from a Role to a Prestige Class. During combat, a player may use the Swap Abilities action as their turn. This will change their Role/Prestige Class instantly. The Prestige Classes are described below.

Prestige Class List-

Prestige Class = 2 Combat Abilities in Use

Paladin = Protect Other + Cure	Shaman = Cure + Double Damage
Paramedic = Protect Other + Boost Heal	Surgeon = Cure + Precise Strike
Barbarian = Protect Other + Double Damage	Bard = Cure + Buff
Musketeer = Protect Other + Precise Strike	Warlock = Cure + Curse
Cavalier = Protect Other + Buff	Druid = Boost Heal + Double Damage
Dark Knight = Protect Other + Curse	Monk = Boost Heal + Precise Strike
War Cleric = Joint Attack + Cure	Servant = Boost Heal + Buff
Strategist = Joint Attack + Boost Heal	Inquisitor = Boost Heal + Curse
Rogue = Joint Attack + Double Damage	Troubadour = Double Damage + Buff
Duelist = Joint Attack + Precise Strike	Necromancer = Double Damage + Curse
Squire = Joint Attack + Buff	Diviner = Precise Strike + Buff
Saboteur = Joint Attack + Curse	Assassin = Precise Strike + Curse

Prestige Class EPIC Ability List-

Players get to choose whether they use their original Role EPIC Ability or one of the Prestige Class EPIC Abilities when performing the EPIC Ability action in combat. Prestige Class EPIC Abilities take 3 rounds to activate and follow the same guidelines as Role EPIC Abilities.

Paladin

Holy Aura: All party members gain a single HP and an extra damage per successful hit per round (player's choice). Effect lasts until a club is drawn by the Paladin.

Paramedic

Medical Evac: 2 target players are instantly taken out of combat for purposes of enemy attacks and abilities. 1 player is chosen as the healer and the other is chosen as the patient. The healer automatically succeeds on any Cure draw. The patient automatically benefits from the Boost Heal Ability. Effect lasts until a club is drawn by the Paramedic.

Barbarian

Rage Monster: The Barbarian is immune to all damage and Barbarian attacks deal a total of 3 damage (double damage will stack to equal 6). Effect lasts until a club is drawn by the Barbarian.

Musketeer

All for One; One for All: All party members will automatically hit and party members can decide with strategy which player will take damage from any given enemy attack for the duration. Effect lasts until a club is drawn by the Musketeer.

Cavalier

Once More into the Fray: The Cavalier temporarily gains max defense, attack, and trick stats (A rating). Effect lasts until a club is drawn by the Cavalier.

Dark Knight

Unholy Aura: All enemies automatically take 1 damage on each of the Dark Knight's turns and individual enemies successfully hit by the Dark Knight will lose their next turn. Effect lasts until a club is drawn by the Dark Knight.

War Cleric

Battle Prayer: All players are blessed and receive a temporary +3 bonus to their defense and attack stats. Effect lasts until a club is drawn by the War Cleric.

Strategist

Pattern Recognition: All party members will automatically hit when drawing an attack and abilities will automatically succeed when drawing to activate. Effect lasts until a club is drawn by the Strategist.

Rogue

Sneak Attack: On the next attack by the rogue, draw an extra card as bonus damage. Add that much damage to the Rogue's base damage (double damage will stack). Effect lasts until a club is drawn by the Rogue.

Duelist

En Garde: The duelist gains maximum defense and attack while dealing 2 damage back to enemies that attack the duelist. Effect lasts until a club is drawn by the Duelist.

Squire

Set up: All players are able to automatically hit and enemies are not able to attack on their turn (may still perform other actions). Effect lasts until a club is drawn by the Squire.

Saboteur

Dirty Bomb: All enemies are attacked at once by the Saboteur and take 3 damage. Choose one enemy to be the main target. Make an attack and if it hits that enemy is stunned (losing its turn until the effect wears off). Effect lasts until a club is drawn by the Saboteur.

Shaman

Call of the Wild: The shaman is imbued with the power of a feral beast. All shaman attacks deal 2 damage (stacks with double damage) and gain a knockdown effect. Enemies that are knocked down are automatically hit by other players until the enemy's turn. Effect lasts until a club is drawn by the Shaman.

Surgeon

Pressure Point: The Surgeon's attacks gain a stunning ability. Enemies hit by the surgeon's attacks are stunned even if they do not take damage from the surgeon. Effect lasts until a club is drawn by the Surgeon.

Bard

Melodramatic Harmony: All party members are cured 1 HP on the Bard's turn and all buff token effects are tripled for the entire duration. Effect lasts until a club is drawn by the Bard.

Warlock

Blood Moon Rises: All party members gain a life steal ability. All damage dealt to enemies is also used as healing for characters. Effect lasts until a club is drawn by the Warlock.

Druid

Forest Growth: Vegetation grows around the combatants. Enemies are distracted by the vines, branches, and other plant materials that grow around them. On their action players may choose to hide within the hollows of the trees and will be unable to be targeted by enemies. All player attacks from the tree hollows benefit from the Double Damage effect. Effect lasts until a club is drawn by the Druid.

Monk

Acupuncture: Each round, subsequent to the Monk's chosen action for the round the Monk chooses a target (either a player or an enemy). The first round of activation counts as the Monk's chosen action and thus a card is not drawn but the Monk can still choose to target an enemy or a player. When an enemy is chosen it loses a turn. When a party member is chosen it receives 3 temporary hit points. Effect lasts until a club is drawn by the Monk.

Servant

As You Wish: The Servant may perform any player action that another player asks them to do on their turn whether they currently possess the ability or not. This action is performed using a Random Deck draw. The action will always succeed and any attack actions will bypass all enemy defenses automatically. However, EPIC Abilities cannot be used in this fashion. Effect lasts until a club is drawn by the Servant.

Inquisitor

Heretic Bane: One enemy is chosen as a heretic. This enemy will take an additional 1 damage from each of the Inquisitor's attacks and suffer -4 to all stats. Effect lasts until a club is drawn by the Inquisitor.

Troubadour

Inspiring Poetry: All party members gain double damage and buff token effects are tripled. Effect lasts until a club is drawn by the Troubadour.

Necromancer

Call of the Grave: All enemies are cursed with an ailment based on the suit of a drawn card by the Necromancer. Heart -> enemies take double damage; Diamond-> enemies cannot defend and are automatically hit by players; Spade -> Enemy attacks are directed at enemies (assign a suit for each enemy in combat if needed); Club -> Enemies fail to act on their turn. Effect lasts until a club is drawn by the Necromancer after the initial card draw for curse determination.

Diviner

Future Sight: The Diviner allows each player to draw two cards per action and the player may choose which card to use. Also, for each enemy action draw two cards and the Diviner may choose which card to use. Effect lasts until 2 clubs are drawn in a row for the Diviner's action.

Assassin

From the Shadows: The Assassin leaps into the shadows and all attacks directed at the Assassin will miss. Additionally, when the Assassin attacks, enemies are automatically hit and a card is drawn. If the card is a spade or club the Assassin's curses are doubled until the start of the Assassin's next turn. If the card is a heart or diamond, the Assassin causes the enemy to bleed out 1 extra HP at the start of the Assassin's next turn. All effects last until the end of the Assassin's turn when a club is drawn by the Assassin.

Enemy Types and Abilities

Void Enemy Determination-

Use the highest numbered stat card to determine the type of enemy. Each enemy type has a different set of abilities. See the individual enemies for their list of actions during combat.

Playing as an Enemy-

Use the Enemy Dice to determine the enemy action for each enemy round when needed.

When an enemy ability does not draw below the Trick stat (club), the enemy will repeat the action on its next turn until it draws a card below the Trick stat (club). Think of it as the enemy powering up! To help remember that the Enemy is still attempting to use a certain action; place the Enemy Die on the Enemy's Club Stat Card. It is recommended to have multiple Enemy Dice of various colors in case more than one enemy are present.

If multiple enemies are present in combat, the weakest enemy acts first (determine by comparing the sum of each enemy's stat cards).

Minion of Darkness:



No Stat Above 5

Skeletons, Zombies, Goblins, and Office Minions!

Uses Enemy Attack Action every round.

Enemy Attack Action-

Draw a card from the Random # Deck and if less than the Attack suit (spade) the attack will potentially hit. The suit determines the target:

Heart -> Healer

Diamond -> Protector

Spade -> Damage

Club -> Support

The target then draws a card from the Random # Deck to resist the damage. If the number is below the player's AC stat (diamond) the attack fails. If not, the attack does 1 damage to the player's HP total.

Chaotic Defender:

At least one 6 Stat and No Stat Above 6

Blocked again?! How did it learn to move that fast?

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action
- 2) Enemy Attack Action
- 3) Defend Self
- 4) Defend Self
- 5) Defend Other
- 6) Defend Other

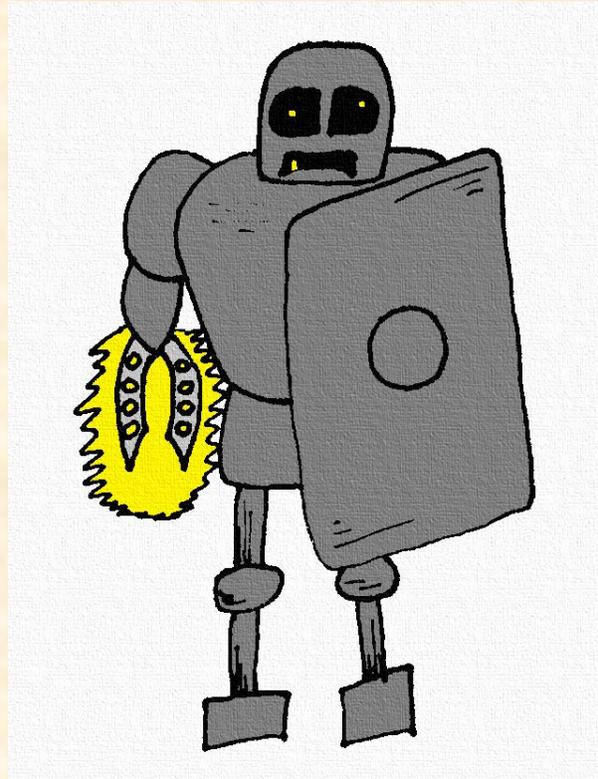
Defend Self-

Draw a card from the Random # Deck. If the card is below the Enemy's AC stat (diamond) then the Chaotic Defender is able to defend and negate all damage. This effect lasts until the beginning of the Chaotic Defender's next turn. EPIC Abilities targeting a successfully defended enemy will be negated unless noted in their description.

Defend Other-

Draw a card from the Random # Deck. If the card is below the Enemy's Trick stat (club) then the Chaotic Defender is able to defend a fellow enemy from all damage and will take damage for them in the same fashion as the Protector's Protect Other Ability. If multiple enemies are present, choose the enemy with the lowest amount of HP to protect first. To signify that the enemy is protected, place the enemy sheet for the Chaotic Defender on top of the bottom edge of the protected enemy's sheet. The effect lasts until the Chaotic Defender is slain.

If there is no ally for the Chaotic Defender to protect or if Defend Other is rolled again on the Enemy Dice while the Chaotic Defender is protecting an enemy, then perform a Defend Self action (see above).



Unlucky Trickster:

At least one 7 Stat and No Stat Above 7

In the darkness a thief stalks the party. Stop that scoundrel before you lose your treasure!

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action
- 2) Enemy Attack Action
- 3) Defend Self
- 4) Defend Self
- 5) Steal Treasure
- 6) Steal Treasure

Steal Treasure-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the enemy immediately takes a Treasure Card (largest bonus stack first) from the targeted player. This treasure card is then placed in a pile near the Unlucky Trickster's Stat cards.

If no treasure is left on the target party member then the character loses a single hit point (HP).

Players in the Defend Self stance have readied against the attack and hold onto their treasure without taking damage.

After combat the players are able to redistribute the treasure accordingly.

If players decide to run from the encounter, all treasure obtained by the Unlucky Trickster is left behind with it.



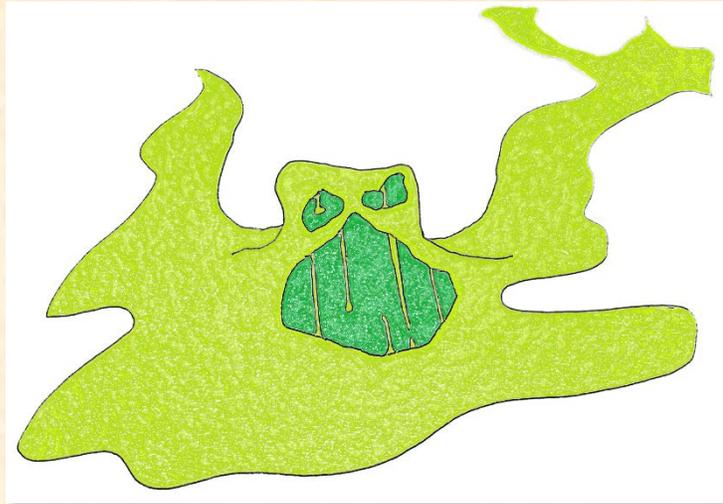
pHool of Destruction:

At least one 8 Stat and No Stat Above 8

The acrid smell and amorphous shape brings horror to the world of the living!

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action
- 2) Enemy Attack Action
- 3) Steal Treasure
- 4) Steal Treasure
- 5) Destroy Treasure
- 6) Destroy Treasure



Steal Treasure-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the enemy immediately takes a Treasure Card (largest bonus stack first) from the targeted player. This treasure card is then placed in a pile near the pHool of Destruction's Stat cards. (see Destroy Treasure below).

If no treasure is left on the target party member then the character loses a single hit point (HP).

Players in the Defend Self stance have readied against the attack and hold onto their treasure without taking damage.

After combat the players are able to redistribute the treasure accordingly.

If players decide to run from the encounter, all treasure obtained by the pHool of Destruction is destroyed.

Destroy Treasure-

Draw a card from the Random # Deck. If the suit is a spade or a club then a single treasure card is destroyed (sent back to the Treasure Deck). If this ability is rolled when the pHool does not have a treasure then use the Engulf Treasure Attack Action (see above).

Commander of the Void:



At least one 9 Stat and No Stat Above 9

The dark legion's best on the front lines!

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action
- 2) Enemy Attack Action
- 3) Defend Self
- 4) Defend Self
- 5) Enemy Damage Boost
- 6) Enemy Damage Boost

Enemy Damage Boost-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), the next attack damage will be increased by the number of the enemy's stat cards above 5 (Maximum of +4). This will last until the enemy uses the Enemy Attack Action and is able to do damage.

If the targeted enemy is able to defend against the attack in some fashion, then the Enemy Damage Boost will be lost on a successful hit as the energy is absorbed.

If rolled again while damage boost is still in effect, then the Enemy Attack Action will be used instead.

Royal Demon Guard:

At least one 10 Stat and No Stat Above 10



Loyalty and death! For the King and Queen!

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Enemy Damage Boost
- 5) Demon Whip
- 6) Demon Whip

Demon Whip-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), the enemy immediately draws another card and makes an attack action against the target of the new card. The target of this attack will lose their next action whether they take damage or not. This enemy attack will stack with the Enemy Damage Boost Ability.

Players in the Defend Self stance have readied against the attack and are not stunned.

The stun effect will interrupt EPIC Abilities.

Prince of Pain:

At least one Jack Stat Card and No Stat Above Jack

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action
- 2) Enemy Attack Action
- 3) Enemy Damage Boost
- 4) Enemy Damage Boost
- 5) Cursed Riposte
- 6) Cursed Riposte

Cursed Riposte-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), the next player to attack the Prince will receive damage from the Prince which automatically hits and deals damage. Enemy Damage Boost will add damage but is not used up in the Riposte. After Cursed Riposte is used the Prince will need to activate it again to gain the benefit of Cursed Riposte. To help indicate the activation of the ability, turn the Prince's diamond card and replace it to a normal position when the ability is used.

If rolled again while Cursed Riposte is still in effect, the Prince will use the Enemy Damage Boost Action instead. Remember if Enemy Damage Boost is already active then the Enemy Attack Action will be used.



Dread Queen:

At least one Queen Stat and No Stat Above Queen

Roll the Enemy dice to determine action from below:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Enemy Damage Boost
- 5) Seductive Smile
- 6) Seductive Smile



Seductive Smile-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), the target player will attack another player on the next player turn. This player attack is resolved as the first player action in the new round. The target is determined by the suit of the card drawn for the attack:

Heart -> Healer

Diamond -> Protector

Spade -> Damage

Club -> Support

The effect will then stop after the player vs. player attack has been resolved.

Players in the Defend Self Stance are able to avert their eyes and are not affected.

Be careful with the timers for EPIC Abilities. If the Seductive Smile works on you right before your EPIC Ability is about to activate in the next player round then you will use your ability against the party instead of attacking a player:

Protector- Immunity will affect the Protector and the Dread Queen for the normal duration of the effect.

Healer- Resurrection will heal the Dread Queen back to full HP.

Damage- XXX works as normal but a target is needed. After the 3 cards are drawn for XXX, draw a 4th card to serve as the target.

Support- Polymorph will curse party members and buff the Dread Queen. The Temporary Stat Cards may only be used to decrease party member stats and increase Dread Queen stats. Buff the Dread Queen first with any cards that can increase her stats. Then curse the party with remaining cards. Choose party members to curse based on the greatest stat change possible.

Use these rules when determining the effect of Seductive Smile on Prestige EPIC Abilities:

- 1) Benefits help enemies and the player that activates it. Detriments effect other players.
- 2) If the Prestige EPIC Ability only affects the player that activates it then activate the ability as normal. Beware the next round; however, you might get hit with a Seductive Smile and attack your friends.

King of the Dead:

At least one King Stat and No Stat Above King

Roll the Enemy dice to determine action from below:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Enemy Damage Boost
- 5) Life to Death
- 6) Undead Guard

Life to Death-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), all players take 1 damage to HP. The total number of HP is then added to the King's HP total.

Players in the Defend Self Stance do not receive damage.

Additionally, players with the benefit of Protect Other do not take damage as the Protector is able to shield them.

Undead Guard-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), an undead guard is summoned to protect the King. The undead guard instantly uses the Protector Ability to guard the King and will remain in a guarding position until defeated. If rolled again while a guard is present then the King will use the Enemy Damage Boost Action. Remember if Enemy Damage Boost is already active then the Enemy Attack Action will be used.

To create the Undead Guard, shuffle the Defeated Enemy Stat Graveyard (Dead) heart and diamond suits separately. Draw a heart card to serve as Health and a diamond to serve as Defense. If no cards are available from the dead enemy stat pile then choose from the Enemy Stats Deck (Alive) and automatically draw a spade and club directly into the Enemy Stat Graveyard. Place the Undead Guard cards in front of the King's stats. When the Undead Guard is defeated, place the Undead Guard cards in the Defeated Enemy Stat Graveyard. The EPIC Ability XXX will work on the Undead Guard but the King will survive the attack unless XXX triggers the ability to defeat all enemies.



Dragon:

At least one Ace Stat and No Stat Above Ace

Roll the Enemy dice to determine action from below:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Enemy Damage Boost
- 5) Fear
- 6) Dragon Breath

Fear-

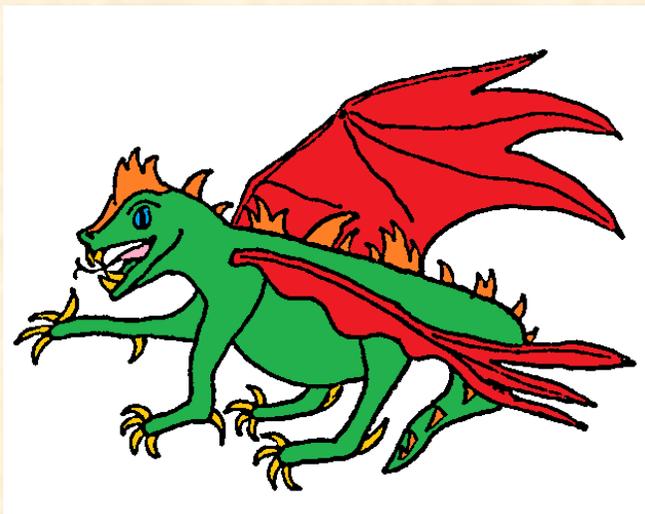
Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), all players lose an action on their next turn. EPIC abilities are interrupted. Players in the Defend Self Stance are not affected.

Dragon Breath-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), all players take 2 damage.

Players in the Defend Self Stance take 1 damage instead.

Protectors using Protect Other will take an extra damage for the player they defend and the defended player does not take damage.



Death

When a player or enemy are reduced to 0 HP they are considered dead. Players may be brought back from the dead by the EPIC Ability used by the Healer role or by spending treasures.

When an enemy is defeated:

- 1) The enemy's stat cards are placed in the Defeated Enemy Stat Discard Piles.
- 2) Treasure is allotted (see treasure section).
- 3) Then the Random # Deck is reshuffled.
- 4) Protector Tokens are returned to the Protector for use with the next enemy.
- 5) Support Tokens used to curse the enemy return to the Support role for activation with the next enemy.
- 6) Boost Buffs Deactivate for Damage and Healer roles.
- 7) A new enemy is drawn from the Enemy Stat Deck until emptied.

When a player is defeated:

- 1) Flip over the player's heart stat card to indicate the player is dead.
- 2) If the defeated player is a Protector, then the corresponding Protector Token is removed. If the defeated player is a support, then the corresponding Support Tokens are removed.
- 3) Await a resurrection from a healer if possible.
- 4) When a defeated player is targeted with an attack use the number of the card to determine the new target player. The player to the right is attacked if the number is even. The player to the left is attacked if the number is odd.
- 5) If all players are defeated the game is over.

To bring a player back from the dead:

- 1) During combat the Healer Role may use their EPIC Ability.
- 2) After combat if a Healer Role is present they may use their EPIC Ability to bring back a player but it will inhibit the use of any party EPIC Ability for the next combat. If multiple uses outside of combat are required then that many combats will not be able to use an EPIC Ability.
- 3) After combat if no Healer Roles are present or if it is desired to keep the next EPIC Ability in combat use then the party may spend all of the deceased player's treasure to bring them back into play. If the deceased player does not have any treasure equipped then they cannot be brought back using this method.



Treasure

After defeating an enemy with treasure, 1 player receives a treasure card from the Treasure Deck, flips it over, and places partially under their chosen player ability card. This acts as a permanent +1 bonus to the player's stat. Determine the winner of the treasure card by drawing a card from the Random # Deck:

Heart -> Healer

Diamond -> Protector

Spade -> Damage

Club -> Support

To even out the treasure, keep drawing cards and replace them to the bottom of the deck until one of the "poorest" character cards is drawn from the Random # Deck (Ignore the cards drawn for the "wealthiest" character cards).

Players may freely Swap Treasure Cards outside of combat. During combat, as a Special Ability Action, a player may attempt to transfer a treasure card to another player or reallocate a single treasure card to a different player stat. This follows the rules for activating Abilities using the Trick Stat (club). A success means the player successfully equips the traded treasure card to the target character stat during combat.

Spending Treasure-

Eventually you may wish to use your treasure in order to purchase abilities and equipment. This can be done at trainers and vendors in the relative safety of town.

Using Treasure to purchase Stat Card Upgrades-

Once a player has acquired 5 treasure cards they may spend them to purchase a Stat Card Upgrade. This allows a player to increase a single Player Stat Card to the next available number available in the Player Stat Card Decks. The old card is placed back in the deck for the corresponding suit.

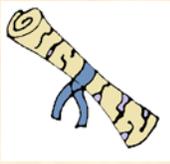
Using Treasure to purchase Extra Abilities-

Once a player has acquired 5 treasures they may spend them to purchase an Extra Ability at a trainer in town. This will give them access to Prestige Classes when certain Ability sets are chosen and potentially change to an entirely different Role.

Using Treasure to purchase Legendary Items-

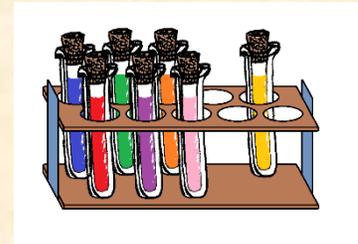
At some shops, Legendary Items are available. These items have various treasure values per item and are described in Campaigns in which they appear.

In all Campaigns the following Legendary Items are available for purchase:



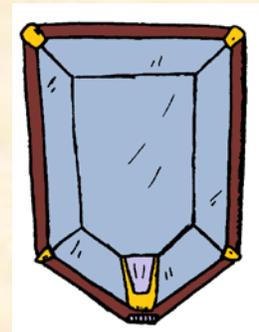
Scroll of Teleportation [Costs 1 Treasure] – Each 2-way scroll can be used to escape an area returning to the safety of town and then be called upon to return the party back to the action. Upon returning to the action, the scroll dissolves. May only be used outside of combat. Keep track of how many you have.

Superior Healing Flask Set [Costs 5 Treasure] – 10 flasks in a full box set. Each potion use will fully heal a player. Can be used as an action during combat or used out of combat. Keep track of how many you have.



Smoke Bomb Kit [Costs 5 Treasure] – 5 bombs in a kit. Each bomb use will allow the entire party to run from all enemies present automatically. Keep track of how many you have.

Mirror Shield [Costs 7 Treasure] – Will reflect enemy special abilities that target the party member with the shield back at the enemy. This effect will work once per combat and then recharges after combat is completed. The player can choose when to activate the shield's ability. May only carry one of these per party.



Spiked Armor [Costs 10 Treasure] – Enemies that attack the player wearing this armor take 1 point of damage as well. May only carry one of these per party.

Purple Staff of Destiny [Costs 8 Treasure] – When held by a player, the player’s damage is temporarily doubled for one attack if the player draws a spade for their attack card. May only carry one of these per party.



Summoning Book [Costs 12 Treasure] – Use in combat to summon a creature from the Void to act on behalf of the party member. Summoning takes 3 rounds. Once completed, draw a random enemy from the Enemy Stat Decks. This enemy will act on the player’s turn using the rules for its actions as normal but its actions are chosen by the player instead of rolled randomly. The player’s turn is used up in maintaining control of the summoned creature. After combat, the summoned creature returns to the Void. May only carry one of these per party member. May only carry one of these per party.

Game Modes and Alternate Starting Scenarios/Campaigns

Scenario Determination-

Normality: Play game as described.

Minion Madness: Treat each drawn enemy as a minion even if stats are above 5.

Treasure Hunt: Treasure is only received from an eligible enemy if it is defeated before having to shuffle the Random # Deck (indicates having extra time to look for treasure before the next enemy shows up).

House Rules: Got a fun rule that you all like? Well do it!

Starting Stat Determination-

Normal Mode: Players choose their own stat cards from the Player Stat Deck only using numbers 6-9. Suggested equal allotment of 1 Six, 1 Seven, 1 Eight, and 1 Nine per player but any combination could be equally viable.

Easy Mode: Players choose their own stat cards from the Player Stat Deck only using the face cards and Aces. Suggested equal allotment of 1 Ace, 1 King, 1 Queen, and 1 Jack per player but any combination could be equally viable.

Insane Mode: Players choose their own stat cards from the Player Stat Deck only using numbers 2-5. Suggested equal allotment of 1 Two, 1 Three, 1 Four, and 1 Five per player but any combination could be equally viable.

Random Mode: Players draw stat cards from shuffled Player Stat Decks with all cards in the decks.

Less Random Mode: Players draw stat cards from shuffled Player Stat Decks with all cards in the decks. Players may choose to redraw 1 stat of their choice after all players have drawn their initial stat cards. If the drawn card is lower than the initial stat card then the player may keep their initial card.

Apprentice Mode: 1 Player sets their stats to the minimum (2,2,2,2) by picking the cards out of the Player Stat Deck. The other players choose another mode to determine cards from the Player Stat Decks. One player is chosen as the mentor and the low stat player chooses the same role as the mentor. Assign the unused suit to the Apprentice player.

Our Hero: 1 Player sets their stats to the maximum (A,A,A,A) by picking the cards out of the Player Stat Deck. The other players choose another mode to determine cards from the Player Stat Decks.

The Ace Team: Players must choose one A. The rest of their stats are determined by another Stat Mode.

The Band of Fools: Players must choose one 2. The rest of their stats are determined by another Stat Mode.

Role Makeup Determination-

Basic Party: 1 of each role is chosen by the 4 players.

Defenders of the Realm: All players choose Protector as their role. Will need 1 unique Protector's Token per player. Assign a suit to each player to indicate when each player is targeted.

Did Someone Call for a Doctor?: All players choose Healer as their role. Assign a suit to each player to indicate when each player is targeted.

Assassination Squad: All players choose Damage as their role. Assign a suit to each player to indicate when each player is targeted.

The Band is Back Together: All players choose Support as their role. Will need 4 identical Support's Tokens per player. Assign a suit to each player to indicate when each player is targeted.

Mixer: Not every role is present in the party. Will need 1 unique Protector's Token per Protector and 4 identical Support's Tokens per Support. Assign a suit to each player to indicate when each player is targeted.

Blind Date: Players determine their role by drawing a card from the Random # Deck-

Heart -> Healer

Diamond -> Protector

Spade -> Damage

Club -> Support

The Revolt of the Peasants: No roles are chosen. Players only start with the actions Attack and Defend Self. When a player receives five treasures they may choose a role and a single Role Ability to be able to use. Upon receiving enough for an additional Role Ability, a player can use their second Role Ability for their chosen role. When a player receives enough treasure for an additional ability, the player can select the EPIC Ability for their chosen role. Subsequent treasures may be used as described for bonuses and Extra Ability selections.

Elite Squadron: Players choose from the list of Prestige Classes for the beginning of play instead of a standard Role. Players start with the 2 abilities needed to change to their chosen Prestige Class and have access to their EPIC Prestige Ability. Additionally, each player will need to have an assigned EPIC Ability from the basic starting Roles. When determining this EPIC Ability use the 2 Abilities available to the player's chosen Prestige Class as a potential guide.

Campaigns -

A Walk in the Woods (Difficulty Level: Novice): Remove the face cards and Aces from the enemy stat decks and shuffle suits individually. Draw enemies randomly.

Random Encounters (Difficulty Level: Adept-Master): Each enemy is drawn from the alive Enemy Stat Decks after the initial shuffling. Luck be with you! Can you make it through the 13 encounters?

The Dragon's Tower (Difficulty Level: Novice): Enemy stat deck is set with the lowest number on top down to the highest (2 through Ace). Enter if you dare! Will you be able to defeat the EPIC Dragon (4 Aces)? (See Campaign Settings Section for details).

The Maze of Madness (Difficulty Level: Adept): 4 Treasure pieces are found at the center of the maze. Can the party retrieve them from the Minotaur's minions and escape alive? (See Campaign Settings Section for details).

Dungeon Crawl (Difficulty Level: Master): A multi-level dungeon that holds treasure and death. Are you ready for a true test of your ability? (See Campaign Settings Section for details).

Dimensional Rifts (Difficulty Level: Master): A series of portals need to be closed in order to challenge a weakened Ancient One. Can you save reality? (See Campaign Settings Section for details).

Campaign Settings Section

A variety of campaigns are described below ranging from quick randomized fights to in-depth dungeon exploration. Choose your campaign setting to best fit your time constraints. The Random Encounters and Dragon's Tower are the quickest campaigns for both setup and play.

For the Maze of Madness and the Dungeon Crawl Campaign Settings there are instructions for developing a randomized map. While randomization will increase the uniqueness of replay, it may be advisable to produce your own scripted maze/dungeon in order to fit the needs of your party. In that regard, there are a number of premade mazes/dungeons already available for play. In either case, the goal is to have fun and enjoy your time spent together!

Random Encounters

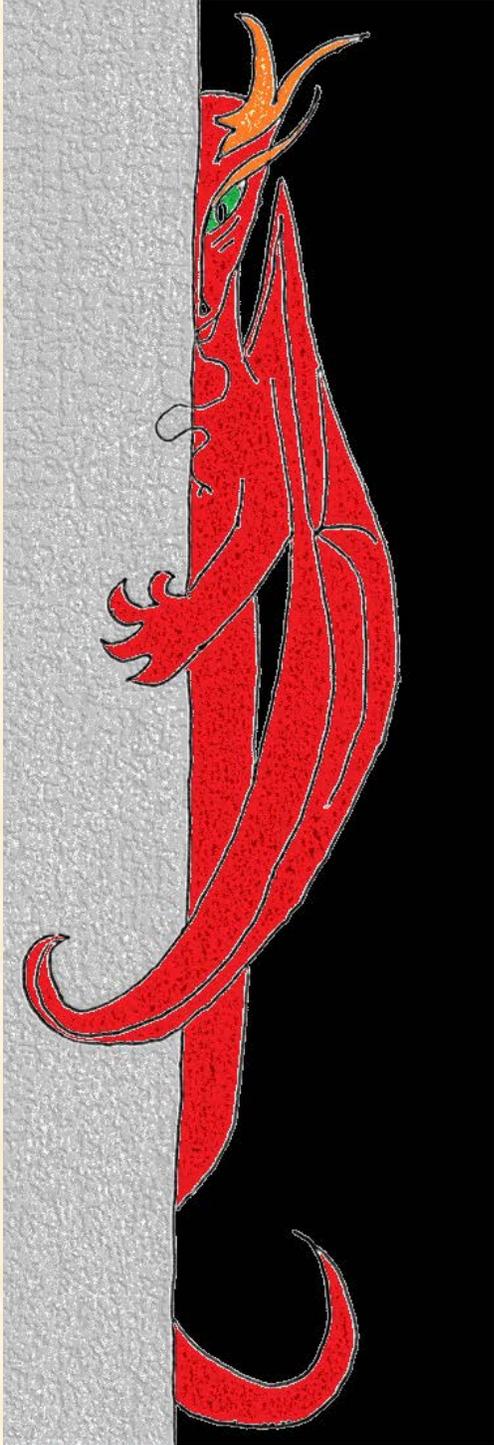
To create random encounters in the Wilderness, shuffle the Enemy Stat Decks separately and draw from these decks a single enemy.

Use this Campaign Setting to introduce the party to the game and the various types of dynamic enemies.

It is recommended to begin with the Walk in the Woods or Minion Madness mods for beginners or for party's that do not have very high stats.

Use mods of this Campaign Setting to gear up your party before venturing into other Campaign Setting modes or between additional Campaign Settings (Dragon's Tower, Maze of Madness, Dungeon Crawl, etc.).





Dragon's Tower

Fight up the tower. Face a single enemy at each level starting with a 2,2,2,2 minion and ending with the elder dragon A,A,A,A.

Each enemy defeated will drop 1 treasure with increasing amounts of treasure when defeating face card enemies:

J,J,J,J = 2 Treasure

Q,Q,Q,Q = 3 Treasure

K,K,K,K = 4 Treasure

A,A,A,A = 5 Treasure

*Additional variants include doubles matches: 2,2,2,2 with 3,3,3,3 at level 1; 3,3,3,3 with 4,4,4,4 at level 2; up to K,K,K,K with A,A,A,A at the last level.