

Para Tryp Research Organization

Presents

Beta 2



Para Roles:
The Maze of Madness

Thank you for taking part in the Para Roles Beta Part 2!

This portion introduces the players to a game mode that uses a map and allows players and enemies to move around.

The first section explains a method used to generate a random maze for play using a 6-sided die (d6).

The second section explains the rules for movement and combat used in the maze.

The third section explains the Minotaur Go Time Event that occurs after all other enemies have been defeated.

The last section has a blank grid that can be used for the Maze of Madness and a few custom pre-generated mazes. The last maze is a random generated maze that shows the dice rolls used to create it.

Special Thanks:

A special thanks goes out to the tri-Tryp researcher Michelle Savran for a wonderful creative work design for the Maze of Madness Minotaur logo!



Maze of Madness

Your party has used stealth and cunning to sneak by a Minotaur that guards the entrance to the Maze of Madness. Can you escape the maze with the legendary treasure in one piece?

Para Roles Base Game with Extra Supplies Needed:

Token for the Players
Token for the Minotaur
Tokens for Enemies
Maze of Madness Map

The Maze of Madness adds party movement to the game of Para Roles. In order to introduce movement, this mode does not split up the party. Everyone moves together as one token.

The first part introduces the rules for creating a random maze using a 6-sided die. You may wish to create the maze at the beginning of play with all of the players. However, in order to speed up play, you may wish to create a maze beforehand.

The second part explains a methodology for placing enemies within the Maze of Madness. However, enemy placement is always up to the discretion and desires of the players.

The third part explains the Minotaur and how it reacts to the players. As a default, the Minotaur enters the maze after the other enemies have been defeated. However, to add a twist, players may decide to have a roaming Minotaur within the Maze. For an added challenge, add more than one Minotaur to the Maze either as a guardian that roams the floor or a responder to the fallen enemies within.

A 16x16 grid with a treasure room is found in the fourth part. Also, example mazes for the Maze of Madness are contained within the fourth part. Custom mazes are always encouraged and the Maze of Madness can easily be adapted to any type of maze that has an entrance and a goal/exit location.

Part 1: Designing a Maze

Design map using d6 rolls and the following rules for a 16x16 maze:

#1 Choose entrance location:

- 1) Right
- 2) Left
- 3) Top
- 4) Bottom
- 5) Reroll
- 6) Reroll

#2 Determine Multiplier Factor

- 1) x1
- 2) x1
- 3) x2
- 4) x2
- 5) x3
- 6) x3

#3 Roll a d6 for site of entrance number and multiply by factor to choose site (a total of 18 is player's choice)

Indicate entrance and draw walls around outside edges of the 16x16 grid

#4 Determine paths and intersections using d6 rolls

- Path length based on d6 result. Draw walls along path box edges.
- Place intersection with d6 roll
 - 1) Right Turn
 - 2) Left Turn
 - 3) Right & Left Turns
 - 4) Right Turn & Forward
 - 5) Left Turn & Forward
 - 6) Right/Left Turns & Forward
- Repeat path lengths and intersections until map is completed.
- Running into a drawn wall means it is a dead end for any path length rolled unless it hits the central treasure chamber (place an intersection at that square instead).

#5 Resolve Order for continuing after intersections:

- 1) Right
- 2) Left
- 3) Forward

- Once a side meets a dead end; backtrack to the previous intersection and resolve.
- Once all intersections lead to a dead end the map is potentially complete.

#6 Check to see if map is ready!

- Must have a minimum of 10 intersections.
If not, then choose a point to start another path connecting to one of your walls (player's choice). Treat as a secret door that opens after monsters are cleared in first area. Indicate secret door with a squiggle.
- Maze must also connect walls with at least one of the central treasure walls.
Create the shortest direct path if there is not one connected to the central treasure walls. Treat as a special secret door that opens after all monsters are cleared from the dungeon during the last phase (Minotaur Go Time!; see below). Indicate this special secret door with a double squiggle (or some other mark).

Populate maze with enemies:

The first intersection gets an automatic enemy. For each subsequent intersection use the following rule:

Roll a d6 for each intersection starting with the first intersection created.

Odd -> Enemy present

Even -> Enemy absent

The first intersection created after a secret door automatically gets an enemy no matter the odd/even roll assigned to it.

Determine enemy difficulty and stat block using the following rules:

Roll a d6 and add the enemy order number (max number is 8; restart at 1 if needing more than 8 enemies)

For example:

To determine the first enemy stat block roll a d6 and add 1.

To determine the second enemy stat block roll a d6 and add 2.

...

To determine the ninth enemy stat block roll a d6 and add 1.

To determine the tenth enemy stat block roll a d6 and add 2.

The total number will determine the enemy stats. For quicker set up use the number for all four stats.

For more random enemies, roll individually for each of the four enemy stats using the above criteria for enemy difficulty. Record the stats for each enemy and assign a token to each enemy.

When defeated, enemies will automatically drop 1 treasure.

Part 2: Player/Enemy Movement and Combat

The party goes first and moves together one space per move if choosing a vigilant speed (party goes first in combat) or two spaces per move if choosing a rushed speed (enemy goes first in combat).

After the party makes their move and resolve any potential combat actions the enemies will get a chance to move.

Combat begins at any point when the party token is adjacent to an enemy token.

The enemies move in a random direction based on the roll of a d6. Roll individually or together for faster play.

Enemy die rolls for movement:

- 1) Right
- 2) Left
- 3) Up
- 4) Down
- 5) Stay
- 6) Reroll and double result (doesn't stack)

If an enemy moves next to the party then the party is attacked and combat begins. The party goes first if their last move was vigilant. The enemy goes first in combat if the party's last move was rushed.

Determine if combat begins after all monsters have had a chance to move. This will allow for multiple enemies to fight the party at once.

After all enemies have moved and resolved potential combat with the party the next movement round begins with the party deciding where they will go.

Part 3: Minotaur Go Time!

After all enemies are defeated, the central treasure room chamber walls will all convert to opened paths and the Minotaur will enter the map from the entrance. The Minotaur will move directly toward the maze treasure room at the center of the maze. Potentially the Minotaur will break down walls in its path. If the Minotaur runs into the party then it will initiate combat with them using the 10 stat block state (See Minotaur Special Enemy below).

The Minotaur will pick up the treasure from the maze center at a rate of one piece per movement round. Each treasure piece increases the total stat block of the Minotaur by 1.

If the party beats the Minotaur to the center then they can choose which party member gets to increase their total stat block by 1 for each legendary treasure picked up (use the random deck to determine the player based on the suit drawn if there is conflict).

There are 4 pieces of treasure. Can the party claim the treasure before the Minotaur?

Once all 4 pieces of treasure are claimed by the party or the Minotaur, the Minotaur will move to intercept the party.

The party may attempt to leave using the entrance door or fight the Minotaur.

If a party member carrying a piece of the maze treasure is slain then the one of the party members may pick it up instantly without losing an action.

Win Lose or Draw!

The game ends in a loss if all party members are slain.

The game ends in a draw if the party escapes without all 4 pieces of legendary treasure.

The game ends in victory if the party can claim all 4 pieces of legendary treasure and escape alive. (The Minotaur may or may not need to be slain to accomplish a victory).

The Minotaur: All four stats start at 10 and increase based on acquired legendary treasures

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) Knockdown
- 6) Spinning Strike



Knockdown-

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 are not stunned.

This stun effect will interrupt EPIC Abilities.

Spinning Strike-

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.

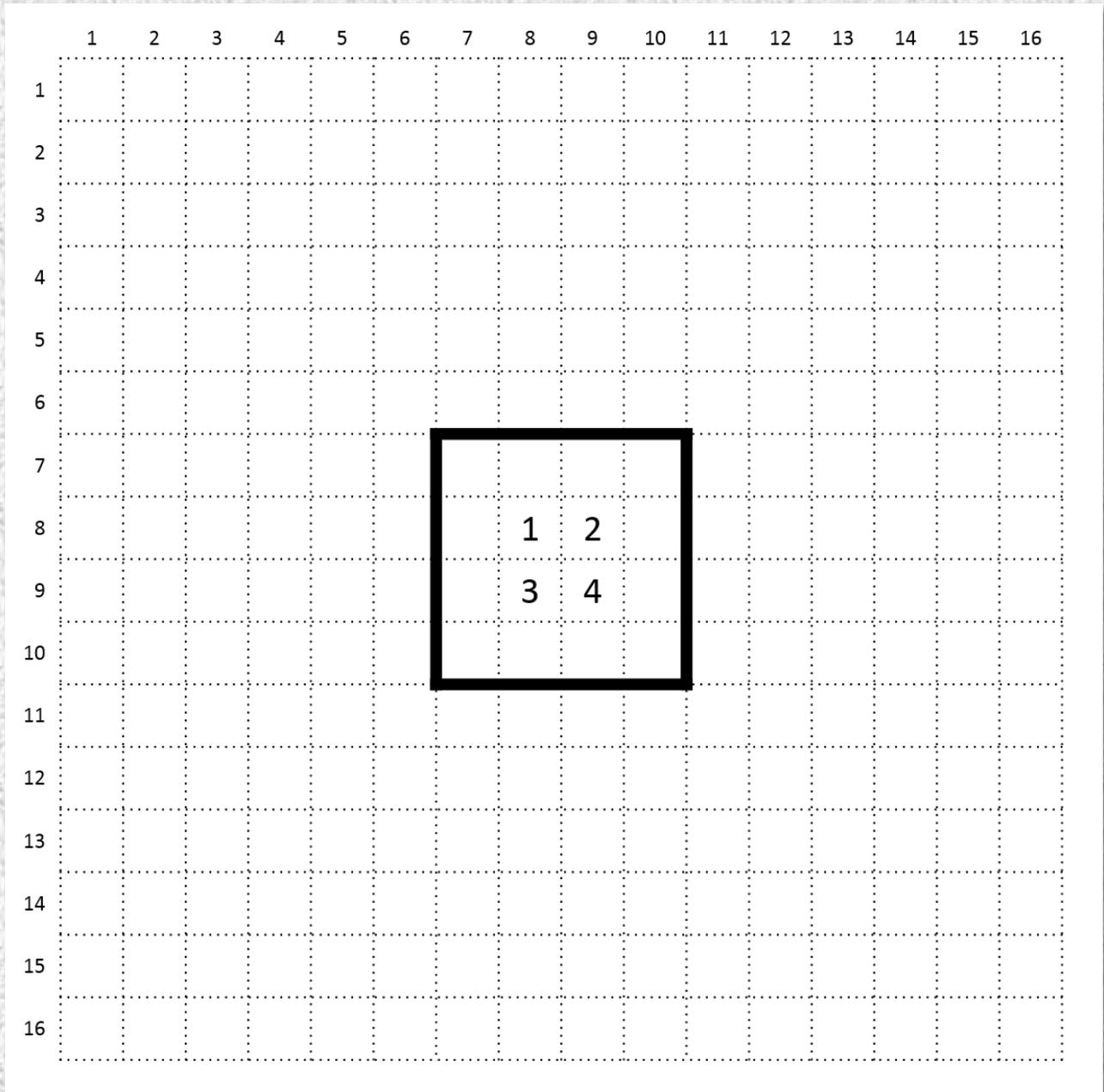
During movement phase of Minotaur Go Time!

Roll a d6 for the Minotaur's movement and strength:

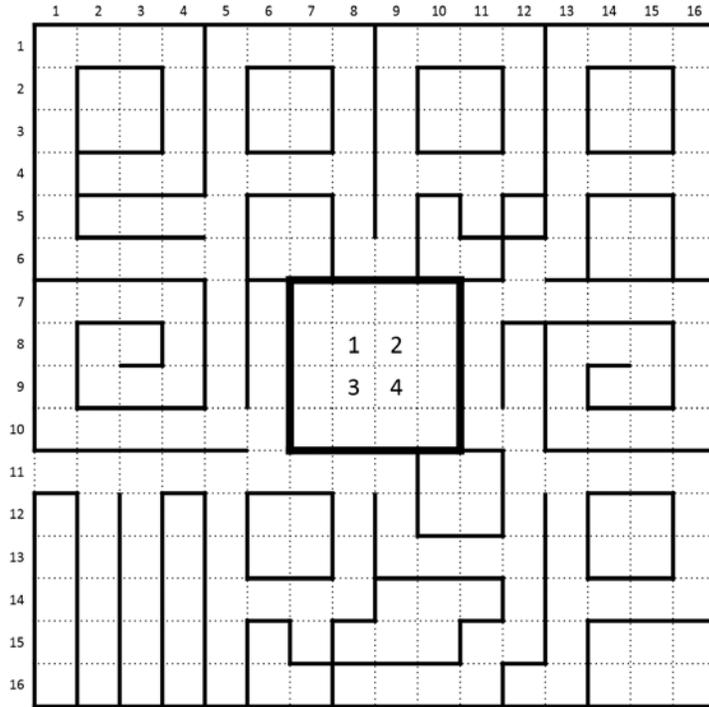
- 1) 1 square per round
- 2) 2 squares per round
- 3) 1 square and can break a wall per round creating a new path square
- 4) 2 squares and can break a wall per round creating a new path square
- 5) Reroll and double result (doesn't stack; choose highest bonus)
- 6) Reroll and triple result (doesn't stack; choose highest bonus)

Part 4: Maze of Madness Maps

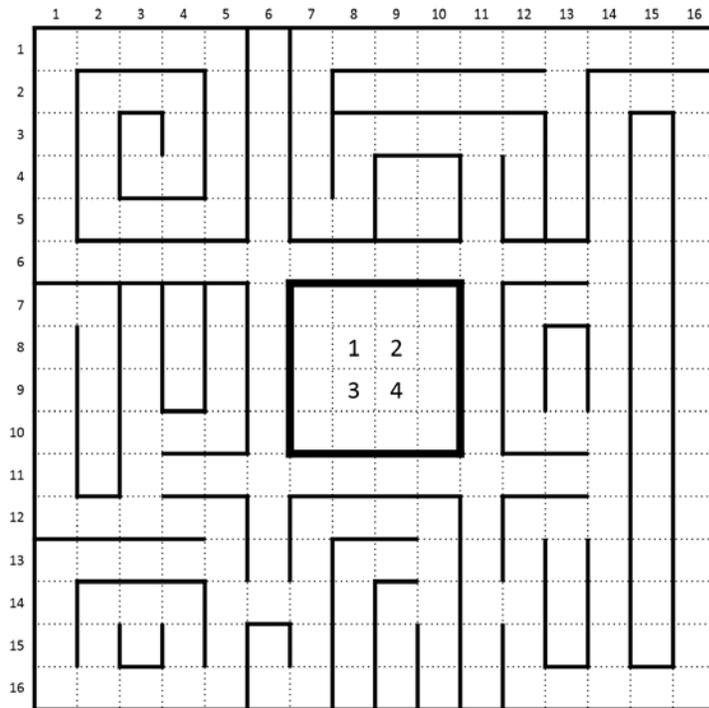
Maze of Madness Grid 16x16:



Maze of Madness
16x16 Grid
Designed Maze 1:



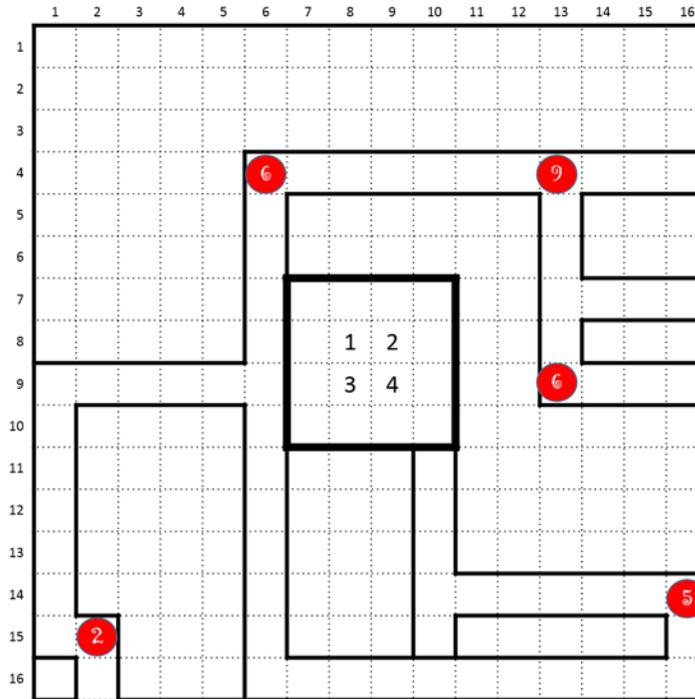
Maze of Madness
16x16 Grid
Designed Maze 2:



Maze of Madness
16x16 Grid
Random Example 1:

4;1;2;1;2;5;4;5;3;6;6
;6;5;6;4;4;3;1;2;5;3;
3;4;4;1;6;4;2;5;4;1;2
;3;4

Place intersection
with d6 roll
1)Right Turn
2)Left Turn
3)Right & Left Turns
4)Right Turn &
Forward
5)Left Turn &
Forward
6)Right/Left Turns &
Forward



4;2;4;4;2;1;6;1;1;6;1

The first intersection gets an automatic enemy. For each subsequent intersection use the following rule: Roll a d6 for each intersection starting with the first intersection created. Odd -> Enemy present. Even -> Enemy absent

1;3;3;5;1

Roll a d6 and add the enemy order number (max number is 8; restart at 1 if needing more than 8 enemies)