

Para Trypt Research Organization

Presents

Beta 4



Dimensional
Rifts

for

Para Roles

Dimensional Rifts

Description: The Ancient Evil approaches from the depths of nightmares. Can you defeat it before it sunders existence?

The Ancient Evil will arrive in the near future. The party objective is to close the gates that harness dimensional rifts. These rifts boost the stats of the Ancient Evil.

The Four Gates to other dimensions:

The Void Gate – The emptiness of the Void fills the soul of the Ancient Evil with hate for existence (Heart Stat; HP)

The Shadow Gate – The darkness of Shadow distorts and obscures the true form of the Ancient Evil from mortals (Armor Stat; AC)

The Elemental Gate – The power of the Elements fuels the Ancient Evil's destructive power and rage (Spade Stat; Attack)

The Chaos Gate – The entropy of Chaos amplifies the Ancient Evil's ability to manipulate space and time (Club Stat; Trick)

Closing Gates

Gates are defended by 4 Cultists that when slain will summon defenders from the gate. The four cultists use the minion of darkness stats of all 2s; all 3s; all 4s; and all 5s (or a random suit arrangement of numbers 2-5). Once all cultists are defeated the gate is closed. However, if the party chooses to run from the gate after the cultists are defeated then the gate defenders that are left alive will be present at the end fight with the Ancient Evil giving the Ancient Evil yet another stat boost (see Ancient Evil Section below).

Gate defenders are determined based on the corresponding gate they defend:

The Void Gate is defended by randomly determined enemies from the Void (Base Game Enemies). Cannot be a minion of darkness as those cards are already in play as cultists and/or dead cultists.

The Shadow Gate is defended by randomly determined player shadow clones.

The Elemental Gate is defended by randomly determined elementals from the Elemental Gate Guardians List that inhabit defeated cultists.

The Chaos Gate is defended by randomly determined chaos beasts from the Chaos Gate Guardians List.

Difficulty Options:

For Basic Play:

The first Gate to be closed will set the Ancient Evil's corresponding stat to a Jack.

The second Gate to be closed will set the Ancient Evil's corresponding stat to a Queen.

The third Gate to be closed will set the Ancient Evil's corresponding stat to a King.

The fourth Gate to be closed will set the Ancient Evil's corresponding stat to an Ace.

For Advanced Play:

The first Gate to be closed will set the Ancient Evil's corresponding stat to an Ace.

The second Gate to be closed will set the Ancient Evil's corresponding stat to an Ace with 1 treasure card.

The third Gate to be closed will set the Ancient Evil's corresponding stat to an Ace with 2 treasure cards.

The fourth Gate to be closed will set the Ancient Evil's corresponding stat to an Ace with 3 treasure cards.

For Elite Play:

Follow the same general rules for Advanced Play and go by the recommendations for Elite Play when designing enemies at the various gates in order to pose a worthy challenge for gaming enthusiasts.

For a truly memorable experience:

One may wish to incorporate the other Campaign modes with this Campaign. Don't be afraid to add Random Encounters between Gates. Or put a gate (Elemental Gate) at the top of a Dragon's Tower overlooking a volcano. Possibly a gate (Chaos Gate) is found at the center of the Maze of Madness instead of a treasure horde.

Combine the Dungeon Crawl Campaign with this Campaign. Place a Gate somewhere in the dungeon (most likely as the last floor of the dungeon). Create a single/multi-floored dungeon that must be explored to find and defeat the 4 cultists that maintain the Gate with their ritualistic chant. To modify difficulty, randomly place the gate cultists on the maps of different floors or place them in secret rooms that are opened upon floor clearing completion.

Shadow Gate Guardians

The Shadow Clone:

The same Stats as the Player Cloned (See creation rules)

Creating a Shadow Clone requires a Random # Deck draw. Use the suit drawn to determine which player is cloned based on the suits for determining the target of an attack. The Shadow Clone takes on the same numbered cards for their stats as the player it clones. Find the corresponding cards in the Enemy Stat Decks and use them as the intended stat cards.



When cloning a player and determining the stat cards, the cards needed may be in play already. If that is the case, use the closest numbered card that is less than the intended number. If no number is available that is less than the intended number, use the closest numbered card that is greater.

When cloning a player with a Prestige Class, Player Ability 1 and 2 will need to be assigned by the cloned player. Use the rules for each ability as described in Player Ability 1 and Player Ability 2 sections.

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) Player Clone Ability 1
- 6) Player Clone Ability 2

Player Ability 1-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), then Ability 1 will activate. Determine the effect of Player Ability 1 using the following rules:

For a Protector Clone use the Joint Attack Ability if there is another enemy in play. If not, then use Enemy Damage Boost.

For a Healer Clone use the Cure Ability on self. If the Healer Clone is at full health, then use Enemy Damage Boost.

For a Damage Clone use the Double Damage Ability. If the Double Damage Ability is already active, then use Enemy Damage Boost.

For a Support Clone use the Buff Enemy Ability. If the Clone Support Tokens are all active as buffs, then use Enemy Damage Boost.

Player Ability 2-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), then Player Ability 2 will activate. Determine the effect of Player Ability 2 using the following rules:

For a Protector Clone use the Protect Other Ability if there is another enemy in play. If not, then use Enemy Damage Boost.

For a Healer Clone use the Boost Heal Ability. If Boost Heal Ability is already active, then use the Cure Ability.

For a Damage Clone use the Precise Strike Ability. If the Precise Strike Ability is already active, then use Enemy Damage Boost.

For a Support Clone use the Curse Player Ability. If the Clone Support Tokens are all active as curses, then use Enemy Damage Boost.

Elemental Gate Guardians List

The stats for any Elemental are based on the stats of the cultist that summons it (Difficulty determines the coefficient to add the cultist stat number with)

Basic: 4 + Cultist Stat

Advanced: 7 + Cultist Stat

Elite: 9 + Cultist Stat

To determine the type of Elemental to be summoned a card from the Random # Deck is drawn. Use the table below to determine the type based on the suit of the drawn card from the Random # Deck:

Heart	Fire Elemental
Diamond	Ice Elemental
Spade	Air Elemental
Club	Earth Elemental

Fire Elemental:

Don't get burned!

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) Hot Potato
- 6) Firestorm



Hot Potato-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the targeted player immediately drops a Treasure Card (largest bonus stack first). This treasure card is then placed in a pile near the Fire Elemental 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 shield their treasure from the heat without taking damage.

After the Fire Elemental is defeated players are able to redistribute the treasure accordingly as the heat subsides.

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

Firestorm-

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.

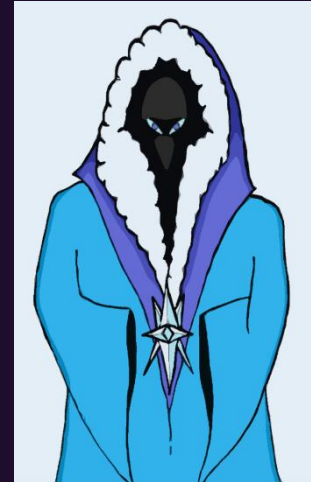
Protectors using Protect Other will take an extra damage for the player they defend and the defended player does not take damage.

Ice Elemental:

It's as cold as ice!

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) Black Ice
- 6) Frostbite



Black Ice-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the targeted player loses a turn as they slip on Black Ice.

Players in the Defend Self Stance are able to maintain their balance and do not lose a turn.

Protect Other does not aid in defense against this attack.

Frostbite-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the targeted player gains a Frostbite curse. The curse will increase in severity when the same player is struck by Frostbite subsequently following these rules:

The first curse causes a -1 to the player's Trick Stat (Trick Stat card turned to indicate).

The second curse causes a -1 to the player's Attack Stat (Attack Stat card turned to indicate).

The third curse causes a -1 to the player's Defense Stat (Defense Stat card turned to indicate).

The fourth curse causes a -1 to the player's Health Stat (Health Stat card turned to indicate).

The fifth curse freezes the player until the Ice Elemental is slain or until the end of combat. The player(s) affected by this will be slain if the Ice Elemental is alive at the end of combat.

Players in the Defend Self Stance are able to dodge this attack and do not gain additional curse tracks.

Protectors using Protect Other will become the target instead of the protected player.

Air Elemental:

Just breathe!

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) Thunderbolt
- 6) Whirlwind



Thunderbolt-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the targeted player will take 2 damage and all other players will take 1 damage.

If the main targeted player is in the Defend Self Stance they will take 1 damage instead. Other players in the Defend Self Stance will not take damage.

Protectors using Protect Other will take the damage for the player they defend if the defended player is the main target of the thunderbolt. Otherwise, Protect Other does not aid in defense against this attack.

Whirlwind-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the next successful attack made by the Air Elemental will attack every character instead of a single target as usual. The effect will stack with Enemy Damage Boost. This will last until the enemy uses the Enemy Attack Action and is able to do damage.

If the targeted enemy is using Defend Self then the Whirlwind effect will be lost on a successful hit even though it does not do damage.

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

Earth Elemental:

Nothing but a big box of rocks!

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) Boulder Dash
- 6) Tremor Quake

Boulder Dash-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the next successful attack made by the Earth Elemental will stun the player target. This will cause the player to lose a turn. The effect will stack with Enemy Damage Boost. This will last until the enemy uses the Enemy Attack Action and is able to do damage.

If the targeted enemy is using Defend Self then the Boulder Dash will be lost on a successful hit.

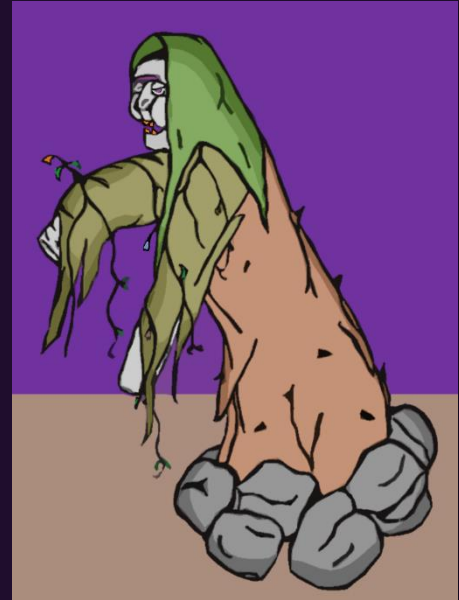
If rolled again while damage boost is still in effect, then the Enemy Attack Action will be used instead.

Tremor Quake-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), all players lose a turn as they fall down.

Players in the Defend Self Stance are able to maintain their balance and do not lose a turn.

Protect Other does not aid in defense against this attack.



Chaos Gate Guardians List

The stats for Chaos Gate Guardians are dependent on the type of enemy summoned (see individual entries below for more Stat details).

To determine the type of Chaos Gate Guardian to be summoned a card from the Random # Deck is drawn. Use the table below to determine the enemy based on the suit of the drawn card from the Random # Deck:

Heart Ever-changing Mass

Diamond Withdrawn Force

Spade Manipulator

Club Demon Dog

Ever-changing Mass:

The Stats are randomly drawn using rules for Random Encounters

The Ever-changing Mass constantly changes its shape. Because it never stays in one form for long it can only attack on its turn.

However, don't be fooled by its chaotic form and think that it is weak. Each attack against the Ever-changing Mass has a chance that it will cause something to happen. Roll the Enemy Dice to determine the effect from below:

- 1) Nothing Happens
- 2) Nothing Happens
- 3) Nothing Happens
- 4) Acid Boil
- 5) Pseudo Thief
- 6) Eat Treasure

Acid Boil-

The attacker receives 1 point of acid damage as the attack bursts a boil on the Ever-changing Mass.

Pseudo Thief-

The attacker loses 1 Treasure Card as a pseudopod steals it from the attacker. This treasure card is then placed in a pile near the Ever-changing Mass' Stat cards. (see Eat Treasure below).

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

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.

Eat Treasure-

One Treasure Card that the Ever-changing Mass has collected is destroyed. If this response ability is rolled when the Ever-changing Mass does not have a treasure then use Pseudo-Thief instead (see above).

Withdrawn Force

No stats for the Withdrawn Force.

Something attempts to influence the battle from afar. It will not fully pass through the Chaos Gate due to some reason including size, maneuverability, and/or motivation. As such, it cannot properly target its abilities. Therefore, the buffs/curses used by the Withdrawn Force will affect both players and enemies in the same fashion. Nothing can damage the Withdrawn Force. Only defeating the other enemies and closing the Chaos Gate will stop it from influencing the battle.

Roll the Enemy Dice to determine action from below:

- 1) Alter Health
- 2) Alter Defense
- 3) Alter Damage
- 4) Alter Trick
- 5) Change Tactic
- 6) Double Effect



Alter Health-

Draw a card from the Random # Deck. If the suit of the card is a Heart then all players and all enemies will gain or lose 1 health depending on the current tactic in use by the Withdrawn Force (see Change Tactic below).

Defend Self will prevent Alter Health.

***Players that are slain by Alter Health must have 2 resurrections used on them before their soul is able to find its way back to its body.

Alter Defense-

Draw a card from the Random # Deck. If the suit of the card is a Diamond then all players and all enemies will temporarily gain or lose 1 to their Defense Stat depending on the current tactic in use by the Withdrawn Force (see Change Tactic below).

Defend Self will prevent Alter Defense.

Alter Damage-

Draw a card from the Random # Deck. If the suit of the card is a Spade then all players and all enemies will temporarily gain or lose 1 to their Damage Stat depending on the current tactic in use by the Withdrawn Force (see Change Tactic below).

Defend Self will prevent Alter Damage.

Alter Trick-

Draw a card from the Random # Deck. If the suit of the card is a Club then all players and all enemies will temporarily gain or lose 1 to their Trick Stat depending on the current tactic in use by the Withdrawn Force (see Change Tactic below).

Defend Self will prevent Alter Trick.

Change Tactic-

When this is chosen the Withdrawn Force will now invert the way it uses the Alter Stat abilities.

The Withdrawn Force begins combat using the Alter Stat abilities to increase stats as a buff.

Therefore, the first time Change Tactic is used it will begin decreasing stats with Alter Stat curses. Subsequent Change Tactic rolls will continue to switch from buff to curse and from curse to buff as necessary.

Double Effect-

The numerical effects of the next Alter Stat ability is now 2 instead of 1.

If Double Effect is rolled while it is still active then use the Change Tactic Ability.

Manipulator

The stats are dependent on the number of alive cultists (see below):

When a Manipulator is summoned it is strengthened by alive cultists. To calculate the stats for a Manipulator add the number of alive cultists to 8 for all stats when determining the appropriate card.

When creating a Manipulator the cards needed may be in play already. If that is the case, use the closest numbered card that is less than the intended number. If no number is available that is less than the intended number, use the closest numbered card that is greater.

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) Passive Aggressive Stance
- 6) Demanding Presence



Passive Aggressive Stance-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), the Manipulator will cause the next attack against it to curse the player that does damage to it with a special curse that lets the Manipulator automatically hit the cursed player when it uses an Enemy Attack Action or Demanding Presence. The automatic hit will bypass all forms of defense including Defend Self and Protect Other.

Turn the Manipulators Defense Stat card to indicate that Passive Aggressive Stance is activated.

Turn any player's Defense Stat card to indicate that they are cursed due to Passive Aggressive Stance.

The curse ends when the cursed player is successfully attacked by a Manipulator (there may be more than one Manipulator on any given battlefield).

Demanding Presence-

Draw a card from the Random # Deck. If the number is below the Enemy's Trick stat (club), the target player will defend the Manipulator as if they were using the ability Protect Other and may not attack the Manipulator. The effected player may still perform non-attack actions except for those that move the player's Protector's Token and the Run Away Action. The effect ends when the player is dealt damage by

another player or an enemy (abilities that do not deal damage will not end the effect of Demanding Presence).

Place the Protector's Token for the effected player on the Defense Card for the Manipulator to indicate which player is defending it.

Only one player may defend the Manipulator at a time. If Demanding Presence is rolled while it is still active on a player then use the Enemy Damage Boost Ability.

Players in the Defend Self Stance are able to hold onto reason and are not affected unless affected by the Passive Aggressive Curse.

Be careful with the timers for EPIC Abilities. If the Demanding Presence works on you before your EPIC Ability is about to activate in a subsequent player round then you will use your ability against the party if it is not a damaging attack. If it is a damaging attack EPIC Ability then you will lose concentration and will need to reactivate it.

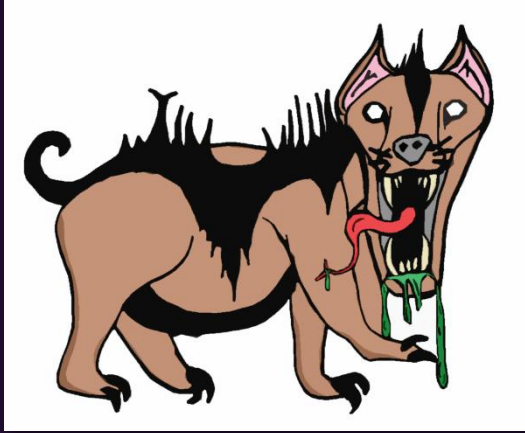
Protector- Immunity will affect the Protector and the Manipulator for the normal duration of the effect.

Healer- Resurrection will heal the Manipulator back to full HP.

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

Use the rules for the Dread Queen's Seductive Smile when determining the effect of Demanding Presence on Prestige EPIC Abilities (ignoring direct damaging attacks).

Demon Dog:



The Stats are dependent on the number of defeated cultists (see below):

When Demon Dogs are summoned they are strengthened by defeated cultists. To calculate the stats for a demon dog add the number of defeated cultists to 8 for all stats when determining the appropriate card.

When creating a Demon Dog the cards needed may be in play already. If that is the case, use the closest numbered card that is less than the intended number. If no number is available that is less than the intended number, use the closest numbered card that is greater.

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) Chaos Bite
- 6) Howl of the Demon

Chaos Bite-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the next successful attack made by the Demon Dog will have a randomly determined effect against the player target as the Demon Dog salivates. To determine the effect added on the next attack, roll the Enemy Dice:

- 1) Target of bite loses their next turn as they are knocked to the ground from the force
- 2) Target of bite drops a Treasure Card on the ground (loses 1 HP if player has no treasure)
- 3) Demon Dog maintains bite until next action causing the player to be unable to Run or Move
- 4) Target of bite loses 1 HP at the end of each player turn until combat is over or healed through an ability or item.
- 5) Target of bite will attack an ally player on their next turn based on suit (can target self; be careful with EPIC Ability Timers as they will target the party as described in the Dread Queen Ability)
- 6) Demon Dog heals for the total amount of damage inflicted on target (limit of max health)

Howl of the Demon-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), all party members are shaken to their core by the horrible sound causing them to lose 1 hit point and be unable to attack on their next turn. Damaging EPIC abilities are interrupted as they reconsider attacking the Demon Dog. Players in the Defend Self Stance are not affected.

The Ancient Evil

Ancient Evils are the enemy of all creation. As such, they were locked away in ages past. But now one has broken free and wishes to wreak havoc on all that stand in its way. Can it be defeated or at least driven back?

Ancient Evils are the major bosses of the game. As such, feel free to expand their descriptions to elicit fear in your players and include hints about the identity of the Ancient Evil as the campaign progresses to build up the anticipation for the end fight. The Ancient Evil should be used as the last encounter for any given campaign setting. These fights are expected to take a long time if the players are ready to fight it (1 deck shuffle for sure to defeat it). Most players will want to use the XXX EPIC Ability to kill the Ancient Evil as fast as possible (tell them good luck!).

Four example Ancient Evils are at the end of this chapter. Example descriptions and suggested ability tables have been put together for these Ancient Evils. Use the Ancient Evil Ability List to customize your own Ancient Evil and/or create your own custom Ancient Evil Abilities with the list as a guide for acceptable effects, conditions, and outcomes.

The Ancient Evil Stats

The stats for the Ancient Evil are based on the order of gate closures and on difficulty level chosen.

For Basic Play:

- 1) The first Gate to be closed will set the Ancient Evil's corresponding stat to a Jack.
- 2) The second Gate to be closed will set the Ancient Evil's corresponding stat to a Queen.
- 3) The third Gate to be closed will set the Ancient Evil's corresponding stat to a King.
- 4) The fourth Gate to be closed will set the Ancient Evil's corresponding stat to an Ace.

For Advanced and Elite Play:

- 1) The first Gate to be closed will set the Ancient Evil's corresponding stat to an Ace.
- 2) The second Gate to be closed will set the Ancient Evil's corresponding stat to an Ace with 1 treasure card.
- 3) The third Gate to be closed will set the Ancient Evil's corresponding stat to an Ace with 2 treasure cards.
- 4) The fourth Gate to be closed will set the Ancient Evil's corresponding stat to an Ace with 3 treasure cards.

After determining the major stats for the Ancient Evil you must determine the abilities that it has access to during the fight. All Ancient Evil enemies have the Enemy Attack Action and Enemy Damage Boost

(may or may not have Defend Self). It is suggested that the Ancient Evil has 3 special abilities from the list of Ancient Evil Abilities.

If extra enemies are present from gate closures where the party decides to not kill all summoned creatures then the Ancient Evil will not only gain them as allies in the conflict but will also gain a +1 bonus per ally to the corresponding stat from their summoned gate (Void boosts Health; Shadow boosts Defense; Elemental boosts Attack; Chaos boosts Trick). This extra bonus will last until the extra enemy is defeated. Ancient Minions that are summoned by the Call of the Ancients do not count toward this bonus.

Ancient Evil Abilities

Call of the Ancients-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then an Ancient Minion is drawn from the Enemy Stat Decks (Draw cards from the Heart, Diamond, Spade and Club piles). Ancient Minions only use the attack action on their turn no matter what their given stat block happens to be. If the Call of the Ancients is rolled and there are no more cards left in the Enemy Stat Deck use the Enemy Damage Boost ability instead.

Double Action-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the Ancient Evil will be able to take two actions per turn until it draws two club suited cards in a row on its turn. Club draws for defensive actions do not count including Defend Self and card draws used to defend against player attacks and abilities.

If Double Action is rolled while Double Action is active use the Enemy Damage Boost ability instead.

Enrage-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the next attacks to hit and do damage before the Ancient Evil's next attack action will be added as retribution to the Ancient Evil's damage. Keep track of how much damage the Ancient Evil accumulates in order to add the corresponding amount of damage to its next attack action. The Enrage damage stack will add to Enemy Damage Boost if applicable. To indicate that this ability is active, turn the Enemy Defense Stat (diamond) card.

If Enrage is rolled while it is activated then use the Enemy Damage Boost ability.

Exchange Vitality-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the Ancient Evil will switch its current hit points with the player with the highest amount of current hit points. Exchange Vitality will only occur if the Ancient Evil has less current hit points than the player with the most current hit points. If the Ancient Evil has more hit points than the players then it will use Enemy Damage Boost instead.

Players using Defend Self are immune to Exchange Vitality and these players are not considered as a target when determining the player with the highest current hit points. Players benefiting from Protect Other are not immune to Exchange Vitality.

Explosive Attacks-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the next attack by the Ancient Evil to do damage against a player will potentially hit all players as the target. Each of the players will need to defend against the attack with separate card draws unless they are defended through Defend Self or Protect Other. Stacks with Enemy Damage Boost.

If Explosive Attacks is rolled while it is activated then use the Enemy Damage Boost ability.

Major Dilemma

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the target player is unable to perform player actions and abilities until the curse is broken (Protect Other and EPIC abilities are interrupted). The curse is broken when the player takes damage or if the player is able to complete a special sequence draw. To perform the sequence draw the cursed player will draw a card on each of their turns and keep the card in front of their character sheet if it is a new suit for the sequence draw. For suit draws where the subsequent card is the same suit as one of the previously drawn cards then the highest numbered card of the matching suit is placed in the discard pile while the lowest value card is kept in front of the player's character sheet. When the player accumulates a single card representing each of the suits then they will be immune to Major Dilemma for the rest of the battle with the Ancient Evil and will place all of the drawn sequence cards into the discard pile. However, if the player takes damage before they break the curse the cards are placed back into the discard pile and the player can potentially be cursed an additional time.

Players using Defend Self and those that are benefiting from Protect Other are immune to the curse from Major Dilemma while defended. The protecting player becomes the new target if an initially targeted player is shielded by Protect Other.

Mark of the Ancients-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the target player is unable to defend against enemy attacks until the player attempts to use Defend Self twice in a row on their subsequent turns. Therefore, the first Defend Self action does not give the player the defending bonus. Only the second Defend Self action will give the defending bonus.

Turn the effected player's Defend Self card to indicate that they are under the effect. Flip it but do not turn it to indicate that they have passed a single success. Turn the card back to normal to indicate that the curse is lifted. However, if a player does not attempt to Defend Self in 2 back-to-back rounds, flip the card to the original effected angle.

Players using Defend Self and those that are benefiting from Protect Other during the initial targeting are immune to the effect of Mark of the Ancients. The protecting player becomes the new target if an initially targeted player is shielded by Protect Other.

Paralyzing Defense-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the next attacks to target the Ancient Evil before its next action will cause the attacking players to become stunned and lose their next action. This effect will occur even if the player does not do damage.

Puppet Strings-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the targeted player will be under the control of the Ancient Evil and use its subsequent actions to target players (can target self). Puppet Strings will interrupt EPIC abilities.

Players using Defend Self are immune to the effect of Puppet Strings. Players benefiting from Protect Other are not immune to Puppet Strings.

Reflexive Armor-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then players that attack and do damage to the Ancient Evil before the Ancient Evil's next action will take the same amount of damage to their hit points.

Vampirism-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), then the Ancient Evil will take half of the targeted player's current hit points and add them to the Ancient Evil's current hit points. If the target player only has 1 current hit point then the player will die. Players that are killed by Vampirism will come back as vampires after 3 player rounds have passed (just enough time to prevent it with a Resurrection from a Healer type player EPIC ability). Vampire players will only use Vampirism as an action and have the same stats as their living body once had. Any treasure that is not claimed from their corpse is also used by the Vampire player.

Players using Defend Self and those that are benefiting from Protect Other are immune to Vampirism attacks. The protecting player becomes the new target if an initially targeted player is shielded by Protect Other.

Wounding Strike-

Draw a card from the Random # Deck. If the number is below the Enemy Trick Stat (club), the targeted player is wounded in such a way that the first Cure or other healing performed on the player only removes the effect of Wounding Strike. Subsequent Cure and other healings performed will regain hit points for the player as long as Wounding Strike is no longer active.

Players using Defend Self and those that are benefiting from Protect Other are immune to the effect of Wounding Strike. The protecting player becomes the new target if an initially targeted player is shielded by Protect Other.

Ability Set Recommendations for the Ancient Evil:

If the highest stat is Health then use the following for Ancient Evil actions:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Wounding Strike
- 5) Vampirism
- 6) Exchange Vitality

If the highest stat is Defense then use the following for Ancient Evil actions:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Paralyzing Defense
- 5) Reflexive Armor
- 6) Enrage

If the highest stat is Attack then use the following for Ancient Evil actions:

- 1) Enemy Attack Action
- 2) Enemy Damage Boost
- 3) Enemy Damage Boost
- 4) Explosive Attacks
- 5) Mark of the Ancients
- 6) Double Action

If the highest stat is Trick then use the following for Ancient Evil actions:

- 1) Enemy Attack Action
- 2) Defend Self
- 3) Enemy Damage Boost
- 4) Puppet Strings
- 5) Major Dilemma
- 6) Call of the Ancients

Specific Ancient Evils

You may wish to incorporate a specific Ancient Evil to this Campaign Setting. The following are just a few examples of Ancient Evils that could be used to add a bit more role-play to the story:

Dragoation

Dragoation is a chimera banished to the Chaos plane. Over a millennium it has evolved into a monstrosity that defies belief. The dragon head lost the pristine shine that once glistened from its red scales and now absorbs light giving it the appearance of a deep black. The goat head mutated in such a way that there are more than a hundred various oddly shaped horns that protrude in all directions from every portion of its face and scalp. The lion head has lost its mane and replaced it with a writhing mass of snakes, tentacles, tails, and vines. The body of the beast has atrophied to such a state that the bones pierce and protrude from key points of friction such the shoulders, hips, knees, and rib cage. The membranes that gave the wings flight have torn completely as the bones of the wings elongated over the ages to ten times their original length. The tail fell off long ago.

Dragoation made a pact through force and domination with the Lords of Chaos to be the first Ancient Evil to enter our plane of existence. In return, every soul that it defeats will be split into 4 pieces: one for each head and the other part will be sent to the Chaos plane adding to the inherent entropy. Thus, the Lords of Chaos aid when they can to help Dragoation achieve its goal of entering our existence.

Followers of Dragoation embrace the nature of change and thus do not hold meetings on specific days or times. In fact, followers may freely come and go from meetings based on their own whims and/or desires. Due to this fact, many defenders of our existence believe that Dragoation's followers will never be able to summon it to our plane as a minimum amount of effort and planning would be required. However, the nature of chance and luck states that it is possible for them to put forth enough effort to make it happen!

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action (One of the heads attacks)
- 2) Defend Self (Wraps itself in its wings)
- 3) Enemy Damage Boost (The heads produce a guttural growl)
- 4) Puppet Strings (A wing extends and motions above the target player)
- 5) Major Dilemma (One of its eyes shines brightly targeting a player)
- 6) Call of the Ancients (One of the heads roars; ripping a tear in reality for an enemy to crawl through)

The One Who Walks Between

The One Who Walks Between is typically seen in the corner of your eye. But when you look directly at it; it is gone. Only during special cosmic occasions such as eclipses, planetary alignments, and gravitational anomalies caused by near misses of heavenly bodies can an individual gain a mere glimpse of the Traveler.



It is said that The One Who Walks Between is the initial source of all vampires found in Creation. Stories claim that he/she was a member of the first governing body of the Heavens. At some point, an accident, an assassination attempt, and/or a self-inflicted curse occurred and The One Who Walks Between became the first vampire. The blood lust took hold and an epidemic of massive proportions infiltrated all of Creation. In response the forces of Creation quarantined The One Who Walks Between to the Void with the ultimate goal of discovering a cure to prevent the spread of vampirism during the First Age. However, upon failing to find a cure, it was decided that the vampire spawn would be destroyed and The One Who Walks Between would be left in a permanent quarantine in the Void.

Some say that The One Who Walks Between is dressed in the finest clothes while other witnesses swear that it wears nothing but tattered rags. In reality it is probably both and neither. It just depends on how you interpret time in the Void.

Cultists of The One Who Walks Between have a variety of goals. Some wish to become vampires and rule Creation for eternity. Others seek to gain knowledge from an immortal of the First Age. While a few wish to free the first victim of the curse of vampirism. All that wish to free it from the Void have to contend with the basic nature of the Void: The Void is out of phase with Creation. Opening a portal is relatively easy but what you get might not be what you want. And the fact that The One Who Walks Between travels constantly makes it harder to find it. Typically a portal to the Void can allow a monster to enter Creation. However, no known portal or tear has been proven effective in summoning The One Who Walks Between to Creation. Whether this is a sign that The One Who Walks Between is seeking atonement in the Void or simply waiting for the right moment is unclear. In fact, some say that they have conversed with creatures from the Void that have entered Creation to run from The One Who Walks Between. What is clear is that the ancient forces of Creation have all but dwindled over the eons and if The One Who Walks Between ever returned it could be the end of life as we know it.

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action (Attack with the Ancient Staff of Walking)
- 2) Defend Self (Suddenly steps into the Void to escape attacks)
- 3) Enemy Damage Boost (The eyes fill with blood and rage)
- 4) Wounding Strike (Looking the player directly in the eyes, the vampire licks its lips and old wounds re-open on the player)
- 5) Vampirism (With blinding speed the vampire takes a bite from the targeted player)
- 6) Exchange Vitality (A mist engulfs the players; one feels a small prick on their neck)

The Bringer of Balance



The Bringer of Balance was originally an automaton created for the expressed purpose of exploring the darkness of the Shadow Realm. It was constructed with the finest magical components and the makers claimed it was indestructible. The initial magical communication links between the controllers and the automaton were able to hold for 12 days. On the 13th day of the expedition all connections were lost abruptly. Initially, those in charge of the automaton's movements suffered mild headaches and rambled about the great struggle between the Light and the Dark. Progressively over the course of a week the controllers fell into a coma and never returned to consciousness. The last controller was said to have whispered something to a doctor before slipping away. Four days later that doctor committed suicide.

At the height of the Second Age when all known countries had been at peace for 150 years, the Bringer of Balance appeared and decimated the 7 major cities of Creation. Then as quickly as it struck Creation, it retreated to the Shadow Realm. Scholars recorded that creatures of shadow flocked around the automaton until the final day of its destructive march. On that day, the Bringer of Balance opened a tear in Creation and began to herd the shadows back to the Shadow Realm with brutal force. Additional disasters where cities have fallen have been attributed to the Bringer of Balance over the Ages. Is the next great disaster around the corner?

It is said that true believers of this Ancient One have been touched by a shadow of the Bringer of Balance and may not even know they are watching and waiting. They do not harbor ill will toward Creation or any other realm. The driving force of their reconnaissance is manifest by the ideal that limiting numbers and forces of the various realms will ensure existence's continuation for eternity. Therefore, cultists of the Bringer of Balance are mostly docile and quiet individuals that lead ordinary lives. Their lives and the lives of their offspring will remain untouched until events set in motion by other forces produce such tepid emotions as complacency and apathy in the majority of the cultists. These emotions are indicators that Creation has tipped the scale in its favor. When the shadow links transmit indications of these key emotional responses, the Bringer of Balance will activate the sleeper cultists and make its journey from the endless realm of Shadow.

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action (Powerful slam attack)
- 2) Defend Self (It steps into a shadow of a player and disappears)
- 3) Enemy Damage Boost (A high pitched noise charges up from within the machine)
- 4) Paralyzing Defense (Electrical bursts charge the armor of the machine)
- 5) Reflexive Armor (Shadows writhe over the machine)
- 6) Enrage (Black smoke billows from the machine as it overheats)



Armageddon

Armageddon is the ancient enemy of Creation. It harbors an unbridled hatred toward Creation as it represents the enslavement of elemental energies. Life continuously converts elemental energy into potential energy to bring about order and structure. Therefore, Armageddon wishes for the complete eradication of all life. All weather anomalies and great natural disasters are attributed to Armageddon's influence on Creation through its avatars.

As the only being to violently oppose the construction of Creation, the Others banished Armageddon to the Elemental Plane by tethering it to the core of the Dark Vortex (a black hole that is said to be at the center of the Elemental Plane). In order for Armageddon to escape the Dark Vortex for a brief moment of time; the energy requirement is astronomical. Thus it is believed that Armageddon will never be able to escape unless a vast amount of energy can be directed to the Elemental Plane from other realms of existence.

The Cult of the End of Days will forever have followers as long as there are disenfranchised people that wish to see an end to it all. They will preach openly about the end of days and sing praises to the fire that will burn existence. While many will right off these cultists as heretics and lunatics in the streets; they should not be dismissed so readily. Over time Armageddon has mastered the Ancient One ability to call upon avatars to personify ill will toward creation and the cultists give their lives toward this cause willingly. The forces of Creation have met these avatars in battle on countless occasions and have thus far been able to fight back the will of Armageddon to the Elemental Plane with heavy losses suffered on both sides.

Roll the Enemy Dice to determine action from below:

- 1) Enemy Attack Action (A ray of random energy)
- 2) Enemy Damage Boost (Temperatures fluctuate to the extreme)
- 3) Enemy Damage Boost (Temperatures fluctuate to the extreme)
- 4) Explosive Attacks (A mass of energy is collected in a sphere)
- 5) Mark of the Ancients (A ring of energy marks the player as a target)
- 6) Double Action (The elements swirl with increased speed)

Concluding Remarks

Thank you for playing in the Open Beta Event for Para Roles and supporting Para Tryp Research Organization. We hope that you enjoyed this game and all of the adventures that await you in the coming battles!

For an epic campaign setting developed by Para Tryp, look for the Carrigton Falls Expansion. The following is a sneak peek at what is under development:

Carrington Falls



A Campaign for Para Roles

Setting Information:

Carrigton Falls sits at the crest of the foothills by the edge of the cliffs that separate the protected lands of the Empire from the wilds of the northern mountains.

The walls of the fort encircle the last piece of civilization west of the Capital.

3 factions work openly together to protect the borderlands while a fourth works secretly in the shadows to maintain the flow of currency. The four factions are the Mage Guild, the Talethosian Empire, The Church, and the Thieves Guild.

Persons of Note:

The Mage Guild has set up the Carrigton Academy and Asylum led by the Archmage Dr. Josef Carrig (human). On the edge of civilization this institute was established in order to help and train astounding mages and perform research into solving the chaotic paradox of wild magic. The paradox states: The controller of wild magic is both lost and found in the chaos. While the mage guild believes in the just cause of the research, the nobles that fund Dr. Carrig believe it best to keep his academy as far away from the Capital as possible due to the innate humanoid fear of wild magic. Dr. Carrig puts his research and students first. Over time Dr. Carrig has become very popular in the Empire's Order of Mages.

The Talethosian Empire has maintained the peace at the nearby fort of Carrigton Falls since the initial development of the Carrigton Academy. The fort guards the pass that leads to the Carrigton Academy. Captain Lorred Madhammer (half-orc) has been the lead commander of the fort for the past 10 years. Under his command, Dr. Carrig has been able to ignore any concerns of security as Madhammer has taken extra steps in maintaining a military presence throughout the vale and surrounding areas. Madhammer's creed of order before pleasure has led him into becoming a just leader that opposes frivolity.

Sister Yvette Galloway (elf) brings a smile to the face of all she meets and regularly holds services at the chapel. She was sent to Carrigton Falls during the years of the most recent plague epidemic that wiped across the Empire. During that time she built a connection with the people of the Borderlands and has been allowed to stay with permission of her order until her skills are desperately needed elsewhere. Her faith is both her guide and shield in the wilds.

Keito Shadowbound (halfling) is a joyful halfling that runs Keito's General Store and Map Emporium. Amongst the shelves of the store you can find numerous general supplies. Adventurer's seeking knowledge of areas both near and far need only ask about the maps held in Keito's collection. Though the adventurer should beware: once asked about his maps, Keito may talk at length about tales of old and his personal adventures in and around the Capital. Many speculate that Keito has ties with the Thieves Guild, but none have been able to prove it. In either case, Keito is a respected member of the community that many seek counsel with on matters unsuited for Captain Madhammer's expertise.

Locations:

Carrigton Falls – A fort containing the major buildings of the military, the church, the general store, and the tavern/inn.

Borderlands Forest – A large forest that encompasses Carrigton Falls and Carrigton Academy and Asylum. Many game trails lead deep into the woods where goblins are known to hide.

Carrigton Academy and Asylum – A 2 hour hike up the forested pass from Carrigton Falls brings you to the gates of the academy which sits atop a cliff overlooking the foothills of the borderlands. A waterfall brings water to the academy and creates a stream that runs under the main building.

Player Start Point:

All of the best stories start in a tavern. The tavern of Carrigton Falls sits within the protection of the fort walls. All party members are currently staying at the tavern and have paid for a full week's stay including room and board.

The party needs to come up with a reason as to why they are here. Was your character born here? Do you seek training with one of the factions? Are you a bounty hunter seeking work? Do you travel with another player for some reason? The reasons are numerous, and it is up to you to make a decision as to why you are here.

Players are encouraged to introduce themselves to their fellow party members as one would introduce themselves in a relaxed bar setting. A physical description of the character along with a bit of background information is always appreciated.

Story Progression 1:

The tavern barkeep points out the bounty board to the players. The board contains 3 notes of interest.

Note #1: Goblin Hunt – Help rid the outlands of goblins today!

Note #2: Sister Galloway seeks aid in the yearly cleansing of the chapel.

Note #3: Found treasures? – Talk with Keito at the store

To hunt goblins, the party may travel on the path to Carrington Academy and branch off of the main path onto one of the game trails. The party will come across 2 goblins in the woods. The goblins are making a lot of noise chopping wood and the party can sneak up on them. See Encounter 1.

To aid Sister Galloway, the party needs only go to the chapel found in town. See Encounter 2.

To talk with Keito Shadowbound, the party needs to enter his store. No introductions will be needed as Keito knows everything about the party already. If prompted about this knowledge, he will inform them that it is his business to know. He will inform them that he seeks any information on artifacts, myths, legends, and lost hoards of treasure. Keito will tell them that he will pay handsomely for this information and even more for objects of interest. Then he will ask the party if they are interested in maps... See the note about his personality in the Persons of Note Section, above. Let your imagination run wild and come up with fantastical events witnessed by Keito. They do not have to make sense or even have a shred of connectivity.

Encounter 1:

2 goblins are caught surprised in the woods. Let the party sneak up on them with a surprise attack. During the 3rd round of the fight, the goblins will blow a horn to alert their tribe. If the party is able to kill the goblins outright before the goblin turn on the 3rd round, then the last one to fall will gurgle that the others will finish you soon!

A horde of goblins is on its way and can be heard in the distance! Have the party draw for intuition (Trick Stat). Success means the party member knows there are too many to defeat.

Goblin stats (2,5,4,3)

1 Treasure card is given upon completion per goblin ear set.

Encounter 2:

Sister Galloway needs help dealing with a rodent infestation. The cellar of the chapel needs a good exterminator. 4 giant rats are hiding in the cellar. Can the party defeat them? Each rat will attempt to hide from the party and when discovered will flee on its turn into cover. Once attacked, the rats will attack back. Any rat that is injured will be turned on by the other rats and they will focus on any party member that has been successfully attacked as well. This is a test of the ability of the PCs to be able to work together and use their abilities. If a party member is slain, then Sister Galloway will step in to bring them back to full health as a special action.

Rat stats (2,3,4,5) – No Treasure from individual rats

2 Treasure cards from Sister Galloway are given to the party upon completion.

Story Progression 2:

The tavern barkeep, and owner, gives an individual letter to each PC during the next morning's breakfast.

The letter reads:

Welcome adventurer!

All visitors to Carrigton Falls are asked to visit the Carrigton Academy and Asylum during their stay. I would love to meet you in order to gauge your potential as a student. The gates of my Academy are open to all!

Sincerely,

Dr. Josef Carrig;'

Archmage of Carrigton Falls,
Defender of the Chaos,
and Master of Wild Magic