

Para Roles

Monthly Challenge #6

August 2020

### Finding the Cure for the Unknown Magical Agent

Choose a party makeup using any rules and the Normal Mode rules for character starting stats [using 6s, 7s, 8s, and 9s]. Give each player 4 treasure cards. Players may choose to combine their funds or keep the treasure cards to themselves.

Players wake up from a fitful sleep and find that they have been infected with an unknown magical agent. Normal healing techniques and magic do not seem to work against it. The town healer studied with a hermit that researched various emerging agents and thinks that this hermit may be able to help the players.

The players must make their way to the Hermit's Lodge before they succumb to the effects of the disease.

Players will face 4 random encounters on their way to the Hermit's Lodge.

Basic Difficulty: Use a Walk in the Woods.

Harder Difficulty: Add in the other enemies from the Void, the Chaos, the Elements, and the Shadow.

Insane Difficulty: Each fight gets progressively harder by adding an additional enemy as the players make it further into the wild areas near the hermit's lodge.

### Unknown Magical Agent (UMA) Effect

When players draw a card to act on their turn, the suit determines what additional effect occurs at that moment.

Heart – the player is unaffected this turn

Diamond – the player loses their next turn

Spade – the player takes 1 HP of damage

Club – the player cannot defend against enemy attacks until their next turn

Players “win” if 1 player makes it to the Hermit.

To determine if a cure is found in time, draw a card. If the card is a Heart then the cure is found in time to save all players. If the card is a Diamond, then 2 players can be saved. If the card is a Spade, then 1 player can be saved. If the card is a Club, then no player can be saved.