

Rollin' Rumble

You enter the Fantasy Tavern for the first time. No one likes the new guy. You have to earn your right to be there. A brawl begins. Time to prove your worth.

Object:

Survive seven rounds in the brawl.

Setup: Take one of the 12 sided number dice and set it at 12. This is your life die. Set aside the Trap, Treasure and Talent dice. They may be used later in the game. The remaining picture dice will be known as the rival dice. All your attackers in this game are collectively referred to as rivals. The three different kinds of rivals are: Heroes, Monsters and Village Folk, represented by three different dice.

The rounds:

Each round is played the same basic way. You play seven rounds, and if you survive (do not run out of life points), you win.

- 1. Roll the three rival dice.** You now know which rivals you will be facing this round. See the chart to see the stats on each rival rolled. (Note that there are two rogues, one on the hero die and one on the Village Folk die.)
- 2. Roll one of the 12 sided numbered dice. This will be the rival's attack number.** Look at each of the rivals on the chart to see the effect of the number for the given rival. (Example: if in step one, you rolled a Monk on the Hero die, an Animal on the Monster die and a Fisher on the Village Folk die, then you rolled a 7 on the 12 sided number die, the effects would be as follows: the Monk and Animal would have each been dealing one damage, but because a 7 is the feast special ability for the fisher, an additional point of damage is dealt by the other two rivals. So, the Monk and Animal are now each dealing two damage, for a total of four damage.)
- 3. Roll the other two 12 sided number dice and group them with your life die to make your attack (and/or defense).** Now use your attack chart (the one with several different colors and combos on it), to decide how you want to use the attack dice to strike the rivals. (**You use your life die as if it an attack die, plus the two you rolled.**) For example, continuing the example where you were dealt four damage total by the Monk, Animal and Fisher, let's suppose you roll a 2 and a 6. Let's also suppose your life die is an 8. You now have the numbers, 2, 6, and 8. Looking at your chart, you will see there is no way to use those numbers as a combo, so you use them individually. Each of them individually is worth three damage. (This example will be continued in the next step).
- 4. Apply the effects of your attack and or defense roll.** Choose which rival(s) you want each of your dice to impact. Continuing the example we've been using, you have a few choices: since these particular rivals have two life points each, you will only be able to kill one of them. The rival you kill will have no effect this round. So, you could choose to wipe out the Fisher, in which case there would be no bonus for the other two, thus making you take only two damage (one from each the Monk and the Animal). Or, you could kill either the Monk or the Animal, thus eliminating the two damage that rival would have dealt you. Let's say you choose to kill the Animal. You would apply two of your attack rolls (in this case it does not matter which ones) to the Animal, thus dealing two damage. Because **damage does not matter unless you actually kill a rival**, there is no point in applying the damage of the third attack die to either of the other two rivals.
- 5. Eliminate any rivals you've killed.** (In this case, remove the Animal).
- 6. Take any damage you have been dealt by moving your life die down the appropriate amount.** In our example, though the Animal is dead, the Monk and Fisher are still alive and you take two damage (one from the Monk plus a bonus damage given to the Monk from the Fisher's special Feast ability). So now your life die becomes a 6 instead of the 8 it was at.
- 7. Repeat steps 2-6 until all the rivals (or you) are dead. Once all rivals are dead, move on to the next round and repeat steps 1-7.**

If you survive after seven rounds of brawling, you win.

Other notes:

If your rolled attack dice can combine with each other and/or your life dice for a combo, everything is still handled the same way, in that you would apply a combo, such as 2 eights, to one rival. The combo of two eights deals 3 damage. This damage must apply to one rival (it is okay to deal more damage than the rival has life points). You may not split the damage from the combo to different rivals (in this case, two damage to one rival and one to another is not a legal play.) You may, however, choose to not use the combo at all and just use the individual effects of the eights (one damage each) and then split that among two different rivals, dealing one damage to each.

Unblockable damage - if a rival deals you unblockable damage, you immediately take the damage to your life die before rolling your two attack dice. There is truly no way to block this damage.

Defend 1 or defend all – what this means is that instead of attacking a Monster, you are able to defend damage it is (or would be) dealing to you. So, if you rolled a 3 and a 5 and your life die is a 10, you would be able to deal two damage total (from your 5 and 10) plus defend one damage from a rival (from your 3). Let's suppose you use the 2 damage to kill one rival and the 3 to defend 1 damage that would have been dealt to you by a different rival. (There is no point in defending damage from a rival you kill, as their damage does not count anyway.) Defend all simply means instead of just defending one damage, you defend all the damage that rival would have dealt you.

Negate - This means not only do you defend any and all damage being dealt by a particular rival, you also negate any special effect that rival may have had for their roll (like enhancing another rival's damage, for example). (Exception - if the rival's special caused unblockable damage, you cannot negate that.)

Destroy – means just that – destroy whatever amount of rivals it says, regardless of their life points.

The Treasure, Trap and Talent dice are only used in special situations – the trap die is used for the Construct Monster, the Treasure die is used for the Alchemist Village Folk, and the Talent die is used by you on the roll of a seven. When those dice need to be rolled, follow the corresponding charts.

If your life die ever would go below 1, you are dead and the game is over. You lose.

If you have questions, please email me at matthew@campphillip.com

Thanks for doing this. Chosen as the best or not, I had fun doing it.

Rival	Life	Effects
Barbarian	3	Special - Barbarian support - +1 damage to any other rival dealing damage, 1-3: miss, 4-12: 1 damage
Bard	1	1-3:miss, 4-8: 1 damage, 9-12: special - Bard support - Only the bard can take damage this round
Cleric	2	Special - adds 1 life point to all other rivals, 1-4:miss, 5-12: 1 damage
Druid	1	1-4: miss, 5-8: 1 damage, 9-12: Special - Druid divination - You may only roll one die instead of two
Fighter	2	1: miss, 2-6: 1 damage, 7-11: 2 damage, 12: 3 damage
Monk	2	Special - Divine intervention - All would be misses from rivals count as 1 damage, 1-6: miss, 7-12: 1 damage
Paladin	3	1-3: miss,4-5: 2 damage, 6: special - Protect - Life die number disregarded, 7-12: 1 damage
Ranger	2	1-3:miss, 4-8: 1 damage, 9-12: Special - Ranged attack - 1 damage before you roll your dice (unblockable)
Rogue	2	Double rogue bonus - +1 damage (from each), 1-3: miss, 4-10: 1 damage, 11-12: 2 damage
Sorcerer	2	1-2: miss, 3-9: 1 damage, 10-12: Special - Fireball - 4 damage
Wizard	2	1-4: miss, 5-6: 1 damage, 7-12: Special - transform - 1 damage and gains 2 life points this round
Abberation	3	1-12: 1 damage
Animal	2	1-7: 1 damage, 8-9: Special - Instinct - cannot be damaged this round and deals 1 damage, 10-12:miss
Construct	2	1-10: Immediately roll the Trap Die, 11-12: miss
Dragon	4	1-4: Special - Breath of fire - deals 2 damage to you and 1 damage to rivals, 5-8:2 damage, 9-12: miss
Elemental	2	Special - not affected by combos, 1-3: 2 damage: 4-9, 1 damage, 10-12: miss
Giant	4	Special - not effected by any individual or combo rolls including a 3 or 4, 1-5: 2 damage, 6-10: 1 damage, 11-12: miss
Humanoid	3	1-8: 1 damage, 9-10: 2 damage, 11-12: miss
Magical Beast	2	Special - Iron Skin - Not effected by any individual or combos including dice rolls above 7; 1-8: 1 damage, 9-12: miss
Ooze	2	Special - Sticky - can only roll 1 die, 1: Special - Suction - 2 damage, 2-12:miss
Outsider	2	Special - must be first destroyed 1-7: 1 damage, 8: 2 damage, 9-12: miss
Plant	2	1-8: Special - Poison - 1 damage before you roll your dice (unblockable) 9-12: miss
Undead	2	Special - Rise - Once destroyed, roll the die again and fight new monster, 1-9: 1 damage, 10-12: miss
Alchemist	2	1-10: Immediately roll the Treasure Die, 11-12: miss
Blacksmith	2	1-4: 1 damage, 5-6: miss, 7: 2 damage, 8-12: 1 damage
Clergy	2	1-9: Special - Holy Aura - Adds 2 life points to all other rivals, 10-12: miss
Farmer	2	1-4: 1 damage, 5-9: miss, 10-11: Special - Pitchfork - 3 damage, 12: 1 damage
Fisher	2	1-4: 1 damage, 5-8: special - feast - adds 1 damage to rivals dealing damage, 9: miss, 10-12: 1 damage
Fletcher	1	Special - adds 1 damage to a hero dealing damage, 1-3: 1 damage, 4-5: miss, 6-12: 1 damage
Forester	2	1-4: 1 damage, 5: miss, 9-12: 1 damage
Hunter	2	1-7: 1 damage, 8-9:miss, 10 - Special - Bull's-eye - 3 Damage, 11-12: 2 damage
Jeweler	1	Special - must be destroyed last, 1-3: 1 damage, 4-5: miss, 6-12: 1 damage
Miner	2	Special - not effected by dice rolls of 1, 1-4: 1 damage, 5-8: miss, 9-12: 1 damage
Rogue	2	Double rogue bonus - +1 damage (from each), 1-3: miss, 4-9: 1 damage, 10: miss, 11-12: 2 damage
Tailor	1	1-2: Special - needle in the eye - all dice disregarded this round, 3-9: miss, 10-12: 1 damage

Trap die roll	Effect
Acid spray	1 damage
Arrow	1 unblockable damage
Blade	1 damage
Boulder	2 damage
Crushing	Adds 1 damage to all other rivals dealing damage
Death Ray	You and all other rivals receive 3 damage
Fireball	2 damage
Gas	You and all other rivals receive 1 damage
Lightning	1 damage
Monster	The construct die is re-rolled, this is monster replaces the construct, (apply rival attack roll effects for the new monster)
Pit	Only your life die counts this round
Quicksand	Only roll one die this round

Treasure die roll	Effect
Gem	Your life die does not count
Art	1 damage
Coins	Add 1 additional damage if you receive any damage this round
Mundane items	2 damage
Magical items	2 damage and your life die does not count this round

Die	Effect	Combo	Effect	Combo	Effect
1	2 damage	11 3	defend all	12 12 12	Defend all
2	1 damage	11 4	defend all	12 12 11	Defend all
3	defend 1	11 11	defend all	12 11 11	Defend all
4	defend 1	11 12	defend all	11 11 11	Defend all
5	1 damage	4 4	defend all		
6	1 damage	3 3	defend all	7 7 7	Destroy 2 rivals, take 1 damage
7	talent die				
8	1 damage	7 11	Negate	10 10 10	5 damage
9	1 damage	7 7	Negate	9 9 9	5 damage
10	1 damage			8 8 8	5 damage
11	miss	10 10	3 damage	6 6 6	5 damage
12	miss	9 9	3 damage	5 5 5	5 damage
		8 8	3 damage	2 2 2	5 damage
		6 6	3 damage		
		5 5	3 damage	4 4 4	4 damage
		2 2	3 damage	3 3 3	4 damage
		1 1	5 damage	4 4 3	3 damage
				4 3 3	3 damage
				1 1 1	Destroy 3 rivals

Talent die roll	Effect
Acrobatics	1 damage
Artisan	If one of your other dice is a miss or defend, deal 1 damage, otherwise this is a miss
Bluffing	This counts as 2 damage, neither of your other dice count for anything
Disguise	Defend all
Enticement	Take 1 damage, but deal 3 damage
Gambling	If the rival die is a: 1-5, miss, 6: take 1 damage, 7-10: 1 damage, 11: defend 1, 12: 2 damage
Haggling	Ignore rolled special effects of all rivals
Perception	1 damage
Pickpocket	Your die that rolled a 7 now takes on the face of the rival die roll
Scribe	miss
Stealth	1 damage
Tracking	Defend 1