Road to Magnate

2-4 Player Co-op RPG Dice Game

Draft - WIP

Setting

In the year of our lord 816, the land of Adura came out of a 35 year long war to see its lands divided into 7 kingdoms. For a while, the people of Adura saw peace and prosperity as the lords and ladies sought to strengthen the continent against a prophesied foe.

As the years went on and this mysterious foe failed to show, the kings and queens became restless and once more Adura saw her people's blood fill her lakes and rivers.

You are a fallen noble, tired of the politics and bickering of the self-entitled, you've set yourself up as a sword for hire. Over the years, your courage and dignity has afforded you the ability to choose your patrons. You've made friends with trustworthy companions to whom you call family.

But as your light grows brighter, Adura's flickers and threatens to die all together. Unrest has reached a new high and you've just received a missive from Procella's Council of Nobles. The air is thick with fear, anger and injustice but one problem at a time. King Cieran has always been a man of high standards. If his court requires your help, there is no reason not to come to his aid.

As a great man once said, "All it takes for evil to flourish is for good men to do nothing."

Objective

In Road to Magnate, players take on this fallen noble completing scenarios in order to uncover the mysteries of Adura.

Players choose between 3 roles to play. Each role starts players off with a different set of dice and abilities to which they can use to vanquish their enemies and complete quests. As their enemies are defeated and quests overcome, they will gain wealth. Using this gold, you'll be able to purchase items, new abilities and even upgrade your role to greater heights!

Contents of the game

46 Dice
- Red: 6 for players, 2 for enemies.
- Blue: 6 for players, 1 for enemies.
- White: 6 for players, 2 for enemies.
- Black: 6 for players, 2 for enemies.
- Green: 6 for players, 2 for enemies.
- Purple: 6 for players, 1 for enemies.

6 Role Cards
- 2 Soldier, 2 Thief, 2 Scholar

12 Role Upgrades
- Soldier Upgrade: 2 Paladin, 2 Ranger
- Thief Upgrade: 2 Ninja, 2 Shadow
- Scholar Upgrade: 2 Cleric, 2 Mage

24 Ability Cards

4 Element Abilities (Red)
4 Aether Abilities (Blue)
4 Holy Abilities (White)
4 Dark Abilities (Black)
4 Nature Abilities (Green)
4 Physical Abilities (Purple)

8 Cheat Sheets/MAX HP Tracker
8 Quest Cards
32 Item Cards (Mini cards)
8 Red HP Cubes
4 Player Threat Markers
3 Scenario Cards
8 Random Encounter Cards
12 Minion Cards

Setup

Players
- Each player chooses a Role. A group cannot be composed of more than 2 of any role.
- Based on the role selected, players assemble their starting dice pool. This can be found on the top right of the role card.
- Under the role name, players can find their starting MAX HP. Players use the MAX HP tracker by placing 2 red cubes on the "Tens" and single unit. *(ie. The soldier has 25 MAX HP which means 1 red cube is placed on the 20 spot and another on the 5)*
- Each player receives 20 gold.

Campaign
- Select from one of the three available scenarios. With an epic voice, read out the flavour text.
- Shuffle the Random Encounter deck and draw a number of cards equal to the number displayed at the bottom of the Scenario card. *(ie. This would be 3 Random Encounter cards for Scenario 1)*
- Flip the top card of the newly created Random Encounter deck.
- Shuffle the Minion cards and draw a number of cards equal to the number displayed above the mini-boss' HP to create the Minion deck.
- Reveal the top card of the Minion deck for each player minus 1. *(ie. For a 3 player game, reveal 2 minions)*
- Take an unused Role card and use the back of the card. The side with all the boxed numbers. This is the threat counter. Place each player token at 1.

Camp
- Shuffle the Ability cards and random reveal a number of cards based on the player count.
    8 cards for 2 players, 12 for 3 and 16 cards for 4 players.
- Shuffle the Item cards and reveal 3 items.
- Shuffle the Quest cards and reveal 2 quests. The top card of the Quest deck is flipped face up but may not have progression on it. *(This is to allow the players to anticipate the upcoming quest)*
- All additional player dice and upgrade roles are placed within reach of all players.

You are now ready to begin!

Game Flow

At the start of the game, players begin in the Camp Phase.

Camp Actions:
When players are within the camp, there are a number of things that they can do with gold.
- Spend X gold to heal X HP. Players cannot exceed their MAX HP this way.
- Spend 15 Gold to buy an available die.
- Spend cost to buy an available Ability card.
- Spend cost to buy an available Item card. These get replenished immediately before any other Item cards can be bought.
- Spend 2 gold to discard all available Item cards and reveal 3 new ones.

When all players are ready, they may now engage the random encounter. This is called the Combat Phase. The Combat Phase is broken down by 2 turns, the player's turn and the enemy's turn. The player turn is communal and all players do their actions at the same time and in any order they choose. During the enemy's turn, they do their actions one at a time at the player's discretion.

Player Turn: *(A die cannot be used more than once per turn)*
At the beginning of a player's turn:
- Refill the quest pool so that there are 2 available quests and the top card of the quest deck is revealed for future planning.
- Draw the top card of the minion deck for each minion defeated the previous turn.

Player Actions:
- Roll dice pool. *(Players must roll all of their available dice at once)*
- Use an item card you own. *(Each item can only be used once per turn)*
- Spend 1 die to adjust their threat up or down. *(Adjustment is based on the die's value)*
    1, 2 and 3 allow the player to adjust their threat by 1.
    4 and 5 allow the player to adjust their threat by up to 2.
    6 allows the player to adjust their threat by up to 3.
- Spend 1 die to heal for X HP where X is the amount of gold spent this way.
- Place dice to activate available ability. *(This usually generates threat denoted within the number in parentheses by the ability's name or critical box.)*

Enemy Turn: *(This is performed in the order listed below)*
- Choose an enemy and collect dice matching their "Dice Rolled" stat.
- Roll the enemy's dice pool.
- Assign dice matching the enemy's abilities. *(A die result may not be performed twice in a single turn)*
- Repeat the previous 3 steps for each active enemy.

- If there are minions or the mini-boss remaining, it becomes the player's turn.
- If all minions are defeated, the mini-boss activates their 2nd phase. *(See Mini-Boss Rules section below)*
- If the mini-boss is defeated, the players return to the Camp Phase.

Game Rules

Common Rules

- Yellow die icons denotes a wild die which can be any colour.
- An “X” within the die icon denotes a wild die value.
- Dice with an exact number of pips within the icon must be triggered using a die of that value.
- When there are no more gold tokens to distribute, players must spend their money in order to refill the bank.
- When an enemy takes damage equal to or higher than their MAX HP, they are defeated. Each player receives gold equal to the number within the yellow circle directly below the enemy’s “Dice Rolled” stat.

Ability Cards
- Any player may purchase an ability card regardless of class.
- Player must be within the Camp phase and spend gold equal to the ability’s cost in the top right corner of the card.

An ability is made up of 2 components: The Main action and the Critical action.

Main Action rules:
- Dice icons with no symbols between them are singular events and are triggered as a die is placed on it.
- Equations with “=” between dice icons must be complete before the effect triggers.
- Equations with “<” or “>” between dice icons must be complete before the effect triggers.
- Equations with “+1” between the dice icons must be complete before the effect triggers.
- Equations with “+” between the dice icons do not need to be filled so long as they meet the requirements.
- A comma (,) between dice separates equations which individually can trigger the ability.

Critical Action rules:
- When there is an “If” this denotes a prerequisite that must exist within the original Main Action dice placed.
- When there is no “If” statement within the Critical Action, Main Action rules apply to the critical slots. *(There is an exception to this rule: The ability called Blessings with the Holy discipline. This should have been an “If” statement)*

Item Cards
- Players may only purchase an item if they meet the class requirements at the bottom of the item card. *(A player’s class icon may be found in the top left of their class card)*
- Players must be within the Camp phase and spend gold equal to the item’s cost in the top left of the card.
- An item can only be used once per turn.

Class Upgrade Cards
- Players may only purchase a class upgrade if they meet the class requirement at the top left of the card. *(A player’s class icon may be found in the top left of their class card)*
- Players must be within the Camp phase and spend gold equal to the class upgrade’s cost which can be found under the class requirement.
- All class upgrades provide a passive boost to their character. *(Passive: does not require the player to activate to take affect)*

Quest rules:
- A quest card’s die slots must all be filled before the quest is complete.
- The reward is given out to each die and not to each player. *(This means a single player may gain the rewards multiple times based on the number of die placed)*
- A new quest card is not available until the beginning of the next players’ turn.

Minion rules:
- A die may only be activated once per turn. *(If the players roll a pair of 2s, only one of the 2s is used. The other is considered a “miss” and does nothing this turn)*
- When an ability has a “+” within the icons, all die slots must be filled before the ability is activated.

Mini-Boss rules:

- Mini-bosses have two phases. The first phase, while minions are alive, typically has them rolling fewer dice. When all their minions are defeated, they enter their second phase. This is denoted by the arrow pointing upwards on the top right hand corner of their card. A mini-boss with no arrows only has one phase and rolls all available dice from the start.
- A die may only be activated once per turn. *(If the players roll a pair of 2s, only one of the 2s is used. The other is considered a "miss" and does nothing this turn)*
- When an ability has a "+" within the icons, all die slots must be filled before the ability is activated.

- When a mini-boss is defeated, regardless of minions left, the encounter ends with the players being victorious. They move back to the Camp phase and may take all available actions within this phase. When everyone has exhausted their actions within the camp, a new Random Encounter card is revealed.
- Shuffle all the Minion cards and draw a number of cards equal to the number displayed above the mini-boss' HP to create the Minion deck.
- Reveal the top card of the Minion deck for each player minus 1. *(ie. For a 3 player game, reveal 2 minions)*
- At this point, the players engage and enter their combat phase and it starts again.
- Once the Random Encounter deck is depleted, the Scenario card is flipped and the big boss is revealed.

Boss rules:

- Much like player classes, boss cards have colour specific die requirements.
- To simplify the process for the player, bosses will always perform their top ability over their bottom one.
- All boss criticals are "If" statements and follow the same rule as those imposed onto the player. *(See critical action rule for more detail)*
- **When the boss takes damage equal to or above his HP, he is defeated and the scenario is completed.**

Card Breakdown

In this section of the rulebook, we'll go through every card type and breakdown what each area of the card represents.

Role Card



Role Icon

Starting Hand
This represents the dice you begin the game with

Starting Health
This represents the class' starting HP

Ability Information
This contains the ability's name, ability's action and slots available

Critical Requirements
The needed dice and condition



This tracker is used to give players a visual representation of their threat during combat

This tracker resets each time a mini boss is defeated

Ability Card



Ability Type

Ability Cost

Threat Number
The number in the parenthese represents the amount of threat the player generates when that ability is used



This tracker is used to give players a visual representation of their MAX HP with 2 red cubes during the course of the game as well as their player colour.

Class Upgrades



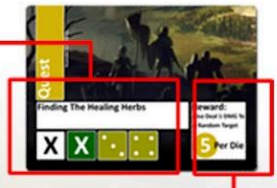
Role Requirement & Cost
This lists the class required and cost to purchase this card

Dice Gain
This indicates the exact dice gained when this card is purchased

HP Gain
This lists the amount of HP gained when this card is purchased

Ability Gain
This is the ability a player gains when this card is purchased

Quest Card



Quest Name and Requirement
This lists the quest's name and the dice required to complete it

Quest Reward
This lists the rewards for completing the quest. The reward will also have a per die gold value and may contain an additional action that resolves immediately if possible. Per die gold value means that for each die a player has committed to the quest they will gain that number multiplied by the per die gold value

example:
Placing 3 die towards the completion of this quest would net a player 3 x 5 gold