

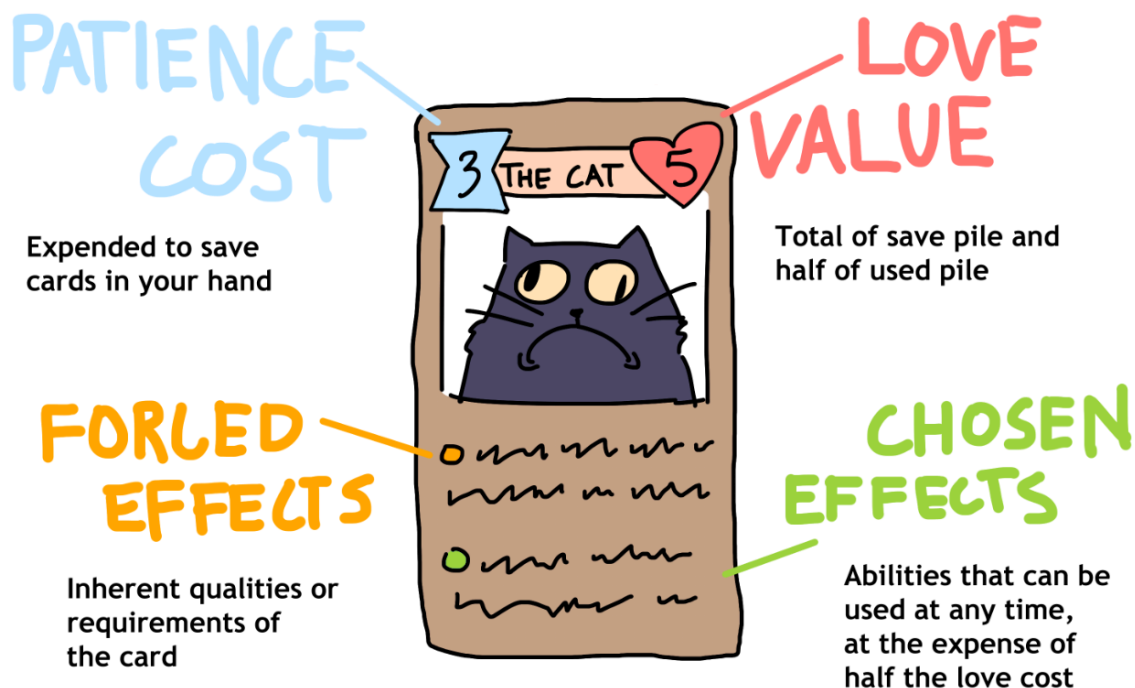
HUMANITARIAN BARBARIAN

Premise (Skip if you read the design statement): You are a Barbarian. A *damn good barbarian*. Nobody crosses your path and leaves alive. Unfortunately, you're so *good* at murder, you accidentally ended the war in the entire Queendom. Honest mistake! It happens to the best of us!

As the land enters a golden age of peace, you are left behind with an extreme affinity for slaughter. But hey! You can't spell slaughter without...uh...laughter! Turning over a new leaf, it's time you did some actual good in this world. Welcome to your new life of letting people live!

GOAL: Accumulate as much **love** as possible by the end of three days. A card's love value is located on the top right of the card, on the heart. At the end of the game, total the love value of all the cards in your **saved pile**. Add **half** the love value of your **used effects pile** to get your final score.

CARDS:



THE HAND: At the start of the day, draw 5 cards and place them in the hand slot face down. Start by revealing the card at the top of your hand. You have 3 options after revealing a card:

- **Save** - Save someone, spending patience
- **Murder** - Murder someone, increasing suspicion
- **End Day** - End the day early, if you fear you may rage

There are two other possibilities

- **Effect** - Use the effect of a card you have saved, available at any time
- **Rage** - Forced action. If your current patience is less than the revealed card's cost, you must rage, murdering everyone in your hand.

EFFECTS: Some cards have effects: some are chosen to be used, some are forced. Decide when it's worth sacrificing some love to activate an effect.

PATIENCE: Each day you will start with exactly **50 Patience**. If you choose to save someone, you must spend some Patience. If you murder someone, no patience is needed!

If your current patience is lower than the revealed card's cost, **you must rage, murdering everyone remaining in your hand**. To avoid this, you must decide when to end the day early. Sometimes, a card's effect might be worth the gamble, or even worth raging for.

SUSPICION: It turns out the Queen doesn't trust you. You were quite literally a war-ax-wielding murderer a few days ago. If you reach **50 Suspicion**, the state arrests you and the game ends immediately.

MURDER: Old habits die hard, and whoever you ran into just now might die even harder. When choosing to murder someone, roll a d20. The number you roll determines how suspiciously they die.

Die Roll	Suspicion Gained	Cause of Death
20	0	Hey, check out this conveniently placed barrel of acid!
17-19	1	Are you sure you're a barbarian and not a rogue? Only an especially skilled guard could retrace that assassination.
14-16	3	You suffocate the target between your thighs. Not a sound from them. Maybe they enjoyed it? Whatever, Clean Kill.
11-13	5	Your target let out a wilhelm scream. Somebody totally heard that, but it's so overused you might be okay.

7-10	10	Your target let out a completely ordinary, regular scream. Somebody totally heard that.
2-6	15	There wasn't <i>THAT</i> much blood... okay maybe you can convince the townsfolk it's just ketchup?
1	15, Start Raging	You ragefully cleave this person in half in broad daylight. It's so joeever.

List of Cards

ID	Name	Patience Cost	Love Value	Forced Effects	Chosen Effects
1	The Cat	3	5	When killing this card, +5 to murder die roll, -5 love when calculating final score	Add one card to your hand.
2	The Dog	3	5	When killing this card, +5 to murder die roll, -5 love when calculating final score	Add one card to your hand.
3	The Wizard	10	10		Change the revealed card for a card from the deck, even if you are about to rage.
4	The Druid	7	5	If a dog or cat is revealed, you must save it.	Add two cards to your hand.
5	The Paladin	8	10	If you killed the cleric, this love value is a fixed -10. If you saved the cleric the love value is 15.	Add two cards to your hand.
6	The Cleric	13	2 for each card in saved pile	You must save the next card.	Gain 10 patience.
7	The Bard	12	15	You must save the next card.	Add up to 5 cards to your hand.
8	The Rogue	5	10	+10 to suspicion	Halve your suspicion. This card is worth -10 love when calculating the final score. Multiplayer: Send this card to your opponent's saved pile.
9	The Fighter	8	5	-5 to murder die roll	Add two cards to your hand

10	The Ranger	8	5	-5 to murder die roll	Remove two cards from your hand.
11	The Sadist	2	10	You must kill the next card.	This card is worth -10 love when calculating the final score. Gain 2 love for each card in the death pile.
12	The Gambler	20	25	If killed, roll any die. On a high roll, no suspicion is gained. On a low roll, double your current suspicion.	Roll a d4. Double patience on a 4. End game on anything else.
13	The Blacksmith	10	5		+5 to your murder dice rolls
14	The Ghost	0	5	Cannot be killed. Enter the save pile immediately.	Scare away any card in your hand for free, skipping the murder roll. Love value becomes -5 in final calculation. Multiplayer: Scare away a card from the opponent's saved pile.
15	The Bartender	14	20	Until the tavern maid is pulled, this card's love value is 0. If the tavern maid is dead you must kill this card.	Pull up to 3 cards
16	The Sorcerer	11	15	Swap one card from your save pile for one from the dead pile.	Swap one card from your save pile for one from the deck.
17	The Tavern Maid	16	15	If paired with the bartender, double this card's love value. If the bartender is dead you must kill this card.	Pull up to 3 cards
18	The Pirate	6	Always -5		Multiplayer: Steal a card from your opponent's hand and place it into your saved pile.
19	The Guard	15	50	Each time you kill someone, the love value of this card decreases by 5. If you kill ten people and are somehow still in the game, it ends immediately.	Remove all suspicion. Your used effects pile has 0 love value in final score calculation. Multiplayer: +15 suspicion to opponent