

# Loot Roll

## Rules and Instructions

### Overview

Loot Roll provides the dungeon exploration experience from many modern mmorpg's, just without the teamwork. You and your friends will battle dangerous monsters, roll for epic loot, and screw each other over, all with the goal of gathering the most valuable loot and becoming the richest adventurer in the realm.

### Setup

Start by separating all cards into 5 different piles, ability, common loot, rare loot, epic loot, and monster cards. Make sure each player has a d20 and a set of choice cards (one fight and one flight card).

### Survivability

Survivability is the stat that each player has, that determines whether or not they will defeat a monster. All players' survivability starts at 1 and can be increased through a variety of means, including special effects from ability and loot cards, and equipping specific loot cards.

### Card Types

There are three types of cards in Loot Roll; ability, loot, and monster cards.

#### *Ability cards*

- Useable in all kinds of situations, ability cards can give you the upper hand in loot rolls or boss fights, or provide a unique opportunity for you or your party.
- The number in the upper right is the price of the ability. Ability cards cannot be sold, only bought.
- Most ability cards will specify when they can be played and what exactly they can do since the effects vary. If an ability card doesn't specify when it may be played, you are free to play it whenever you feel like it.
- Once an ability card is used, it is discarded unless specified otherwise.

### *Loot cards*

- There are three rarity levels of loot, common, rare, and epic. Each rarity is represented by a different colored card back, gray being common, blue being rare, and purple for epic.
- Loot cards can be broken down further into two types, equipable and non-equipable. Equipable loot will have a symbol in the upper left corner, displaying the gear slot it can be equipped in. Next to that symbol is the survivability number which, when equipped, is added onto the player's current survivability. Non-equipable loot will not have anything in the upper left.
- All loot will have a gold symbol in the upper right with a number next to it, this is the value of the specific loot. The gold value is used when selling loot, and at the end of the game when seeing who is the richest adventurer.
- All loot has the potential to have special abilities/uses. These will be signified by the words special in the box under the loot image, with the ability being specified in the text.
- Some special abilities are passive/consistent while others are usable.
- Much like ability cards, special loot cards will specify when they can be used.
- Unless specified otherwise, special loot cards are discarded on use.

### *Monster Cards*

- Monster cards are what you fight against in mini-boss and boss fights.
- The upper left of the card has two numbers next to crossed swords which represent the monster's survivability. The blue number is the survivability if this monster is being fought as a mini-boss, and the purple number is the survivability if it is being fought as a dungeon boss.
- Similarly, the upper right of the cards has numbers next to a treasure chest separated by a slash. These numbers work similarly to the survivability numbers in that the first is used if the monster is a mini-boss, and the second is used for the dungeon boss. The number used here represents the number of loot cards drawn if the monster is defeated, or the number of loot cards lost per player if the party is defeated. The color of each number matches one of the rarity levels of loot cards, a blue number means the party draws that many rare cards and purple is for epic loot.
- If there is only a single number in this corner, or there is no slash separating the numbers, then the number is used for both mini-boss and boss.
- Some monster cards will have effects or special conditions in the lower text box, make sure to read these before battling the monster, as they can completely change the situation and outcome of the fight.

## Card Management

Keep separate discard piles for each type of card, common, rare and epic loot, ability, and monster cards. If any of the decks run out of cards, shuffle the respective discard pile.

**Equipment:** Any card with a survivability rating can be equipped in an equipment slot. These cards will be laid out in front of you with only one piece of equipment card per slot, with the exception of equipment that takes up both the main and off-hand. To tell if a card is an equipment card, look in the upper left corner for a symbol and number. The symbol will tell you which equipment slot this loot goes in, and the number shows the survivability added to the player. The equipment slots include, head, body, legs, feet, main hand and off hand. For a card that takes up both main and off hand, place it in the main hand slot and turn it sideways. In order to dequip a card, you must have an equipment card to replace it.

**Your Bag:** Your bag can only carry 7 loot cards at any given time, this does not include cards that are equipped, and there is no restriction on the amount of ability cards you can carry. If you have a full bag of loot, you will be unable to roll for any loot drops (discarding covered in turn phase). In between dungeon runs, players may deposit their loot into their banks. Banks have unlimited space and any loot stored, will count towards your total loot value at the end of the game. Loot can also be sold in order to buy ability cards from vendors.

## Starting

Players start the game by drawing one ability card each, then entering the first dungeon. The player who has most recently played a video game goes first, the order moves clockwise from them.

## Turn Phase Options

On a player's turn, they have one main action they can take, either slay a monster, challenge a mini-boss/boss, or discard loot from their bag. Before taking this action, the player may play loot or ability cards, and equip gear.

- Choosing to slay a monster means that the player draws one card from the common loot pile. The player may equip or use the loot if possible, or simply place it into their loot bag.
- Challenging a mini-boss involves the whole party. When a player decides to challenge a mini-boss/boss, a monster card is drawn and everyone moves into the preparation phase.
- Discarding loot allows the player to clear unwanted loot from their bag. The main reason a player would want to take this action is because a player with a full loot bag cannot collect any additional loot.

## Preparation Phase

Preparation phase is entered when a player chooses to fight a mini-boss or boss on their turn. At the start of a prep phase, players can change their equipment and play any applicable cards. After all players are satisfied they must choose to enter the fight or back out. This is done by playing one of their choice cards face down, with one card being fight and the other flight. After each party member has played a choice card, they are all flipped. If a player plays their flight card they back out of the fight, meaning their survivability rating does not count towards the fight, they are also not eligible to roll for loot if the monster is defeated, but they suffer no penalties if the party loses. If all members choose a flight card, the monster card is placed at the bottom of the pile.

## Fight Phase

Following the prep phase is the fight phase, in which the party faces off against the monster. To defeat a mini-boss/boss the collective survivability of those in the fight must be higher than the monster's. During the fight phase, anyone in the party can play cards and equip gear in order to help or hinder the party. Once the party is satisfied with the outcome, or cannot play anymore cards, the fight phase ends with the party either victorious or defeated. If the party is victorious loot cards are drawn, corresponding to the number in the upper right of the monster card, the first set being for mini-boss fights and the second for boss fights. The party then moves into the roll phase. If the party is defeated, those that fought lose the amount of loot cards that they would have gained (the loot you lose doesn't need to correspond to the color of the numbers). Regardless of the outcome, at the end of the fight phase, the monster card is discarded.

## **Roll Phase**

The roll phase is when the party rolls their d20's to see who gets the newly acquired loot, with the highest value being the winner. Only those that participated in the fight get to roll. Rolls go one card at a time with the party rolling for the lowest valued card first and moving up in value. During a roll, players may play cards to increase their roll or decrease others roll (roll values can go higher than 20 and lower than 1). After all rolls are done, it becomes the next players turn.

## **Dungeon Progression**

In Loot Roll, the party will progress through three dungeons in total, with two town phases to break up each dungeon. In a dungeon, once the party has defeated three mini-bosses, they can no longer fight mini-bosses and can only face off against dungeon bosses. After a dungeon boss is defeated, the party leaves the dungeon and moves to a town phase, unless this was the third dungeon in which the party moves to the end game.

## **Town Phase**

In town phase players can deposit loot into their bank and buy ability cards from the vendor. At the start of the town phase 5 ability cards are placed out, face up. The player, who would've been next in the dungeon, starts in the town phase. On a player's turn they have two options, they can choose to buy up to three ability cards from the vendor or deposit loot into their bank. When buying from the vendor players must pay (discard) loot cards equal or higher than the value of the ability card. After a card is bought, it is replaced by the next card in the ability deck. After each player has had two turns in the town, the party enters a new dungeon.

## **End Game**

After the third dungeon boss has been defeated and loot has been rolled for, the party moves into the end game. Players should gather up all their loot cards and add their total value. This includes cards stored in their banks, but doesn't include loot cards that are equipped. Players may dequip loot cards in order to count their value, but must have a gear card to replace them. After each player has added up their total loot value, whoever has the highest value is the richest adventurer and winner.