

The Tarnished Paladin Rulebook

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Title:

The Tarnished Paladin

Theme:

You are a Paladin who lost their Glory. You are traveling through a cave trying to seek glory in battle. You heard there is a large monster at the end of the cave. You travel through the treacherous cave and have found where the beast is hiding. We are not strong enough to fight it yet. Now it's time to prepare for the fight. We need stronger weapons! This is the perfect opportunity to regain our once lost glory!

Goal:

You are going through a cave trying to collect weapons with enough total damage to defeat the beast at the end of the cave. You want to defeat the beast before you run out of time (rounds). The game takes place in 11 rounds. In the first 10 rounds you will be able to pick between 5 different weapons with differing damage. In the 11th round you will fight the ferocious beast.

Components:

This game requires a deck of playing cards and 2 six-sided dice to play. Possibly pen and paper for some simple math.

Initial Game Setup:

Step 1: You will start by laying 3 cards in front of you face up. This starts round 1. These 3 cards are your weapons. The face value of the cards are the damage it deals. You want to go through each round and try to deal enough damage to defeat the ferocious beast who has a total of 100 health.

Step 2: Pick between the 3 cards. Once you pick the weapon you want you can keep it for the final fight.

Step 3: Once you pick your weapon you can put it to the side and save it for later.

Step 4: Discard the weapons you don't use.

Step 5:

(You must choose your card before you can roll.)

On odd rounds you are granted two 6 sided dice in which you can roll for a gamble you do not have to gamble if you do not want to. The gamble is, if you roll both dice and the total number is even then you double the damage of the weapon. If the total number of the dice you rolled is odd then you increase the beast's total health for the same amount as the damage of the weapon you chose. (EX. You pick a weapon with 8 damage and roll odd on the dice the beast now has 88 health (80 (Total Current Health) + 8 (Weapons Damage) = 88).)

Step 6: You pick your weapons for a total of 10 rounds.

Step 7: On round 11 you will total all of the damage of the weapons you collected and try to take down the ferocious beast and regain your glory.

Rules:

(If you want to have an actual beast you can set a joker card in front of your weapons)

At the start of each round you can pick only one weapon between the 3 you set in front of you. You save these weapons to fight the ferocious beast. On odd rounds you will be granted two 6-sided dice that allow you to gamble. You do not have to use the dice granted. The gamble is if you roll an even number you double the damage of the weapon you chose for this round. If the roll is an odd you increase the beast's total health for the damage your weapon has this round. At round 10 choose your last weapon to fight the ferocious beast. Finally at round 11 you will try and defeat the ferocious beast whose health is 100. You want your total weapons damage to be the same or higher than the beast's health to defeat it.

Win and Lose Condition:

You win by collecting weapons with enough total damage to defeat the ferocious beast on round 11. This is done by dealing 80 or more damage to the beast.

You lose by not collecting strong enough weapons to defeat the beast.

You can gamble your odds of winning and losing by rolling the dice. You could win off of getting a strong weapon on an odd round and roll an even number to double its damage to have enough damage to defeat the beast. You can also lose if you roll an odd and increase the beast's total health to a point where it's too high for you to defeat it. Depending on what you roll on the dice and the luck of the cards can dictate a win or loss.