

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

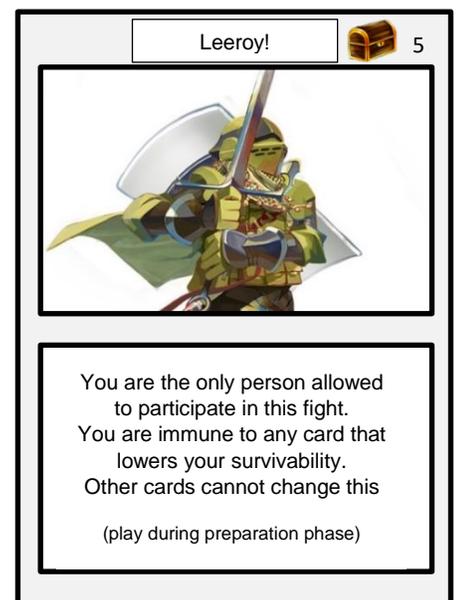
Survivability is the stat that each player has, that determines whether or not they will defeat a monster. All players' survivability starts at 1 and can be increased through a variety of means, including special effects from ability and loot cards, and equipping specific loot cards.

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, 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 treasure symbol in the upper right with a number next to it, this is the value of the specific loot. The treasure 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. Abilities will be specified in the text below the image.
- Some special abilities are passive 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 and your party fight against
- The upper left of the card has two numbers next to crossed swords which represent the monster's survivability. The first number is to be used when fighting the monster normally, and the second is used when fighting the monster as a boss.
- Similarly, the upper right of the card has numbers next to a treasure chest separated by a slash. These numbers work the same as the ones on the left, with the first set to be used normally and the second to be used for a boss fight. The numbers show how many loot cards to draw/lose depending on if the party wins, and the color represents the type of loot.
- If there isn't a slash separating the numbers, then the numbers are used for both regular and boss fights.
- Some monster cards will have effects or special conditions in the text box, make sure to read these.



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 in 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 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 treasure 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 explored a “dungeon” goes first, the order moves clockwise from them.

Turn Phase Options

On a player’s turn, they have one main action they can take: explore the dungeon, fight a monster, or discard loot from their bag. Before taking this action, the player may play loot or ability cards, and equip gear.

- Choosing to explore the dungeon 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.
- Fighting a monster involves the whole party. When a player takes this action, a monster card is drawn and everyone moves into the preparation phase.
- Discarding loot allows the player to clear unwanted loot from their bag. Adventurers with full loot bags cannot roll for additional loot.

Preparation Phase

Preparation phase is entered when a player chooses to fight a monster 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 either enter the fight or back out. This is done by playing one of their choice cards face down. 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: their survivability rating does not count towards the fight and they cannot roll for loot, but they suffer no penalties if the party loses. If all party members run, 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 monster, the collective survivability of those in the fight must be higher than the monster's survivability. 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. On a win, the party draws loot cards corresponding to the number and color in the upper right of the monster card. 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 rarity 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

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 card with the lowest treasure first, and moving up in value. During a roll, players may use cards to increase their roll or decrease others roll (roll values can be higher than 20/lower than 1). After all rolls are done, it becomes the next player's turn.

Dungeon Progression

In Loot Roll, the party will progress through three dungeons in total, with two town phases to break up each dungeon. The party leaves a dungeon once a boss has been defeated. Players can choose to fight a boss at any time (on their turn), but after the party has defeated 4 regular monsters in a dungeon, they must fight boss monsters. After clearing the third dungeon, the party moves to the end of the 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 of 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.