

# Cards & Dragons Rule Sheet

## General

Cards & Dragons allows up to 6 players to play.

## Setup

Shuffle all of the decks of cards separately. Have each player select a class type. There may only be two players of each type of class. For example, only two Enchanters even if there are three or more players.

Deal each class their appropriate starting weapons.

Two Handed	One Broadsword
Dual Wielder	Two Shivs
Enchanter	One Shiv, One Enchantment of Happiness

Determine the play order (who goes first) and then deal each player 4 treasure cards starting with the first player. Each player now takes a turn organizing their backpacks and selling extra cards to the shop if they want to or need to. Once everyone has taken this initial turn, the game begins!

## Game

Each player's turn has the same flow of events from here on out:

1. Organize your backpack.
2. Challenge a monster.
3. Resolve the card drawn.
  1. Duel a player.
4. Organize your backpack again.

**Organizing your backpack.** This is a catch-all turn where you can swap out pieces of armor or spells from your equipped slots into, or out of, your backpack. You may also purchase or sell to the shop at this time.

**Challenge a monster.** Depending on what rank you are at (1, 2, or 3) you will fight an Easy, Medium, or Hard monster. Flip over a card of the appropriate deck. What type of card is drawn determines what happens next. **Monster cards** have a number at the top indicating the damage you must meet to kill it and give treasure and weapons as a reward for winning as indicated at the bottom left corner. Which weapon deck you draw from depends on the rank of the monster you are fighting.

Easy Monster	Cheap Weapon
Medium Monster	Quality Weapon
Hard Monster	Rare Weapon

Another possible card in the monsters deck is a **curse** or **trap**. These are indicated by not having any number at the top and have a different icon in the bottom-left corner. Curses show a skull, and traps show spikes. If you draw one of these, it takes affect immediately. If you have a card that protects against the curse or the trap, simply discard the curse or trap and draw another monster card like nothing ever happened.

The last type of card is a **boss** card. These are indicated by the word “Boss!” at the top of the card. When a boss card is drawn, everyone in the game rolls together at the same time to collectively deal damage. The boss' health is the number show multiplied by the number of players in the game. So a boss card displaying “6” in a game with 3 players in it will have a total health of 18. If the boss is defeated, everyone gains the number of treasures show, but only the player who drew the monster gets one weapon in addition to the treasures.

Once you've resolved a monster card, you organize your backpack again just like before.

**Dueling a player** is a special circumstance. After you have beaten a monster, you may place the spoils of that monster aside (don't look at them!) and challenge a fellow player. The player to challenge must be in the same rank as you. If you win the duel, you gain a rank and now fight tougher monsters, put all of the spoils set aside back to the top of their decks. If you lose, all of the spoils that were set aside are given to the player challenged.

A duel works differently than battling a monster. Your goal is not to deal a certain amount of damage or more; instead each player rolls at the same time and whoever deals the most damage wins the bout. To win a duel, you must win 2 out of 3 bouts. If players roll the same amount of damage, the bout is replayed.

**Important note:** Obtaining the fourth, and final, rank is more difficult than the other duels. After beating a Hard monster, you must fight and defeat an Epic monster as well. Only then may you challenge an opponent.

**Another very important note:** There are no spells, items, nor armors that deal extra damage in a duel. It is simply just the damage you roll plus whatever additional damage your weapon(s) give.

The game ends once a player has reached the fourth rank! The other players may continue playing amongst themselves to battle for second, third, and so on.

## Clarifications

This section is dedicated to clarifying some rules and some cards.

A backpack may only hold up to 4 treasures inside. It may not hold any spells nor enchantments. In order to hold a spell or an enchantment, a player might have a treasure called a “Jar” that allows a spell or enchantment to be held inside. If you cannot store the spell or enchantment inside a jar or equip it, it must be sold to the shop.

Only 1 piece of armor may be equipped at a time. For example, a player can have Chainmail equipped (does nothing), and have a “Side Pack Pro” inside their backpack. The Side Pack Pro gives 3 additional backpack spaces, but the player does not have this piece of armor equipped, so they do not receive that bonus.

Only 1 spell may be equipped at a time. The exception is if the player has a Leather

Tunic piece of armor equipped, allowing them to equip 1 more spell. Place this equipped spell on the tunic as a reminder that if you store the tunic you must store the spell as well.

A Two handed player may not ever equip a one handed weapon.

**Enchantments** can cause special effects to weapons. A **critical** (or crit) enchantment causes lower rolls to be treated as though they were the highest roll. Here's the chart showing which rolls trigger a critical strike:

D4	[no modifications]
D6	5 and up
D8	6 and up
D10	7 and up

For example, a critical enchantment with a D8 weapon means that on a roll of 6 or 7, that roll now counts as an 8.

The other enchantment, **double damage**, causes the roll to be counted twice and then any modifiers are added. For an example, let's say a player has a double damage enchantment with a 1-handed D6 weapon (gives +1 damage). The player rolls a 4, this gets multiplied by 2 resulting in 8 damage, then add 1 for the modifier on the weapon itself resulting in a total of 9 damage.

The third enchantment does not have a name, nor does it cause any special effects. It simply adds more damage to the final total.

Some spells and some pieces of armor instantly kill monsters that are either **Fire** or **Ice** based. These monsters are indicated at the bottom of the card by either a fire icon or an ice icon. These treasures work exactly as indicated and instantly kill monsters of those types! The exception is for bosses. Bosses may not ever be instantly killed despite bosses being either fire or ice type. This is because there are some armor pieces that protect you from dealing with suffering negative effects from losing to a fire or ice monster. For example, if you have Ice Armor (protection from Ice monsters) and lose to an Ice boss, you don't have to worry about any bad things happening to you!

If you are the **last player in your rank**, there is no one left to duel. To compensate, you get to duel an imaginary opponent. Have another player roll as this imaginary opponent. You must still defeat a monster of your group before you can duel. The imaginary opponent's damage is as follows:

Rank 1 (Easy Monsters)	One D4 with +3 Damage
Rank 2 (Medium Monsters)	Two D6s with a total +2 Damage

There are no stand-ins for a Rank 3 player because everyone else has already won the game, so you lose.