

Well met, brave adventurers!

Unfortunately, most of you are already dead. Sorry about that. You are now in the Otherworld. It's not a quite christian heaven or whatever, it's celtic. Go read about it if you want.

First off, learn how to play Perudo (including the Calza rule) and then we can talk.

All done?

Great.

Otherworld is a crowd-decision improv dungeon crawler where you never have to go into a dungeon, and never have to make a decision. But you should get over that and make some decisions, I think.

Setup

1. All players select a character to play as, or make up their own. Feel free to name your character!
2. Players should all fill out prompt cards. Write anything that comes to mind, and these are passed to the storyteller. If nothing comes to mind, put an animal, a vegetable and a normal RPG location (like a pub, a ferry crossing, a cool tree etc)
3. Agree on a last stand condition. This could be: we run out of cards in the discard pile, or everyone's had a go as storyteller. For first time players, I suggest using a coin and some paper to make a conflict tracker. Draw a line, put some points on that line, and move the coin along the line until you reach the end!¹

4. Have a conflict! The storyteller shouldn't feel limited to just fighting things.²
5. If you haven't met your last stand condition, return to step 1.
6. If you have met your last stand condition³, do a last stand!

Storyteller, Improv Phase

Honestly I need to beta test this before I give advice on this.

Conflict Phase

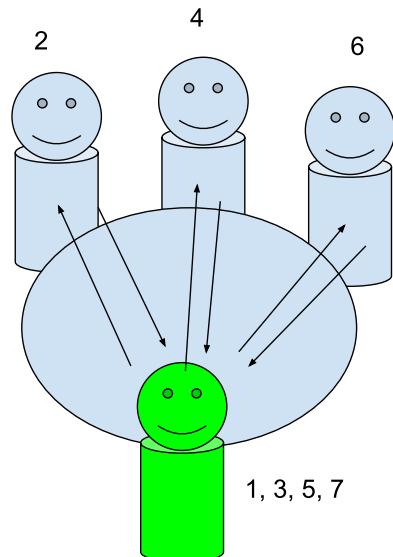


Figure 1: If you were confused about player order before, I'm sure this will help maybe?

Modified perudo is played, alternating between each player (fig 1, blue guys) in a circle and the storyteller (fig 1, green). The

¹If you're the kind of person who values "planning", you could write locations or themes on each of those points. But that's veering in to GM territory!

storyteller always goes first, and the player next to the storyteller in the direction of play goes next. For instance:

1. Storyteller
2. Player 1
3. Storyteller (again!)
4. Player 2
5. Storyteller
6. Player 3

Besides the ability cards and the play order, the other modification from Perudo is the “Palefico” rule is removed.

Order of Play on Conflict Turn

- Use OR draw an ability card OR discard 3 cards to take a card from the discard pile.
- Then play normal Perudo (raise, dudo, calza etc.)

And that's it! Note that some ability cards can be played at any time, this is not counted as using your “use or draw an ability card” step.

Storyteller, Conflict Phase

The storyteller is free to craft their own encounter. It's their job to try and make something fun, though try not to change the rules on the fly too much! I suggest ceremonially placing the Storyteller's normal cards in an envelope so they don't get mixed up.

Storytellers may:

- Role play as their own character, but possessed! (Definitely give them more dice than their starting dice, I reckon around 1 per player plus 1)
- Use one of the premade enemy packs
- Use an unused player character
- Go nuts and make their own character using cards from all over the deck.
- Use pre-prepared homebrew I guess I'm not your mum.

Before the conflict, they should establish:

- Their character's number of dice

- Their character's kill loot
- Their character's chip damage loot (if any)
- Their character's damage penalty (when the storyteller damages the player) (if any)

For kill loot, I suggest cards associated with that monster, or extra dice or whatever.

Negotiate with the players for what seems fair before the encounter begins, or give them a surprise! Not every conflict needs to be a boss fight with big loot!

During a conflict, storytellers almost like normal players, except can't draw ability cards, only play them! They should just do more evil laughing.

After their possession the storyteller can choose to EITHER:

- Match dice with the player with the most dice
- Match number of ability cards with the player with the most ability cards
- Gain a dice
- Gain an ability card associated with the character they just played as (though players get first dibs if offered as loot)

Tips and Notes on Conflict

Secrecy

In order to effectively beat the storyteller, players need to discretely communicate what dice they actually have. If the storyteller works out what you're talking, then they can't exactly not act on it.

Bribery

Useless cards can be used as bribe tokens. Bribes can be announced at any time by any player. You can only bribe people to do things to do something they can perform immediately, ie. Chieftain playing the Justice card that can still only be played as their draw/play action on their turn, so the bribe can only happen then. Once there's verbal agreement, and payment (in useless facts)

²In the world, your conflict session could be racing, arguing with someone, or fighting the very earth below you to dig a hole. Go wild!

³Or you just want to get the game over with!

changes hands, the agreed action must happen immediately. Storyteller is judge.

Voting

If odd number of total players, Storyteller abstains then tie breaks. If even number of total players, Storyteller votes. If ANY abstentions, Storyteller decides outcome.

Last Stand

Just go around in a circle, and play Nomral Perudo against each other. No bosses, no possessions, just going Player 1, Player 2, Player 3 in a circle, and Palefico is back (if you want it to be back). Last one standing gets to win the coolest resurrection (or, if they never died, to just leave the otherworld.)

Player Cards

Druid. “Peaceful, Content Death.”

Starting dice: 2

Starter Ability cards:

1. Herbal clense. Reset one player's dice count to their starting amount, then put this in the discard pile.
2. Mind-wipe Serum. Make a player forget a thing for the rest of the game. If they don't play along at any point, you get one of their dice. This card is **removed from the game** after play.
3. Therapy Session. Look at a player's ability cards, and then take one, if you can come up with a reasonable argument for doing so. This card is discarded.
4. Intervention. Go through and take a playing card from the GM's encounter discard pile.
This card is removed from the game after play.

Warrior. “Violent, War Death.”

Starting dice: 2

Starter Ability Cards:

1. War cry. Get an extra dice if you successfully dudo or calza on your first turn in a conflict. This card is retained.
2. Field medic. Prevent a player (but not yourself) from losing their final dice, then put this in the discard pile.
3. Jump the gun. Play skips to your turn immediately, then place this in the discard pile. **This card can be played at any time.**

Witch. “Tragic, Burning Death”

Starting dice: 2

Starter Ability Cards:

1. Magic Missile. A player or enemy loses all-but-one dice. This card is removed from play.
2. Folk wisdom. “Nope” the last action. Discard this card. **This card can be played at any time.**
3. Toil and Trouble. Summon your two imaginary sisters, Toil and Trouble, who both get 1 die each. You can place them wherever you want in the player circle. They don't get cups to conceal their dice, but they can perform any action a player can do (including vote). They vanish after they've had a turn. If it helps, make them little avatars. This card is **removed from the game** after play.
4. Devil's deal. Discard: one other card for 1 dice, 3 other cards for 2 dice, or 5 other cards for 3 dice. Discard.

Urchin. “Clumsy, Oaffful Death”

Starting Dice: 1

Starter Ability Cards:

1. Robbin' good. Steal a die from someone who has more than their starting dice. This card is retained.
2. Miscreancy. Reroll as many dice on the table as you want, then go back to 1 dice after the count phase. **This card can be played at any time.**

3. Quick Learner. Discard two other ability cards OR a dice in order to go through, look at and take any one card from the discard pile. This card is retained.
4. Go Easy on the Kid. Unilaterally overrule a “not in character” argument towards yourself, then discard this card. **This card can be played at any time.**

Chieftain. “Prideful, Honourless Death.”

Starting Dice: 2

Starter Ability Cards:

1. Smooth talker. Discard three cards to unilaterally overrule a party decision. This card is retained. **This card can be played at any time.**
2. Policy U-turn. Whatever just happened, the opposite actually happened. This card is discarded. **This card can be played at any time.**
3. Justice. Discard 5 ability cards, and redistribute ALL other players dice as you see fit. This card is retained.
4. Think tank. Reshuffle all discarded cards into the draw pile. This can be played at any time, and it removed from this game after play.

Sailor. “Not dead, just sailed to sea with a silver branch.”

Starting Dice: 2

Starter Ability Cards:

1. Gambler’s Fallacy: Change the rules of this round to either: Aces are no longer wild, Both 2s and Aces are wild, or every single dice is wild (which would be pretty silly, but hey.). Discard this card.
2. Double or nothing: If you win a Calza challenge, get two dice instead of one. If you lose, you don’t lose any dice. Discard this card.
3. Snake eyes: If you roll snake eyes (two ones), show everyone, say “snake eyes！”, and take another dice, and either dive for a discarded card or take two ability cards from the draw pile. You may reroll your dice. **This card can be played at any time.** This card is retained.
4. Not dead (See below)

Hunter. Peaceful Death.“

Starting Dice: 2

Starter Ability Cards:

1. Make your own luck: Shuffle the discard pile and take 5, look at them and place them whereever you like in the draw pile. Discard this card.
2. Precision shot: Change one dice anywhere on the table to anything you like. This card can be played at any time. Discard this card.
3. Trap card. If you lose a challenge, say “you activated my trap card” and they also lose a dice. This card can be played at any time. Discard this card.
4. Gatherer. When another player discards one of your starter cards, reclaim it. This card can be played at any time. This card is retained.

Great Hero. “Not dead, just found a Special Apple.”

Starting Dice: 3 Dice cap: raised to 6

Starter Ability Cards:

1. Call to Adventure: Discard 3 ability cards, gain 1 dice. This card is retained.

2. Revelation: You have struggled in the Abyss. This is your turning point. You may replenish your dice to your starting dice, and withdraw all your starting cards no matter where they may be (excluding this one). This card is removed from play.
3. Transformation: Discard one other card, and shuffle and take two cards from the discard pile. This card is discarded.
4. Atonement: Lose x of your dice in exchange for x dice of enemy/player damage. This cannot take their final die. This card is retained.
5. Not dead (See below)

Encounter Cards

These are examples of encounters for the Storyteller to role play as.

Cú Chulainn

Category: Boss

- Starting dice: 1 per player plus 3.
- Ability cards: 4 (random from drawpile/ Storyteller's discretion)

Half-dog, half man. Or was that half-god? Either way, this is low key Irish Hercules. You're in deep shit.

Special card: Die on your feet. Continue for one extra round despite having no dice left dice.

Chip loot: Get an ability card if your dice add up to less than 4.

Kill loot: 3 ability card/ dumpster dive

Fairie

Category: Goon

- Starting dice: 2
- Ability cards: None

Aw!! Just a little guy!!! Maybe just double the dice and say that it's two fairies.

Special card: Fairie dust. Someone (talk amongst yourselves)must hand the Storyteller one of their non-useless Ability Cards, and the Pixie plays it immediately.

Chip loot: none

Kill loot: Draw 3 cards.

Trickster

Category: Miniboss

- Startin dice: 1 per player
- Ability cards: 6

Special card: skip a turn at the cost of an ability card. this card is retained.

Shared Cards

Not dead

Keep this card visible to other players. Players can call a vote to reroll your dice during the counting phase. Win the game while still holding this card to get the good ending. But, you may negotiate saving throws with the storyteller. This card is lost on death.

Draw Pile Fillers

Useless Fact (x13)

This card does nothing. Its value is in sacrificing it for other cards. Unlike other cards, they can be used as bribes.

1. Helium has the lowest boiling point of any element! -alexandria
2. There are sixty-three extant species of heteromyids! - alexandria
3. Despite the name, Olympic gold medals have been made of silver, jade, and glass. - alexandria
4. George VI of Britain and Nicholas II of Russia were such lookalikes that they sometimes pretended to be each other, to the endless irritation of their staff! - alexandria
5. MI5 was directly vetting candidates for employment & promotion at the BBC for 50 straight years, and that they were the moderating influence on how much vetting was being done, and this only ended after a 1986 Observer exposé - alexandria
6. hysteria was only removed from the DSM as an official diagnosis in 1980, which was the same year that borderline personality disorder was first added - v
7. fentanyl is one of the only synthetic opiates which can be synthesized at room temperature - v
8. jack has a jackussy - ???
9. The genetic material for every single one of the eggs in any uterus wielders ovaries was formed inside their grandmother - v
10. Despite Rashōmon-style being shorthand for a story in which every perspective has a slightly different version of events, the original short story Rashōmon contains no such element, this instead being taken from In a Bamboo Grove, also by Ryūnosuke Akutagawa. - alexandria
11. california is named after a fictional islamic kingdom from a 16th centuary spanish novel - Jacob/ DuckBillHatpus
12. A factoid isn't a fun fact but actually something that is false and peddled as a fun fact - Jack
13. Birmingham has more canals than venice - Eilidh

Calling bull (x2)

Publicly challenge the use of any activity card on the grounds of “not being in character”. You have 1 minute to argue this, and they have 1 minute to defend. If you win the vote get one of their dice. This card can be played at any time. Discard.

Yes, and (x2)

Give another player one of your own cards, then draw 2 cards. OR, force another player to give another player one card, if you can name the card in their hand. If successful, draw 2 cards. Can be played at any time. Discard.

Yes, but (x2)

Immediately after a card on your character card is played and discarded, reclaim it from the discard pile. Discard. This card can be played at any time.

Effective Campaigner

Overrule a vote in your favour. Discard.

Whoops wrong bin

After a card is played, discard 3 cards to permanently remove that card from play. Discard. This card can be played at any time.