

MAGIC AND MAYHEM



Rules: Magic and Mayhem

Mission:

Simple tabletop dungeon crawler that prioritizes cooperation and creative problem solving. Accessible to both kids and adults and can be completed in under an hour or last longer depending on the choice of setup. Made to be expandable.

Gameplay is rapid, entertaining and hilarious with surprises, group challenges and instant gratification (ie:) Does not require advanced knowledge or tons of reading or looking things up. Does not need a DM or more than 1 6-sided die. Uses counters instead of writing for stat & HP changes. Complexity comes from logical, simple combinations of players' stats and abilities.

Optional (Workshopping this idea): add quest (module) cards that give back-story and specific challenges to add more of the role-play dynamic found in regular D&D.

To Start:

Decide between three modes of play:

- **Cooperative:** Beat boss, escape. (Quest?)
- **Competitive:** Player or team with the most gold wins on escape.
Best with 2 teams of at least 3.
- **Narrative Module:** follow a prescribed adventure

Gather the dungeon cards and choose how many you want to use based on how long the game should last: 9-12 cards for a short game; all 36 cards for a game of several hours. Make sure the dungeon cards you

use include the **Boss** tile and the **Store** tile in the stack. Shuffle and Lay out the dungeon cards face-down in a grid with the Entrance card(s) on the edge, or on opposite edges if playing competitive mode.

Each player picks a character and figurine, gathers their life tokens (get the number of HP from the character sheet). Characters have colored ability dots in the upper right corner of their character sheet that show what skills spells and weapons they have access to.

There are rare magical items players can find to gain access to more abilities. But they shouldn't be counted on. It's recommended to choose a well rounded set of adventurers with a wide variety of abilities to start.

Flip over the Entrance card(s) and place the players' figurines on the stairs.

On Each Player's Turn. The youngest player goes first, then play follows clockwise around the table.

1. **Move** - any number up to the # of squares on a player's MOV value plus any modifiers. Players and monsters may occupy the same square.
2. **Action** - Attack, unlock, cast a spell etc...
3. **Bonus Action(?)** - Depending on any cards or special abilities the player might have.
4. **Encounter(?)** - If the player lands on an (E) see below.

Encounters

When players land on an **(E)** or any adjacent square, they roll the die.

- If they roll **1-3**: must draw a Monster card.

- If **4-6**: draw a treasure card.
- Note: Players can only carry weapons they have sufficient STR to use.

Treasure Cards

Treasure cards are the main way that players gain power ups and get stronger to defeat the boss. Cards can be health potions, magical items, spells, skills or scenarios where players can earn gold. (Gold can be used to buy power ups in the store).

Abilities: Some items have a colored bar at the top of the card. These can only be used by players with a matching ability color at the top of their player card. Players will have one or two abilities and can gain more using magical items. The abilities are split into three types: Magic, Weapons and Skills. They are hierarchical (ie: if you have strong magic you can also do adept magic.).

The abilities and colors are below.

- **Strong Magic**
- **Adept Magic**
- **Heavy Weapons**
- **Light Weapons**
- **Epic Skills**
- **Agile Skills**

If you receive an item you can't use because the color doesn't match your character, you can give or trade it to another player.

Giving items to other players

Giving must occur within the same map tile card and it takes 1 Action.

Monster Cards

Monster cards can be either actual monsters, traps or situations that throw the players into danger. Read the instructions on the card to see what happens. If the card results in 1 or more monsters, find 2 matching Letter Tokens for each monster spawned. Keep 1 letter token on the monster card (on the table next to the map) so you can keep track of what kind of monster it is. The other letter token will go on top of the stack of life tokens that marks the monster's location on the map. and 1 on the map next to where the player spawned it. Find the number of life tokens the monster has and stack them up, placing the letter token on top of the stack.

Monsters' turn

After all the players have taken their turns, move each of the monsters in order of the number on their monster token. Move them a distance according to the **MOV** value on their card, then apply any attacks the monster can make to players within range. More about monster behavior and attacks in the **Monsters** section below.

Map Tiles

Players begin at the entrance tile, then flip adjacent tiles over as players move to the edge of the current tile. Players may continue to move the remaining spaces in their turn after flipping a new tile over. Players must return to the entrance tile to escape.

Store

See Store in Appendix. Can exchange gold for items on the list. No monsters or encounters may spawn the store tile. Players can flip through the treasure deck to find items they purchase. Players can carry gold up to 4x their STR.

Doors

- **(L) Locked:** Players with special cards or abilities can open by rolling 4+.
- **(S) Secret:** Players with special cards or abilities can open by rolling 4+.

When a door is unlocked or revealed, place an **OPEN** token over the door.

Traps

Read the instructions on the card. If the trap results in the area being blocked, cover the squares with a **BLOCKED** token.

Monsters

When a player pulls an encounter card and it's a monster, Place a number token on the board as close as possible to the **(E)** symbol the monster was spawned from. The number token should be stacked on top of life tokens equaling the monster's HP. To keep track of which monster is which, place a token with the same number on the monster's card. When there are multiple monsters spawned from one card, do this for each of them.

Monster behavior: Read the instructions on the card first. Monsters often have special behaviors and abilities. In general, monsters will attack the closest player within range unless otherwise specified on their card. Monsters will do close attacks before ranged if possible.

If there is more than 1 “closest” player (ie: if several players are the same distance from the monster), roll to see which player is attacked. Start with the player who’s turn it was last and go **clockwise** around the table for the # rolled (only count those within range of the monster’s attack). Use the monster’s **DAM** value to take HP from the player unless they dodge or otherwise escape or reduce the attack with special cards or abilities.

If there are no players within range, monsters will move as far as they can toward the closest player. If >2 map tiles away from the closest player, monsters will stop the chase and stay still, ready to move and attack again if players come back in range.

Bosses

Bosses are a strong type of monster that spawn only on the **Boss** dungeon tile. The goal of the game is to find the boss tile, defeat the boss and escape the dungeon with as much loot as possible. If playing competitively, both teams must each defeat a boss. They can team up to battle two bosses simultaneously if it works out that way.

Directional Attacks

Some monsters and bosses have a note on their sheet that says “directional” ; this means that only players within a “cone of attack” will take damage. The cone of attack points in the direction of the arrow on the monster’s token and goes out to the number of squares described on the monster’s sheet. Some monsters will also take extra damage from within this area.

Attacks

There are 4 attack types. The type will be listed along with the DAM value on the monster or player's card (or weapon or spell etc...). Players and monsters may have special vulnerabilities or immunities to specific types. Cards will say "takes ½ damage on xxx attacks" or "invulnerable to xxx" etc...

- **Melee** - Most physical attacks like hitting or shooting with arrows
- **Psy** - Psychological attacks that affect the character's mind.
- **Fire** - It buuurrrnnssss!
- **Ice** - does freezing damage and can immobilize some monsters- see **Lasting effects**.
- **Poison** - can incapacitate players or monsters - see **Lasting effects**.

Ranged attacks (ie; shooting things) by players or monsters cannot go around corners unless specified on their card.

Lasting effects

Some attacks, spells or magical items include an effect that lasts for multiple rounds - see **Time Tokens**.

- **Incapacitate** - Players or monsters cannot move or attack for the specified time.
- **Immobilize** - Players or monsters cannot move but can perform other actions like attack.
- **Invisible** - Monsters cannot see you or attack you. If monsters are invisible, players with INT 4+ can roll a 4+ to see them.
- **Poison** - Some poison attacks will incapacitate and/or take a # of HP per round. See card for specifics.

Damage

Each player keeps the # of life tokens matching their HP on their card. Each monster keeps their life tokens in a stack under their monster token. Special modifying cards increase the max HP & life tokens that can be renewed with healing potion or spells. Read the special instructions on the potion or spell.

When a player or monster is hit, remove a # of their life tokens according to the DAM value of the attack. The DAM value may be increased or decreased by vulnerability or immunity of the player. Also apply any lasting effects like frozen, poisoned or immobilized.

Dying

When a player or monster loses their last life token they die. Players may roll 4+ to revive to 1 HP. If they fail, place a shield token where they died and other players may retrieve their loot and gear (GP, & treasure cards) from that spot. Monsters can drop treasure or gold when they die, which goes immediately to the player who killed them.

Time Tokens

When a player or monster is affected by a spell or poison attack that has a lasting effect, place time tokens on their card or monster token to keep track of how long the effect should last. Place the # of time tokens equal to the # of rounds the effect should last for. Remove one time token from the player or monster per round that passes until the effect dissipates.

Riddles and Tongue Twisters

Some monsters or treasure items will require players to answer a riddle or successfully say a tongue twister 5 times. These are found in the appendix. Riddles and tongue twisters must be completed before the hourglass time runs out.

Finishing the game

The game is over when the players defeat the boss, return to the entrance tile and escape. If playing competitively, the team with the most gold at this point wins.

Appendix:

Store

| GP | Item |
|----|--|
| 1 | Water Flask |
| 2 | Apple |
| 2 | Crossbow (small) - requires orange |
| 2 | Broad Sword - requires orange |
| 3 | Skeleton Key |
| 3 | Health Potion |
| 4 | Giant Axe - requires red |
| 4 | Big'ol Crossbow - requires red |
| 5 | Pick any spell from the treasure deck (reshuffle after) |
| 10 | Pick any magical item from the treasure deck (reshuffle after) |

Physical Challenges

Some encounters may require players to do a physical challenge. These expect players to get up out of their seats and cooperate to complete a task. Roll the dice and divide to see which one:

1- Number Swap:

Each player on the team counts off around the table to assign themselves a number. They should each have a unique number in order, starting with 1.

Each player now picks a random other player to swap numbers with. Ie: if one player is #4 and the other one is #2, They switch numbers so that the first one has #2 and the second one has #4. Each player does this with another player 5 times. After all the players have swapped 5 times,

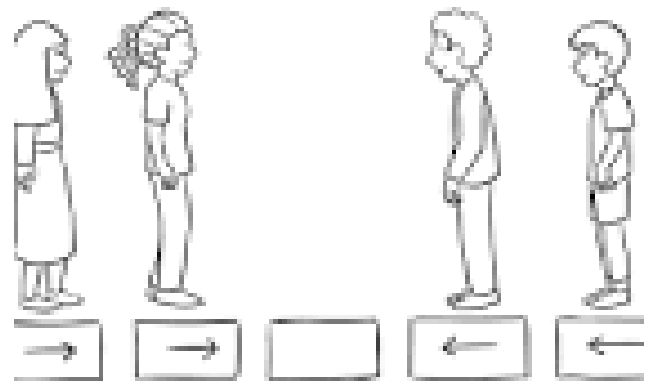
the players get together and compare their numbers. If they still have the same number of consecutive numbers, they succeed. If there are any doubled or missing numbers they fail.

2 - Sock Carry:

Get a balled up pair of socks, If there are none handy, One of the players donates the socks they are wearing. Players stand at one side of the room. Working in teams of two, they must cooperate to carry the sock ball across the room to the other side and back using any body parts except their hands. If there is an odd number of players one of them must go twice. When all of the players have successfully carried the socks without dropping them, the task is done. If any of the players drop the socks the task fails.

3 - Traffic Jam:

Players split up into two teams. Teams arrange themselves in a single line, facing each other, with one empty spot in the middle. Players succeed if two teams can reach the other end of the line, effectively swapping places. The rules are that each player may move forward only into an open space, or jump only one opposing player at a time, and never move backward. If a "traffic jam" (unsolvable state) occurs or rules are broken, they fail.



4 - Floor is lava

Use only chairs and cushions to get all of the players across the room without touching the floor. One player may sacrifice themselves to help the group across, without giving up their life in the game. The group arranges the chairs and cushions first before attempting to cross. If any of the group (except one) touches the floor, the whole group fails.

5 - Minefield

Players set up obstacles like pillows and chairs on the floor and have to get everyone across the room without touching them. The problem is that the middle of the room is enchanted to cause blindness! One player at a time puts on a blindfold while the other players direct them to cross while avoiding the “mines”. If any player touches a mine. The group fails.

6 - Group Juggle

The group stands in 2 lines 10 feet apart. Ball up a pair of socks or if there are no socks available, one player donates theirs. Starting at one end, pass the ball across between the two lines in a zigzag so that it goes to every player. Then reverse it so that the ball goes back the way it came, going to every player again. If the ball does not drop to the ground the group succeeds. Otherwise they fail.

Riddles

Taken from

<https://savagelegend.com/misc-resources/classic-riddles-1-100/>

And

<https://www.gutenberg.org/files/36571/36571-h/36571-h.htm>

1. I was before the world began,
And shall forever last;
Ere father Adam was a man,
Or out of Eden cast.
Your youthful moments I attend,
And mitigate your grief;
The industrious peasant I befriend,
To pris'ners give relief.
Make much of me if you are wise,
And use me while you may,
For you will lose me in a trice.
As I for no man stay.

2. What force and strength cannot get through
I with a gentle touch can do;
And many in the streets would stand,
Were I not, as friend, at hand.

3. I go around in circles,
But always straight ahead
Never complain,
No matter where I am led.

4. My body is light, my head is white,
With a cord I am laced around,
I am beaten with sticks, yet not for bad tricks,
But to animate my sound.

5. The poor have it, the rich need it and if you eat it you'll die. What is it

6. What always runs but never walks, often murmurs, never talks, has a
bed but never sleeps, has a mouth but never eats?

7. I never was, am always to be. No one ever saw me, nor ever will. And
yet I am the confidence of all, To live and breath on this terrestrial ball.
What am I?

8. At night they come without being fetched. By day they are lost without
being stolen. What are they?

9. The more you have of it, the less you see. What is it?

10. You throw away the outside and cook the inside. Then you eat the
outside and throw away the inside. What did you eat?

11. I am always hungry,
I must always be fed,
The finger I touch,
Will soon turn red

12. All about, but cannot be seen,
Can be captured, cannot be held,
has No throat, but can be heard.

13. If you break me
I do not stop working,
If you touch me
I may be snared,
If you lose me
Nothing will matter.

14. Until I am measured I am not known,
Yet how you miss me when I have flown.

15. Lighter than what I am made of,
More of me is hidden Than is seen.

16. My life can be measured in hours,
I serve by being devoured.
Thin, I am quick
Fat, I am slow
Wind is my foe.

17. Glittering points that downward thrust,
Cold Sparkling spears that never rust.

18. You heard me before, yet you hear me again,
Then I die, 'till you call me again.

19. Three lives have I.
Gentle enough to soothe the skin,
Light enough to caress the sky,
solid enough to crack rocks.

20. What does man love more than life
Fear more than death or mortal strife

What the poor have, the rich require,
and what contented men desire,
What the miser spends and the spendthrift saves
And all men carry to their graves?

21. It weighs nothing, but when put into a barrel, it makes it lighter. What is it?

22. Say my name and I disappear. What am I?

23. I build up castles. I tear down mountains.
I make some men blind,
I help others to see.
What am I?

24. Forward I'm heavy, but backwards I'm not. What am I?

25. One by one we fall from heaven down into the depths of past,
And our world is ever upturned so that yet some time we'll last.

26. Reaching stiffly for the sky,
I bare my fingers when it's cold
In warmth I wear an emerald glove
And in between I dress in gold

27. Soft and fragrant is my head, I start my growth in mud
I'm dangerous as much as pretty, for if not careful, I draw blood.

28. What gets wetter as it dries?

29. Across the world end to end, yet closer to you than a friend. A
precious commodity, freely traded. Seen on the dead and on the living.
Found on the rich, poor, short and tall, but shared among children most
of all. What is it?

30. I am a word of meanings three.
Three ways of spelling me there be.

The first is an odour, a smell if you will.

The second some money, but not in a bill.

The third is past tense, a method of passing things on or around.

Can you tell me now, what these words are, that have the same sound?

31. What question can you never honestly answer yes to?

32. What has a neck and no head, two arms but no hands and no legs at all?

33. Feed me and I live, give me water and I die. What am I?

34. The more you take, the more you leave behind.

35. The cost of making only the maker knows,

Valueless if bought, but sometimes traded.

A poor man may give one as easily as a king.

When one is broken pain and deceit are assured.

36. Who makes it, has no need of it.

Who buys it, has no use for it.

Who uses it can neither see nor feel it.

Answers

1. Time

2. A Key.

3. Wheel

4. A Drum

5. Nothing.

6. A river.

7. Tomorrow or the future
8. The stars.
9. Darkness
10. An ear of corn.
11. Fire
12. Wind
13. Your heart
14. Time
15. Iceberg
16. A candle
17. Icicle
18. An echo
19. Water
20. Nothing
21. A hole
22. Silence
23. Sand
24. Ton
25. Sands in an hourglass
26. A deciduous tree
27. A rose
28. A towel
29. A smile.
30. Scent, cent, sent
31. Are you asleep? (or dead)
32. A shirt (or sweater, jacket etc)
33. Fire.
34. Footsteps
35. A promise
36. A coffin

Tongue Twisters

Taken from <https://www.fatherly.com/entertainment/tongue-twisters-for-kids>
https://www.scarymommy.com/tongue-twisters?utm_medium=pro&utm_source=google&utm_campaign=gpro86505041&qad_source=1

1. Lesser leather never weathered wetter weather better.
2. she sells sea shells by the sea shore
3. A proper copper coffee pot.
4. Six sticky skeletons.
5. We surely shall see the sun shine soon.
6. Fred fed Ted bread, and Ted fed Fred bread
7. Red lorry, yellow lorry.
8. Thin sticks, thick bricks, thin sticks, thick bricks, thin sticks, thick bricks.
9. Stupid superstition, stupid superstition, stupid superstition.
10. If two witches were watching two watches, which witch would watch which watch?
11. If you must cross a course cross cow across a crowded cow crossing, cross the cross coarse cow across the crowded cow crossing carefully
12. Six sleek swans swam swiftly southwards.
13. He threw three free throws.
14. These thousand tricky tongue twisters trip thrillingly off the tongue.
15. Gobbling gargoyles gobbled gobbling goblins.
16. Several swift Cooks cook cupcakes quickly.
17. Imagine an imaginary menagerie manager managing an imaginary menagerie.
18. Six Czech cricket critics.
19. Which wristwatches are Swiss wristwatches?
20. The two-toed tree-toad tried to win. The three-toed she-toad's heart,
21. Elizabeth has eleven elves in her elm tree.
22. Seventy-seven benevolent elephants.

23. Six slimy snails sailed silently
24. A shapeless sash sags slowly.
25. Crisp crusts crackle and crunch.
26. Susie sits shining silver shoes.
27. Truly rural.
28. Stupid superstition.
29. Three fluffy feathers fell from Phoebe's flimsy fan.
30. She should shun the shinning sun.
31. Cooks cook cupcakes quickly.
32. I saw a kitten eating chicken in the kitchen.
33. She sees cheese.
34. A bragging baker baked black bread
35. Red Bulb Blue Bulb.
36. Rubber baby buggy bumpers