

HeroScape

R.P.G.

Objective: Explore the map, collect hidden treasures, discover untold mysteries, and defeat the final boss to restore the lands!

Win Conditions: The map scenario is considered won when the final boss is defeated.

Loss Conditions: The map scenario is considered lost when all the characters are defeated.

Getting Ready to Play:

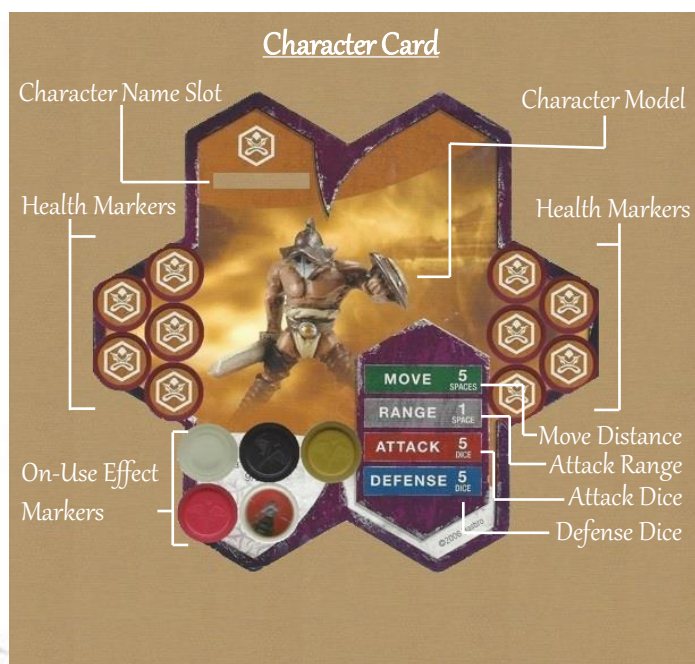
Prepare for the map scenario and special conditions explained by the DM during the story introduction.

Team Play: HeroScape RPG is designed for a single player experience or in a party of up to four players. Monsters will scale up in difficulty depending on the number of starting players. If any player is defeated during the scenario, the monsters will retain the scaled stats that the map started with. Players will be allowed to freely share potions and resurrect each other with glyph effect abilities.

Character Card: The character card will provide information that is essential to the player's journey. Stats, Health, and collected Glyph abilities are indicated on each character card.

As power-up glyphs are collected for attack, defense, and movement, the character card slots are updated to reflect the changes for easy reference.

For players that are new to HeroScape RPG, an easy mode character card is on the reverse side, boosting the attack and defense starting stats. Easy and Hard modes exist for monsters as well, explained later.



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Selecting a Character: Each character offers a unique experience with varying stats and special ability. Characters range from aggressive to defensive in order to provide a playstyle that suits the player's preferences. The character card will be your main reference while playing, so keep it in an easy to access location. Don't forget to choose a fitting name!

Health Markers and Dice: Each player is provided (10) health markers and a set of matching dice, along with starting potions or on-use effect glyphs depending on the map scenario.



Glyphs: Glyphs are scattered around the map for the player to collect that may give a potion, power-up, or key item necessary to complete the map. These are either permanently applied to your character stats or on-use items that are consumed when used.

Inserts: An insert with the chosen character card image represented will be given to the player to use with the desired dice tower.

Dice Towers: There are currently two styles of dice towers available for the player to choose from: a scroll tower with slender tray, or a castle tower with wider tray.



Rounds:

Each Round Consists of the Following Steps:

1. Perception Roll
2. Movement
3. Monster Engagement
4. Potion or On-Use Effect Glyph
5. Glyph Collection
6. Stat Card Updates

1. The player rolls a D20 prior to moving. If a 16-20 is showing, the player “perceives” the surrounding area within two movement turns for any threats. If perceived, the player will make the first attack in the encounter. If the player does not perceive, the engaged monster will make the first attack when encountered.

2. The player must move the full amount listed on their character stat card each round. Movement restrictions are discussed in a later section.

3. Monster encounters can occur in a variety of ways: random encounter, competing for a glyph, or when triggering an event. The player exchanges turns attacking and defending until either the player or monster is defeated.

4. The player can use potions or on-use effect glyphs to recover any lost health. Potions can not restore more health than the character’s max health.

5. When landing on a glyph and after defeating any encounter involved with it, the player obtains the glyph and adds it to their collection.

6. If the glyph is a power-up, it will be immediately applied to the character and the stat card is updated accordingly.

Perceived Glyph Encounter

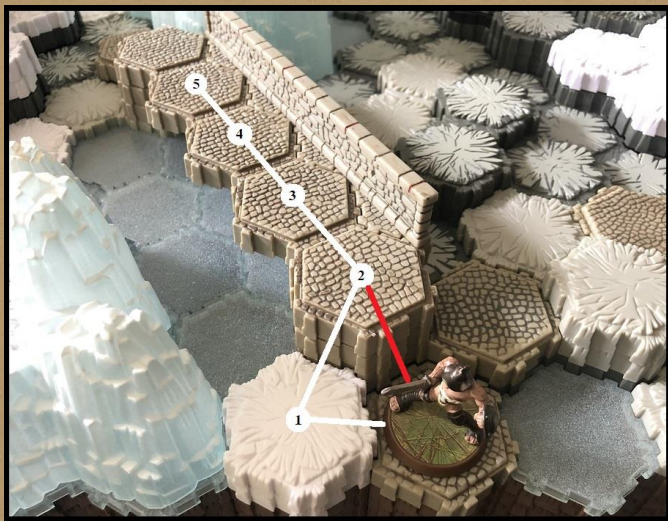


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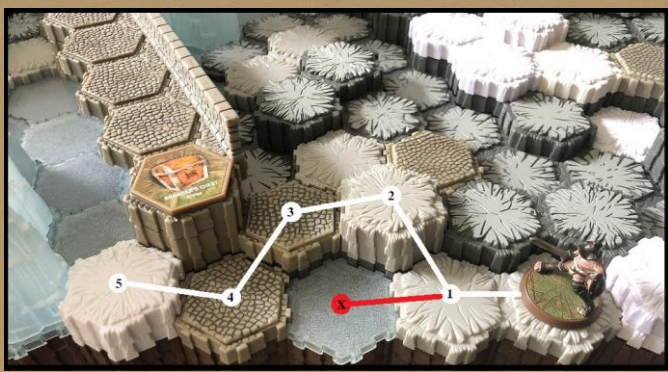
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Movement Restrictions: Elevation is ignored up to (2) hex height. The character cannot move up or down (3) or more hex height. The character cannot move through any liquid tiles unless explicitly allowed in the map scenario or with a unique glyph ability. If a character lands on a glyph before their total movement is used, their movement step ends.

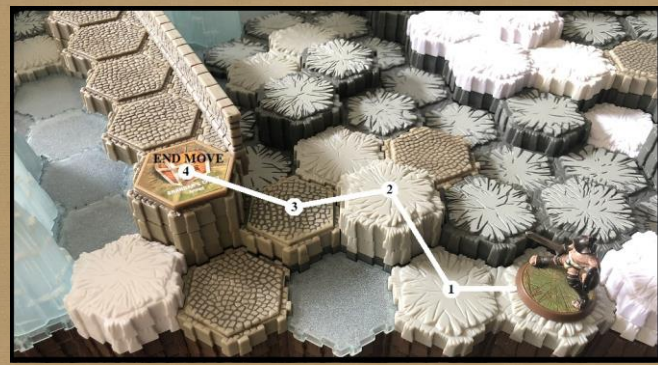
Hex Height Movement Example



Liquid Tile Movement Example



Glyph Movement Example



Engagement Rules: When encountering a monster, whether perceived or ambushed, the start of the monster engagement phase takes place. Once the engagement starts, the player must finish the battle until either the character or monster is defeated.

The character cannot disengage from the monster by normal means. There are certain glyphs that will allow the character to disengage by rendering the monster “trapped”.

Bosses are always visible, always attack first, and must move to an adjacent hex in order to start the engagement.

Range: While all characters and monsters only have 1 range, normal engagement will force monsters to fight in the hex that is adjacent to the character. Characters will be unable to activate a monster encounter that is (3) or more hex height where they are unable to reach.

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Monster Engagement Elevation:

Elevation does not affect attack or defense stats. Monsters and Characters follow their stat cards as shown.

Engagement Elevation Example

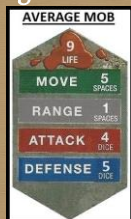


Monster Engagement Turns:

Depending on the perception roll prior to the engagement, the monster or character attacks first and continue exchanging turns attacking and defending until combat is concluded.

Monster Engagement Turn Example:

DM in control of
Average Monster with:



Player in control of
Character with:



Monster Engagement Turn Example Cont.:

Perception roll 16, player attacks first:

Player rolls 5 attack dice with 3 skulls showing and announces it to the DM.



DM rolls 5 defense dice with 1 shield showing. The DM announces to the player that they hit the monster for 2.



DM rolls 4 attack dice with 2 skulls showing and waits for player to roll before announcing the outcome.



Player rolls 5 defense with no shields showing and announces it to the DM.



DM announces that the character was hit for 2 damage and to remove 2 health markers.

The player removes 2 health markers from the character card.



This exchange continues until either the monster or character is defeated.

Glyphs:

There are multiple glyphs that will provide the character with either: power-ups, on-use effects, healing potions, or essential map key items.

Permanent Glyphs: Players can collect glyphs that will provide permanent power-ups to their characters stats:

- Attack +1
- Defense +1
- Attack +2
- Defense +2
- Movement +4
- Health +3



On-Use Effect Glyphs: Players can collect glyphs that will provide on-use effects to the character or monsters:

- Summon
- Wound +3
- Negate Damage
- Trap
- Potion
- Resurrect
- Tome



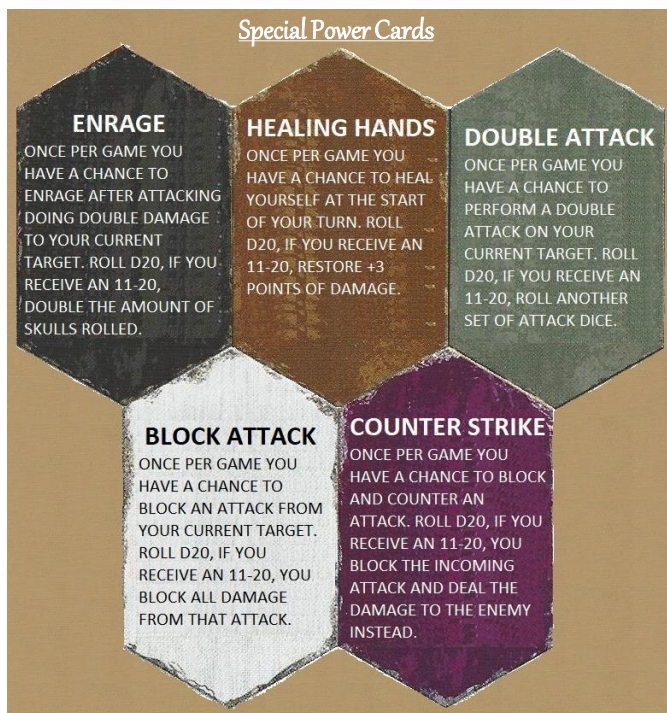
Key Item Glyphs: Players can collect glyphs that will provide essential benefits for the map scenario:

- Poison Protection
- Missing Ladder Segment
- Relic Artifacts

Special Powers:

Each character has a unique special power that benefits their actions in some way. The special power is a one time use, utilizing a D20 to determine the success or failure of the action. The condition of each special power is described on the characters special power card.

Special power ability can be restored with the Tome Glyph which can typically be collected during the map scenario.



Example Play:

- The player rolls an 18 for their perception roll and “perceives” a nearby monster near a treasure glyph.
- The character ends their movement turn on a treasure glyph and the monster guarding the glyph is placed on the board on an adjacent hex next to the character. The monster is predetermined by the DM according to the map scenario.
- The monster engagement phase takes place with the character attacking first.
- The player and DM exchange turns attacking and defending. If the character's health is low and the player decides to use a potion to heal, they will turn in the potion token to the DM, at which time the player will add (3) health markers back onto the character stat card up to their maximum health.
- The player can also choose to use an on-use effect ability during the encounter by announcing the ability they are using and turning in the glyph to the DM. The player can also use the character's special power in the same way.
- If the character's health is completely removed and there are no more health tokens remaining to use, the character dies. If a resurrect glyph is in the player's possession, the character automatically is revived with full health and continues the encounter.
- When the DM announces that the monster has been defeated, the monster figure is removed from the board and the glyph or potion token is given to the player and the gameplay continues. If a glyph is not involved in the engagement, the gameplay continues.

Monster Attributes:

Monsters have a few attributes that are adjusted for gameplay, some of which are decided by or discussed with the DM and the player prior to starting the map scenario.

Monster Activation Range Option:

For a more exciting and surprising experience, the DM can choose to implement an activation range for the monsters instead of a predictable glyph encounter interaction. This style of play creates suspense for the player as their character approaches glyphs and makes random encounters easier to activate.

Activation Range Map Example



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Monster Difficulty Level:

Monsters have a variety of difficulty levels depending on the encounter and are predetermined for the map scenario:

- Easy Monster – Early Stage and Random Encounters
- Average Monster – Low Level Glyph Encounters
- Glyph Guardian – Permanent Power-up Encounters
- Hard Monster – Key Item and Event Encounters
- Final Boss – End of Map Encounter

Monster Health:

Monsters health varies depending on the difficulty level. The health of the monster is kept secret from the player and managed by the DM during encounters. Hints are typically given to the player by the DM to indicate the general remaining health of the monster in that instance. (ex: the monster is about half dead. ex: your attack took most of the monsters health away.)

Monster Difficulty Type Character Example



Monster Scaling:

Monster stat cards have an Easy and Hard mode for an added challenge, depending on the player's preferences.

Easy Mode:

In Easy mode, all monster stats are set in such a way that provides a more casual style of play, ideal for the new player. The monsters health is multiplied by the total number of players for team play.

Hard Mode:

In Hard mode, the monster stats are set in such a way that provides a more challenging style of play for more experienced players. The monsters health is multiplied by the total number of players for team play.

Monster Stat Card Mode Example

EASY MOB	AVERAGE MOB	GLYPH GUARD	HARD MOB	BOSS MOB
8 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 3 DICE DEFENSE 4 DICE	9 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 4 DICE DEFENSE 5 DICE	9 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 5 DICE DEFENSE 5 DICE	10 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 5 DICE DEFENSE 6 DICE	12 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 6 DICE DEFENSE 8 DICE
8 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 3 DICE DEFENSE 4 DICE	9 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 4 DICE DEFENSE 5 DICE	10 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 5 DICE DEFENSE 5 DICE	10 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 6 DICE DEFENSE 6 DICE	15 LIFE MOVE 5 SPACES RANGE 1 SPACES ATTACK 6 DICE DEFENSE 8 DICE

Team Play Monster Stats and Gameplay:

Monsters health scales with the number of players in addition to having an Easy and Hard Mode. All characters will attack the monster and the monster will attack each character each turn.



DM Setup Process:

Staging the DM Area:

The DM will want to set up their area out of view from the player. The player will need to walk around the map during gameplay so position the DM area in a strategic location. The following items will be needed in the DM area:

1. Layout Maps with Glyph and Monster Locations
2. DM Screen
3. Monster Stat Card
4. Glyph Reference Card
5. Character Stat Power-up Pieces
6. Monster figurines
7. Dice and Health Markers
8. Health Potion Tokens
9. On-Use Effect Glyph Tokens and Markers

DM Area Setup Example



Setting Up the Map:

Building the entire map is the responsibility of the DM as they control areas of the map that the player can access and the DM has a key part in determining how the game unfolds.

Before starting play, the DM will place the glyphs on the board in the designated areas. Remember, all monsters except the final boss are not placed on the board at the start of the game and are kept with the DM behind the screen. It's best to set up the map before the player is introduced to it in order to promote discovery.

DM Gameplay Role and Responsibility:

The main role of the DM is to help the player win. The DM is responsible for keeping the player focused, make suggestions, give reminders, and guide the story. Some decisions will have to be made unbeknownst to the player, regarding dice rolls, in order to keep the game progressing. Occasionally the early gameplay is unfavorable to the player and an early demise could be disheartening. So, creative liberties are offered to the DM with rolls or gifted potions to help the player. Each monster encounter should be accompanied by a theatrical description to immerse the player. Remember to stay positive and excited to keep the player engaged from start, and hopefully, to finish!

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Map Scenario Layout:

Each map scenario has a unique element that the player has to uncover. This can range from secret paths, trinkets to unlock doors, or finding missing sections of the map that block advancement. The DM will explain the obstacle that the player must overcome at the start of the map.

Forest Map Scenario



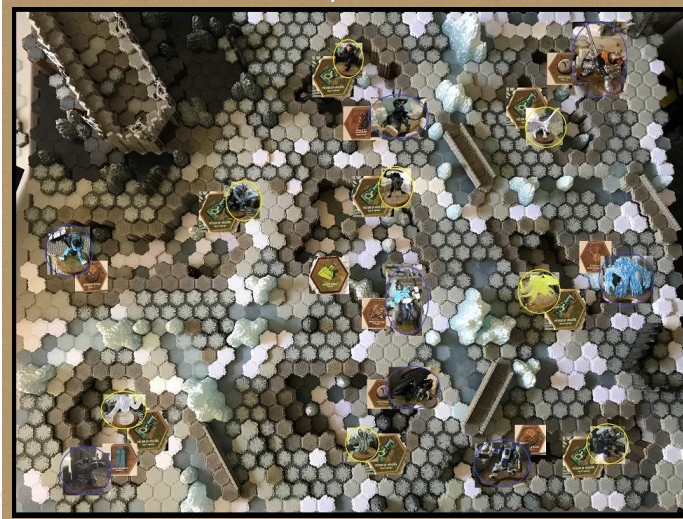
Lava Map Scenario



Swamp Map Scenario



Ice Map Scenario



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Glyph Symbols Key:

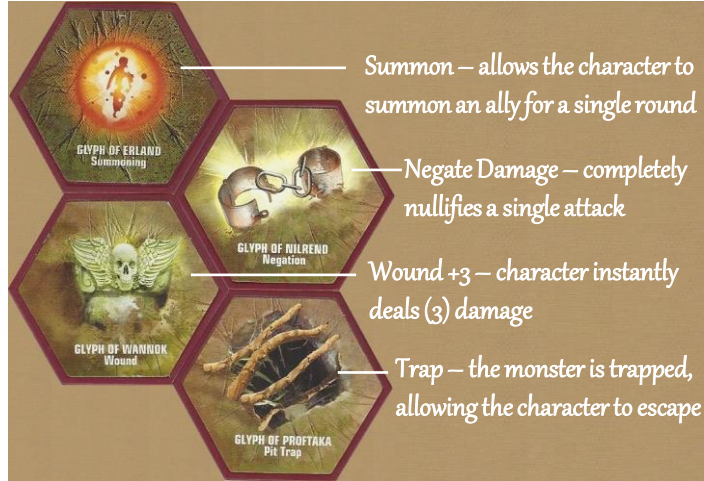
Glyph Representations:



Healing Type On-Use Glyphs:



Helpful On-Use Glyphs:



Key Item Glyphs:

