

ROLL PLAYER ADVENTURES

FAQ v.5

Card Sleeve Info

BASE GAME

- 36 - 41x63mm / 38 - 44x67mm / 65 - 80x120mm / 470 - 63x88mm

NEFRAS'S JUDGEMENT EXPANSION

- 65 - 63x88mm

Component Corrections

BASE GAME

- p. 2 - The number of stamina tokens is incorrectly stated 14 x5s. It should say 10 x5s.
- p.2 - The number of Character Inserts is incorrectly stated as 50. It should say 25.

NEFRAS'S JUDGEMENT EXPANSION

- p.2 - The number of Backstory Inserts is incorrectly stated as 50. It should say 25.

Component FAQ

ENCOUNTER TOKENS

- Encounter tokens 6 and 9 are missing dots on help distinguish them from one another.
Note: Token 9 is not used in the core campaign of Roll Player Adventures.

INSERT LABELS

- The label on the insert for the favor markers are mistakenly labeled as "faction".

MODIFIER CARDS

- Card 3 (Blessing of) should read:
The dice limit is increased by 2.

SKILLBOOK

- The level 1 Speechcraft skill check shows a solid green border on the bottom half of the third dice slot. The bottom half should be double-lined like other green dice slots.

RESOURCES

- Gold, XP, and stamina are not limited by the physical components. If you run out, use a suitable replacement.

TITLE CARDS

- Card 31: The last sentence should read:
You attempted to speak with her, but she escaped.

Difficulty Adjustments

UPDATED PARTY JOURNAL

There is a new party journal (see last page of this file). The rest token is no longer used. The updated party journal now has a rest track with four boxes that replaces the space for the rest token.



REVISED RESTING

Observe the following changes and additions to the resting system:

- The party may rest anytime a storybook entry includes the choice indicator "☹️ ⚔️ Rest."
- When the party rests, place a stamina cube on the leftmost open box of the rest track on the party journal.
- When the party places a stamina in the the fourth and final box, or if all boxes have already been filled, resting has an additional cost: one player must choose a card from their hand, discard space, or spent space, and return it to the corresponding deck. Then perform the rest as normal.

Stamina tokens are removed from the rest track at the end of each adventure, or when the party is exhausted and sent to the death section of the Tome of Encounters.

- Perform a rest action exactly as described in the original rulebook:
 - Spend the desired amount of XP from the party journal.
 - Each player rolls that many dice to remove stamina from their fatigue box.
 - Fill all attribute rows to their maximum, return all bonus play tokens, refresh all class cards, and collect all spent cards.
- If the party ever reads an entry in the Death section of the Tome of Encounters, or reaches the end of an adventure, add the following action indicator: "(!) Return all stamina cubes on the rest track to the supply."

Revised Legendary Mode 3.0

LEGENDARY REST TRACK

Use the updated party journal, and remove the rest token from play.

When playing on legendary difficulty, during campaign setup, permanently mark off the leftmost box of the rest track using a pen or marker. This reduces the number times the players can rest before needing to return a card to its deck.



LEGENDARY SKILL CHECK FAILURE PENALTY

When the party fails a skill check:

- Add stamina equal to the skill check difficulty level from the supply to each player's fatigue box.
- For any player who would be exhausted by the failure penalty, reduce the amount of stamina added so that their fatigue box contains stamina equal to one less than their current health.

Apply this failure penalty before resolving the fail outcome from the current entry in the storybook.

LEGENDARY HAND LIMIT

When playing on legendary difficulty, players' hands of cards are limited. Each player's hand limit is their base hand limit plus the attribute score matching their class color.

During campaign setup, consult the following chart to find the base hand limit for your player count. Each player records this value as "X+" in the upper lefthand corner of the attribute score box for the attribute that matches their class color using the chart below.

Player Count	1	2	3	4
Base Hand Limit	12+	6+	5+	4+

For example, if playing solo and playing a green class, record "12+" in the upper corner of your CON attribute score space. If the player's CON attribute score is 2, their hand limit is 14.

At the beginning of each adventure, each player counts their cards. Any cards in excess of their hand limit must be stored beneath their character portrait. Cards stored this way cannot be used during dice events, but are still owned by that player. Stored cards still count for narrative triggers such as "⚠ If any player has the card..."



When taking a rest action, each player may reconfigure which cards are stored and which are in their hand. If the rest action would return a card to its deck, you may return stored cards.

This hand limit applies only at the start of an adventure and when resting. During an adventure, a player may acquire cards that exceed this limit.

Storybooks

ADV1 - Battle at Blacklake

Entry A, before the "(?) Use an item." action indicator add:

(!) If there is only one character in your party: Tarik gives you some needed supplies. Reveal one random card from each market deck, as well as the familiar deck, and add them to your hand. Find the matching familiar die and add it to the dice bag.

Entry E9 has a rules box entitled TITLE CARDS. The fourth sentence displays the incorrect card number. It should read:

(!) Find card number 1 and place it face up in the title space of the party journal.

ADV5 - Crack in Kulbak

- The last action indicator at the bottom of entry A8 should read:
(!) (rare) If no player has the Chisel weapon card in their hand, reveal rare card 30 and add it to one player's hand.
- Entry A8 should also include this action indicators:
(!) Return all bonus play tokens used in the previous combat to the party journal.
(!) Return any gold lost in the previous combat to the party journal.
- The action indicators at the top of entries C1, D1, and G1 should read:
(!) If you have either of the titles RIOTER or WARDEN'S KILLER --> C13/D8/G2
- The action indicators at the top of entry F1 should read:
(!) If you have either of the titles RIOTER or WARDEN'S KILLER and the keyword UNLOCKED --> F23
- The action indicators at entries E63, E77, and G59 should read:
(!) Each player: Return one stamina from your fatigue box to the supply.
- Entry F should have this sequence of action indicators at the top:
(!) If there is no XP at this location --> F1
(!) If you have the keyword NOWLIN --> F17
(!) Otherwise, collect the XP from this location and continue reading.
- Entry F17 is missing this action indicator at the top of the entry:
(!) Collect the XP from this location.

ADV8 - Dragons of Sunken City

- Entry H3 is missing this action indicator:
(!) If there is an XP on the Boiling Mists location, return it to the supply.

ADV9 - Gurlung Colossus

- The second action indicator in the THE END entry should read:
(!) If you have the keyword HARMLESS and do not already have the tile KNOWN TO KLYNOKS, reveal title card 85. Then, if you have the title HOSTILE LIFEFORM, return it to the title deck.
- The third action indicator in the THE END entry should read:
(!) If you have the keyword DANGER and do not already have the tile HOSTILE LIFEFORM, reveal title card 83. Then, if you have the title KNOWN TO KLYNOKS, return it to the title deck.

ADV6 - Gate of Brizoor Waal

- Throughout ADV6, action indicators checking for the titles CAPTAIN GISELLE'S IRE and CAPTAIN GISELLE'S DEBT are intended to reference GISELLE'S IRE and GISELLE'S DEBT, respectively.
- The first action indicator at entry B5 should read:
(!) Reveal the Halfling (27) enemy card and add the [Hardened] modifier card to it.
- The first action indicator at entry E12 should not be present:
(!) ~~Return the King Taron ally card to the rare deck.~~
- The first action indicator at entry E15 should read:
(!) Return the Urka ally card to the rare deck.
- The first action indicator at entry F6 should read:
(!) If you have the title WARDEN'S TRUST --> F12
- The third to last action indicator at entry F6 should read:
(!) If you have the title WARDEN'S KILLER --> F22
- The fifth action indicator from the bottom at entry F10 should not be present:
(!) ~~If you have the title WARDEN'S TRUST --> F20~~
- The third action indicator from the top at entry F14 should read:
(!) If you have the title WARDEN'S TRUST --> F20
- The third action indicator at entry F15 should read:
(!) If you have the title WARDEN'S TRUST --> F20
- The fifth to last action indicator at entry F15 should read:
(!) If you have the title RIOTER or WARDEN'S KILLER --> F22

TOME OF ENCOUNTERS

ADV6 - Bogroot Demon

- The final choice indicator of entry ADV6-4 should read:
(!) Otherwise --> ADV6-14.

ADV7 - Ghost-Eaters of the Forgotten Forest

- The Defeat result of against the [Gang of] Treefolk at entry ADV7-16 should read:
(X) **Defeat:** The trees close in around you--> ADV7-14

ADV8 - Dragons of the Sunken City

- Entry ADV8-50: The third action indicator from the top specifies the incorrect keyword to erase. It should read:
(!) Erase the keyword: TIDE.

ADV8 - Dragons of the Sunken City

- Entry ADV8-16 is incorrectly labeled as ADV-16.

SQ1 - Deathmatch at the Colosseum of Ashes

- Entry SQ1-240: The second action indicator should read:
(!) If you do not already have the title KNOWN TO KLYNOKS, reveal title card 85.
- Entry SQ1-241: The second action indicator should read:

(!) If you do not already have the title KNOWN TO KLYNOKS, reveal title card 85.

BACKSTORY CODEX

Exonerated

- Entry EXON.9-5. The last action indicator should read:
(!) Find the Jeweled Dagger in the weapon deck and add it to the Exonerated player's hand. If that card is not available, reveal one random weapon and add it instead.

Doomed

- Entry DOOM.4-4. Should read:
(!) Doomed player: Move your alignment marker ->.

Gameplay FAQ

Adaptable [Alchemist Class Ability]

Adding a "die of your choice" allows the player to select the color of the die, but the player must still roll the die into the dice pool.

Bonus Play Limit

It is possible for a game effect to reduce the party's Bonus Play Limit. The Bonus Play Limit cannot be reduced below 0.

Changing a Die Color

When a die color is changed, do not swap the die out from the dice bag. Remember the change and slot it accordingly.

Class Ability - Timing

Class abilities may only be used in a skill check or combat.

Combat - Multiple Enemies

When fighting multiple enemies and one enemy is defeated, all dice stay on a defeated enemy card until after the combat is complete (either by defeating all enemies or losing the battle).

Exhausted - Timing

If the entire party is exhausted, continue to follow the action indicators in the current storybook. The storybook will eventually tell the players to read the death text in the Tome of Encounters. Sometimes it's important to relay critical story information before sending the players to the death text.

Faction Track - Ties

If there are ever multiple factions tied for highest or lowest, the faction highest to the top of the party journal is considered the highest of the tied factions. The faction lowest on the party journal is considered the lowest among tied factions.

Familiar Dice - Reading

Familiar dice are considered both colors simultaneously. The value of the die is the sum of all the pips on the die face.

Familiar Dice - Color Change

If a familiar die is changed into a different color with the use of cards, it becomes the single color it's changed to and no longer represents two separate colors.

Fatigue Box - Non-Stamina Components

- Bonus play tokens in a player's fatigue box do not contribute towards a player's fatigue nor contribute to exhausting a character.
- Coins or dice in a player's fatigue box as the result of activating a class ability are not returned to the supply when resting. They are returned to the supply at the end of an adventure and cannot be spent. They also do not contribute towards a player's fatigue.

Item Use - Story Required

In the rare instance in which the party must use an item to advance the story, and the item's cost cannot be paid, exhaust the party, mark the death track and read the corresponding entry in the death section of the Tome of Encounters.

Market - Mid-Adventure

If a market is created in the middle of an adventure and has cards remaining at the end of the adventure, they are not available to purchase during Advancement. These remaining cards are shuffled back into their respective decks before starting the next adventure.

Market - Post Advancement

After advancement, return all revealed cards in the market back to their respective decks.

Market - Size

At the end of each adventure, five cards are available for purchase. Additional cards are not added to the market to replace purchased cards.

Modifier - Timing

If a modifier card instructs the players to return dice "after rolling the dice pool", this is completed before playing cards to adjust or add dice in the dice pool. Dice added to the dice pool after the dice pool is rolled are not affected by the effect of this modifier.

Stamina - End of Adventure

All stamina cubes in a player's fatigue box are returned to the supply at the end of an adventure.

Active

CAMPAIGN TRACK:

1	2	3	4	5	6	7	8	9	10	F
1	2	3	4	5	6	7	8	9	10	





MASTERY TRACK:

Attribute Score Limit: 10

Attribute Score Limit: 9

Attribute Score Limit: 8

Attribute Score Limit: 6

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Titles

PLAY LIMIT:

PLAY LIMIT:

COMBAT DICE LIMIT:

SAVED

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Bonus Play Keywords

Keywords

Gold

SAVED

Rest



King's Favor

[illegible]

Starlit Door Favor

[illegible]

Dragul Favor

[illegible]