



ROLL PLAYER
ADVENTURES

GULPAX'S SECRET

— EXPANSION —

Rulebook

Overview

Two thousand years before Azema's return through the gate at Brizoor Waal, the world of Ulos is at peace. Dwarves and Bugbears, Elves and Goblins, Dragons and Humans, all live side-by-side with little conflict, thanks to the efforts of the Heroes Guild. Under the guidance of the Immortal Knight, members of the Heroes Guild travel the land, lending their aid and settling feuds.

But a new era dawns. In order to unify Ulos under a single banner, Queen Gimnax establishes the nation of Nalos. Several clans and city-states pledge their allegiance to the new queen, sending their representatives to Gimnax's royal council. Many others band together, forming the Dragul Alliance to resist the steadily growing kingdom of the Gnomish queen. Meanwhile, Ulos's greatest inventor, Gulpax the Crafter, builds a mysterious device of tremendous power deep in the Frozen Expanse. The peace enjoyed across Ulos, enforced by the Heroes Guild, threatens to come undone.

In the midst of this rising conflict, you join the contest of champions, which will select the next recruits into the Heroes Guild. With war on the horizon, it's a dangerous time to be a hero. You'll make allies and enemies, unravel the crafter's mystery, and decide the fate of Ulos.

Objective

Gulpax's Secret is an all-new campaign for the cooperative storytelling board game for 1–4 players, **Roll Player Adventures**. The players portray a party of characters who face challenges and make decisions that affect the unfolding story as they progress through a campaign of seven consecutive adventures.

Important! Gulpax's Secret requires Roll Player Adventures to play. Gulpax's Secret does **NOT** require the Roll Player base game or any of its expansions to play, although it is possible to import characters created in Roll Player, with or without any of its expansions.

The Nefras's Judgement expansion for Roll Player Adventures is **NOT** required to play, though some entries may ask the party to reveal cards from the Nefras's Judgement expansion and are indicated by this symbol: . In each of these entries, alternate benefits are awarded to players without Nefras's Judgement.

Credits

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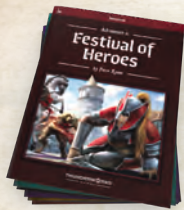
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Components



7 Storybooks



1 Explorer's Guide



1 Epilogue Book



1 Gulpax's Journal



4 Adventure Maps (double sided)



4 Player Aid Cards



63 Discovery Cards



83 Title Cards



18 Pregarated Portrait Cards



82 Rare Cards



25 Character Inserts



51 Enemy Cards



10 Party Journals

Setup

To prepare a campaign of Gulpax's Secret, follow campaign setup, importing characters, and adventure setup from the base game rulebook with the following exceptions:

- When preparing the party journal, be sure to use a party journal from the Gulpax's Secret box.
- Add new discovery, enemy, rare, and title cards that come in Gulpax's Secret to their respective decks.
- In place of the Tome of Encounters, prepare the Explorer's Guide instead.
- If choosing to use a pregenerated characters, the players may use pregenerated portait cards from the base game or the new included pregenerated portait cards.
- Begin the campaign with Adventure 1: Festival of Heroes.

Note: Characters played in the original Roll Player Adventures campaign cannot be transferred into this campaign. All players must start with a new character.

New Concepts

PROFESSIONS

During the first adventure of the Gulpax's Secret campaign, each player will choose a profession for their character. Once chosen, a character's profession is recorded on the player's character sheet in the player name box.

Professions provide unique abilities and special encounters for each player. Profession abilities should be displayed faceup near the player's character sheet and are always active. If activated during the Manipulate and Place Dice step of a skill check or combat, their use does not count against the play limit. Players may not exhaust themselves when using profession abilites. Profession ability cards are stored with the character's hand of cards when not in use.

PROFESSION TITLES

When a player makes a decision in a profession-specific entry, they may be asked to record a profession title. Record this in the profession titles section of the party journal for that character. Only erase profession titles when instructed. Profession titles are not erased at the end of an adventure.

Gameplay Changes

If playing with the original printing of *Roll Player Adventures*, a few important rules were added or adjusted with the second printing of note:

RESTING

The rest token is no longer used. Instead, players may rest at any time a storybook entry includes the "☹️ **Rest**" choice indicator, placing a stamina cube from the supply in 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 Explorer's Guide.

REVISED LEGENDARY MODE

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 the party's 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, the player may return stored cards.

If a player stores a familiar card with a corresponding familiar die, the familiar die remains in the dice bag.

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

Legendary Rest Track: 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 (I, II, III, or IV) from the supply to each player's fatigue box.
- For any player who would be exhausted by this failure penalty, reduce the amount of stamina added so that their fatigue box contains stamina equal to one fewer than their current health.

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

Adding a Player

If a player is added between adventures, they are assigned a special profession.

To add a new player, follow the instructions in the base game rulebook. Then, before starting the next adventure, read **THE NOMAD** entry in the Explorer's Guide (before the Death section). If multiple players are added throughout the course of the campaign, multiple players will have this profession.

