

# ROLL PLAYER



FIENDS & FAMILIARS  
— EXPANSION —

## Overview

A second wave of Monsters has arrived on the horizon! New enemy Minions flood the countryside with a powerful weapon in tow -- Fiends. To bolster his forces against this menace, King Taron has ordered mythical creatures to serve as Familiars of the King's Guard. With these companions at their side, the heroes of Nalos must turn the tide of the Dragul Invasion.

In *Roll Player: Fiends & Familiars*, players compete to construct the greatest fantasy characters, now with the help of Familiars and the hindrance of Fiends. Familiars each lend unique powers to their keepers. These powers, along with new goods in the market, offer hope. But all the while, malicious Fiends torment the players with new obstacles. Prepare for a showdown against the Monsters and earn precious Reputation Stars by banishing their Minions while developing your hero. Prove that your character and your familiar are the greatest champions of Nalos!

## Components

10 Familiar Boards

25 Combat Dice

15 Split Dice

170 Cards

- 32 Market Cards
- 12 Monster Cards
  - 6 for Multiplayer
  - 6 for Solo Play
- 20 Minion Cards
- 54 Adventure Cards
- 4 Player Aid Cards
- 4 Cost Summary Cards
- 6 Class Cards
- 26 Fiend Cards
- 6 Initiative Cards
- 1 Call to Adventure Card

12 Adventure Tokens (4 of each)

18 Injury Tokens

12 Honor Tokens

6 Charisma Tokens

40 XP Cubes

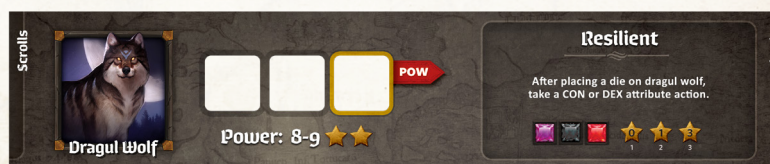
1 Rulebook

**WARNING:** *Roll Player: Fiends & Familiars* cannot be played without *Roll Player*.

**NOTE:** If combining *Fiends & Familiars* with *Monsters & Minions*, include the new "Backpack" card in the Market deck and return the version of the card from *Monsters & Minions* to the game box. This new version replaces the card released in *Monsters & Minions*.

## Familiar Boards

Each player receives a Familiar Board, which is placed above their Character Sheet. It represents a friendly companion for the player to develop to join them on their adventures. A familiar is considered part of the Character Sheet, and has a unique Familiar Action. At the end of the game, each player will score Reputation Stars for meeting their Familiar's Power Goal and satisfying their nature with placement of dice of specific colors.



## Fiend Cards

Fiend cards represent pesky creatures that have infested the kingdom. They can get in the way as players create new heroes. The player's own desire for power will draw fiends to them – each with their own restriction that will make accomplishing the player's goals more difficult. Fiends can be banished – if the player has enough coin or the charm.



## Split Dice

Split Dice are a new kind of dice that each feature two different colors. Each die will always count as both colors, regardless of which side is face up. The number range on Split Dice is one to four.

## Call to Adventure Card

In *Roll Player: Fiends and Familiars*, players will draft two dice at a time during the earlier rounds, though they will only use a single Attribute Action per round. Once they hear the Call to Adventure, the players will each draft a single die each round for the remainder of the game.



## Combat Dice

Combat Dice are smaller dice that are used to battle Minions during a Hunt and the Monster during the final battle. They help determine how much damage a player's character is able to inflict.

## Market Card: Scrolls

Scroll cards represent powerful and ancient incantations. When a player buys a Scroll card in the Market Phase, they immediately take the action in the card's description and place the card near their Character Sheet, as Scrolls are sometimes referenced later in the game.



## Monster Cards

At the beginning of the game, one of six Monster cards is selected as the target of the characters' final battle. Each Monster card has a Strength value shown inside a heart icon and a special ability that comes into play during Monster Combat.

There are two sets of Monster cards in the game box – one for the multiplayer game and one for the solitaire game.

## Adventure Cards

Between the characters and their final goal of defeating the Monster stand three vital pieces of information that are unknown at the start of the game: the location of the Monster, the obstacle they are likely to encounter along the journey, and the type of attack the Monster will use against them. This information can be discovered by revealing the Adventure cards after defeating Minions.



## Minion Cards

The Monster's Minions prowl the land, giving developing characters an opportunity to prove their worth to the king. A player may send their character on a Hunt to kill Minions and gain Experience Points, Gold, Honor, and information about the adventure ahead. Each Minion card has a special weakness that allows the player to roll additional Combat Dice, increasing the chances of killing the Minion to gain Honor for their character and learn more about the upcoming battle against the Monster.

## Adventure Tokens

As the players defeat Minions and learn the secrets on the Adventure cards, they use Adventure tokens to keep track of who has learned the Monster's Location, Obstacle, and Attack.



## Honor / Injury Tokens

When a character does exceedingly well or embarrassingly poorly in combat with a Minion, they often receive Honor tokens or Injury tokens, which either add to or subtract from the player's combat roll during Monster Combat at the end of the game.



## XP Cubes

Characters gain Experience Point Cubes (XP) by defeating Minions or through other effects in the game. XP is invaluable for gaining additional Combat Dice, removing Injury tokens, rerolling Combat Dice, or making additional adjustments to a Character Sheet.



# Updated Setup

Any Setup instructions specific to Fiends & Familiars are highlighted below in green. Updated setup instructions when using Monsters & Minions are noted in red.

## 1. Starting Player

All players roll a die. The player with the highest roll is the Start Player. Place all dice into the dice bag.

## 2. Character Sheet

Beginning with the Start Player and proceeding clockwise around the table, each player chooses a Character Sheet and selects the male or female side (gender choice does not affect gameplay).

## 3. Starting Gold

Each player takes 5 Gold. The remaining Gold creates the Gold supply.

- In a 3-player game, the third player in player order receives 1 additional Gold.
- In a 4-player game, the third player receives 1 additional Gold, and the fourth player receives 2 additional Gold.

## 4. Class Card

Beginning with the Start Player and proceeding clockwise around the table, each player chooses randomly from a selection of tracking tokens in each of the six Class Colors. The color of the tracking token determines their Class Color. Each player then selects a Class from the available Classes in that color. There are two Classes in each color in both Monsters & Minions and Fiends & Familiars in addition to the two in each color included in Roll Player.

## 5. Backstory, Alignment, Player Aid, and Cost Summary Cards

Shuffle the deck of Backstory cards and the deck of Alignment cards separately. Deal one Backstory card and one Alignment card to each player. Give each player a Cost Summary card and a Player Aid card. Return any unused Backstory, Alignment, Cost Summary, and Player Aid cards to the box.

## 6. Tracking Tokens

Each player places their Backstory and Alignment cards on their Character Sheet and takes the two tracking tokens of their Class Color. One is placed on the center space of their Alignment card. The other is placed on their Class card.

## 7. Familiar Board

Shuffle the Familiar Boards and deal two to each player. Each player chooses between the two Familiar Boards and returns the other board to the game box. Place the chosen Familiar Board above the player's Character Sheet. Whenever a card or ability refers to the player's Character Sheet, this also includes the player's Familiar Board.

## 8. Market Deck

Collect all single-dot and double-dot Market cards and shuffle the two piles separately. Place the single-dot pile on top of the double-dot pile to form the Market deck. Then remove Market cards from the top of the deck, based on the number of players, and put them in the discard pile.

When playing with Roll Player and **Fiends & Familiars**:

- **For one or two players**, discard 20 Market cards.
- **For three players**, discard 15 Market cards.
- **For four players**, discard 10 Market cards.

When playing with Roll Player and both **Monsters & Minions** and **Fiends & Familiars**:

- **For one, two, or three players**, discard 40 Market cards.
- **For four players**, discard 35 Market cards.
- **For five players**, discard 30 Market cards.

## 9. Call to Adventure Card

Insert the Call to Adventure card into the Market Deck based on the number of players as indicated on the back of the Call to Adventure card. *For example, with four players, the Call to Adventure card is inserted underneath the top 35 cards of the Market deck.*

## 10. The Market

Create the Market by drawing cards from the Market deck equal to the number of players plus two (4/5/6/7 cards for 2/3/4/5 players, respectively) and placing them face up in the center of the table.

## 11. Initiative Cards

Find the new set of Initiative cards included in Fiends and Familiars, and place them in the center of the table. Use the cards required as indicated by the icons in the upper left corner of the card. The card with the arrow is in play at every player count. Place a Gold on any Initiative cards in play that have a Gold icon in the upper right corner of the card. *Exception: When playing with one player, use the Initiative cards for the 2-player game.*

### 12. Tokens, XP Cubes, and Combat Dice

Place the Charisma tokens, Adventure tokens, Injury tokens, Honor tokens, XP cubes, and Combat Dice in separate piles on the table so all players can access them.

### 13. Minion Deck

Collect all single-dot and double-dot Minion cards and shuffle the two piles separately. Place the single-dot pile on top of the double-dot pile to form the Minion deck. Then remove cards from the top of the Minion deck and return them to the box.

- When playing with Roll Player and **Fiends & Familiars** return five cards.
- When playing with Roll Player and both **Monsters & Minions** and **Fiends & Familiars** return ten cards.

Reveal the top card, placing it face up on top of the deck.

### 14. Fiend Deck

Shuffle the Fiend cards to create the Fiend deck and place it face down near the center of the table. Draw and place a Fiend card on the lower portion of each Initiative card that has a space for a Fiend.

### 15. Starting Dice

Each player randomly draws **six** dice from the bag as their starting dice, no matter the player count. Each player rolls their starting dice and arranges them on their Character Sheet in the spaces of their Attribute Rows and on their Familiar Board, following these guidelines:

- Dice must be placed in the leftmost empty space in a row.
- Attribute Actions and Familiar Actions are not taken during setup.
- For each Attribute Row that is filled with 3 dice, or if the Familiar Board is filled, gain 1 Gold.
- For each gold-colored dice placed, gain 2 Gold.

## MONSTER SETUP

### 16. Select the Monster

Find the Monster cards with the “2P+” indicator on them. Monster cards are each associated with a color; remove all Monster cards that match any player’s Class Color. Randomly choose a Monster from the remaining cards and place it face up on the table. Return all other Monster cards to the game box. The Monsters cards with the “1P” indicator are used in solo play.

### 17. Select Adventure Cards

Gather the three Location cards, the three Obstacle cards, and the three Attack cards for the chosen Monster.

Randomly select one of each card type and place them face down near the Monster card. Make sure no player sees the chosen Location, Obstacle, and Attack cards before starting the game. Return all unselected Adventure cards to the game box.

### 18. Start Game

The Start Player begins the game.



## Gameplay Sequence

When playing with this expansion, there are a few changes to the round and turn structure compared to Roll Player and the Monsters & Minions expansion.

### ROLL PHASE

During the Roll Phase, at the start of the game, instead of drawing one die per Initiative card, draw and roll two. For example, in a four player game, during the beginning of the game, ten dice are drawn and rolled.

Place the two dice with the lowest values on the “1” Initiative card, the second lowest two dice on the “2” Initiative card, and so on. If there are multiple dice with the same value, the Start Player decides where the dice should be placed.



Once the **Call to Adventure** card is revealed in the Market, discard the **Call to Adventure** card and replace it with a new card from the top of the Market deck.

**IMPORTANT:** For that round, and for the remainder of the game, roll and place only one die on each Initiative card instead of two.

### DICE PHASE

During the start of the game, before the **Call to Adventure** card is revealed, when selecting an Initiative card, claim both dice on it, placing them in the leftmost space in any Attribute Row, or on the Familiar Board. After **BOTH** dice are placed, the player may take **ONE** action based on the dice's placement. The action can be an Attribute Action or Familiar Action.

When selecting an Initiative card with a Fiend card on it, gain the Fiend. Fiend restrictions apply at the start of the Market Phase.

Whenever the final space of an Attribute Row or the Familiar Board is filled, gain 1 Gold, whether or not the Action is taken.

Whenever a card or ability refers to the player's Character Sheet, this also includes the player's Familiar Board. For example, when taking an Attribute Action after placing dice in an Attribute Row, instead of adjusting dice on the player's Attribute Rows, the player may adjust dice on their Familiar Board.

- For the DEX Attribute Action, dice may be exchanged between the Familiar Board and Attribute Rows.
- For the INT Attribute Action, if taken on the Familiar Board, return it to the original space on the Familiar Board after taking the action.

After the Call to Adventure card is revealed, the Dice Phase is performed the same as in Roll Player.

### MARKET PHASE

During the Market Phase, the players may do one of the following:

1. Buy a card from the Market.
2. Discard a card from the Market and gain 2 Gold from the supply.
3. Go on a Hunt. (See **Going on a Hunt** below.)

## CLEANUP PHASE

The Cleanup Phase is the same as in Roll Player with the following changes:

### 1. Refill Market

The Start Player reveals new Market cards equal to the number of players plus two, instead of plus one. (4/5/6/7 Market cards for 2/3/4/5 players, respectively). *Exception: When playing as a solo player, reveal four cards.*

### 2. Refresh Fiends

Draw and place Fiend cards on the lower portion of each Initiative card that has a space for a Fiend to replace any Fiends claimed in the previous round.

## Banishing Fiends

At any time, a player may banish one of their faceup Fiends. To do this, a player may either:

- Return a Charisma token to the supply or
- Return 5 Gold to the supply.

Flip the Fiend facedown in front of the player. Faceup Fiends are active, facedown Fiends are banished.

## Going on a Hunt

During the Market Phase, a player may choose to go on a Hunt instead of buying a Market card or discarding a Market card. To go on a hunt, follow these steps:

1. Examine the face-up top card of the Minion deck.
2. The player may put the top Minion card on the bottom of the Minion deck and reveal a new Minion card by paying 3 Gold. This can be repeated multiple times, paying 3 Gold each time.
3. Take 1 Combat Die from the supply plus any additional Combat Dice allowed by the face-up Minion card. Some Minion cards only allow the player to roll one die.
4. The player may hire mercenaries (i.e., additional Combat Dice) to assist in the Hunt for 3 XP or 5 Gold each.
  - There is no limit on how many mercenaries may be hired.
  - Charisma tokens can be used to reduce the Gold cost of hiring mercenaries — one token per mercenary.
5. Make a combat roll by rolling the Combat Dice and totaling them.
  - Players may reroll any of their Combat Dice (including mercenaries) by spending 1 XP per die.
  - Players may reroll a die an unlimited number of times, but each reroll costs 1 XP.
6. Gain XP, Gold, Injury tokens, and/or Honor tokens as shown on the reward level of the Minion card based on the combat roll result. If the reward includes an action, take that action immediately.
7. If the reward level does not have the trophy symbol, put the Minion card on the bottom of the Minion deck, because the Minion survived and ran away.
8. If the reward level does include a trophy symbol, place the Minion card near the player's Character Sheet as a Trophy: the player's character has killed the Minion! Then gather information:
  - For a player's first Trophy, the player takes a **Location** token and gets a private look at the **Location** card.
  - For a player's second Trophy, the player takes an **Obstacle** token and gets a private look at the **Obstacle** card.
  - For a player's third Trophy, the player takes an **Attack** token and gets a private look at the **Attack** card.
  - If the player already has three Adventure tokens, they gain 1 XP instead.
9. Reveal the top card of the Minion deck and place it face up on top of the deck.
10. Return all Combat Dice to the supply.



## Spending XP

Experience Points are gained primarily by going on Hunts or from abilities on Market cards. They can be spent in the following ways:

- 1 XP — Reroll a Combat Die during a Hunt or in Monster Combat.
- 2 XP — Discard an Injury token during the character creation phase.
- 3 XP — Hire a mercenary (i.e., additional Combat Die) before making a combat roll against a Minion or Monster.
- 5 XP — Take any Attribute Action during the character creation phase.

## Game End

### END OF CHARACTER CREATION

Once all players have 18 dice on their Character Sheets, 3 dice on their Familiar Board, and the round is finished, the character creation phase of the game is complete. The characters then journey to confront the Monster. This is the last opportunity players have to spend XP to take Attribute Actions or discard Injury tokens.

### CREATE DICE POOLS

Each player creates an individual dice pool for their character's combat with the Monster by gaining 1 Combat Die from the supply.

### RESOLVE ADVENTURE CARDS

The players then resolve the Adventure cards:

- Reveal the Adventure cards, one at a time and in order: the Location card, the Obstacle card, and finally the Attack card.
- As each card is revealed, players who have the matching Adventure token follow the instructions on the card. If a player has not gathered the information on a particular Adventure card, they are not eligible for the benefit of that card, nor are they considered when comparing achievements among players.
- The results of the Adventure cards will cause players to gain XP or Combat Dice to add to their dice pools. If multiple players tie for the benefit of an Adventure card, all tied players receive the benefit.

Each player may hire mercenaries to assist in Monster Combat for 3 XP or 5 Gold each. Mercenaries hired this way are added to the player's dice pool. There is no limit on how many mercenaries may be hired.

### MONSTER COMBAT

Now it's time for the adventuring party to attempt to slay the Monster! Each player rolls the Combat Dice in their individual dice pool as their combat roll and totals the result to calculate the power of their character's attack.



Take note of the Monster's special ability, as it may affect a player's combat roll.

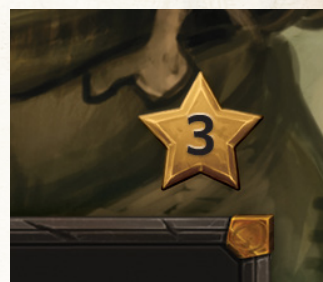
- Players may reroll any of their Combat Dice (including mercenaries) by spending 1 XP per die. Players may reroll an unlimited number of times, but each reroll of a die costs 1 XP.
- Once players have finished any rerolls, the combat roll is considered **Final Dice**. Some Monster special abilities take effect once they are in this state.
- Add 1 to the player's combat roll for each Honor token they have.
- Subtract 1 from the player's combat roll for each Injury token they have.

Each player announces the total of their combat roll and compares it to the Strength of the Monster.

- If a combat roll does not meet or exceed the Monster's Strength, that player earns no Reputation Stars and fails to contribute to the Monster's defeat.
- All players who meet or exceed the Monster's Strength are Monster Slayers! Examine the Monster card to see how many Reputation Stars are awarded to each player based on their combat roll. Use the tracking token from each player's Class card and the chart on the back of their Player Aid card to track the awarded Reputation Stars.

### **Champion Bonus**

When playing with two or more players, the player who does the most damage to the Monster, gain the Champion Bonus as Reputation Stars as indicated on the Monster card. In the event of a tie, all tied players gain the Champion Bonus.



## **Final Scoring**

After monster combat is complete, gain Reputation Stars based on the development of the player's Familiar.

### **Familiar Power**

Earn the Reputation Stars indicated below the three spaces for dice on the Familiar board if the total of the dice on the Familiar board is within the indicated range. *For Example, if a player has the Ice Bear Familiar, and the three die on their Familiar board add up to 5, 6, or 7, they gain two Reputation Stars.*

### **Familiar Backstory**

If a player has dice on their Familiar Board that match the color and position of the dice pictured on the right side of the board, then the player earns Reputation Stars:

- 0 Reputation Stars for 0-1 matches
- 1 Reputation Stars for 2 matches
- 3 Reputation Stars for 3 matches

Then score Reputation Stars for Attribute Goals, Alignment card, Backstory card, Armor cards, and Trait cards as normal. When scoring Class Color dice include any dice of the player's Class Color on the Familiar Board.

The player with the most Reputation Stars wins!

- If there is a tie, the tied player with the most Gold wins.
- If there is still a tie, the tied player with the fewest number of dice in their Class Color on their Character Sheet wins.
- If there is still a tie, the tied players rejoice in their shared victory or play again!

## Notes

**General - Rules:** If there is ever a discrepancy between a card and the rulebook, follow the rules on the card.

**General - Character Sheet:** Whenever a card or ability refers to the player's Character Sheet, this also includes the player's Familiar Board. If the card or ability refers to Attribute Rows, this does *not* include the spaces on the player's Familiar Board.

**General - When placing two dice:** Dice may be placed in any order, but only one action is taken (Familiar or Attribute).

**Adventure Cards:** Once a player has obtained an Adventure token for an Adventure card, they can look at that card again as often as they wish.

**Backpack:** A player may store up to four dice on the Backpack card and may move any number of dice from the Backpack card to their Character Sheet in a single turn. A player cannot store more dice on the Backpack card than the number of open Spaces on their Character Sheet. If a player stores a die on the Backpack card, they do not take an Attribute Action nor gain Gold for gold-colored dice until the die is placed on the player's Character Sheet. The Backpack does not count toward a player's Weapon card limit.

**Clarity:** After taking this action, do not slide dice to the left to fill any open spaces. As a result, when a player activates this card, they may have gaps between their dice in their Attribute Rows or Familiar Board.

**Crocodile (Minion):** The player's Familiar Backstory is does not add Combat Dice to the combat roll with this minion.

**Controlling (Beastmaster Class Ability):** A player may choose to activate this ability before or after the combat roll.

**Relentless:** Do not include the Champion Bonus when calculating whether the condition on this card is met

**Summon:** After using Summon, it is possible for an Initiative card to have multiple Fiends on it. If these Fiends are not gained by a player, the Fiend cards remain on the Initiative card during the Cleanup Phase. After the Initiative card is cleared of Fiend cards as a result of a player choosing the Initiative card, only one Fiend is placed on empty Fiend spaces.

## Solo Play Rules

### SOLO SETUP

Use the same Setup as in the multiplayer game of *Roll Player: Fiends & Familiars* with the following exceptions:

- Use the Monster cards with the "1P" indicator on them.
- Remove 2 gold-colored dice from the dice bag and set them off to the side as the "enemy dice."
- Flip the top card of the Market deck and place it next to the discard pile to create the "trash pile."

### Solo Gameplay

#### ROLL PHASE

The Roll Phase is the same as in *Roll Player: Fiends & Familiars*.

#### DICE PHASE

The player chooses an Initiative card, places the die (or dice, if before the Call to Adventure card is revealed) on their Character Sheet or Familiar Board, and may take the Attribute or Familiar Action:

- If the player selected the "1" Initiative card, the enemy dice are not rolled.
- If the player selected the "2" Initiative card, the player gains the Gold on the Initiative card and rolls one enemy die.
- If the player selected the "3" Initiative card, the player rolls both enemy dice. If doubles are rolled, reroll one of the dice until the results on each die are unique.

Resolve each die result using the following reference:

- If 1, move the leftmost card in the Market to the trash pile.
- If 2, move the second card in the Market to the trash pile.
- If 3, move the third card in the Market to the trash pile.
- If 4, move the rightmost card in the Market to the trash pile.
- If 5 or 6, move the top card from the Minion deck to the bottom of the deck, reveal the next Minion card, and place it on top of the deck.

#### MARKET PHASE

After buying a card from the remaining cards in the Market, discarding a card from the Market to gain 2 Gold, or going on a Hunt, move the leftmost card in the Market to the discard pile. Move any remaining cards in the Market to the trash pile.

## CLEANUP PHASE

The Cleanup Phase is the same as in *Roll Player: Fiends & Familiars*, with one exception: keep **two** enemy dice set aside for future turns.

## Solo Game End

The End of Character Creation, Create Dice Pools, and Monster Combat steps are all the same as in the multiplayer game.

During the Resolve Adventure Cards step, take note of any “1P” indicators in the bottom right corner of the Adventure cards. This designation adds an additional requirement the solitaire player needs to meet to gain the benefit on the card. As in the multiplayer game, if the player does not have the Adventure token associated with an Adventure card, they are not eligible for the benefit on the card.

During Monster Combat, if the combat roll is less than the Monster’s Strength, the Monster has killed the player’s character, and the player immediately loses the game.

If the combat roll meets or exceeds the Monster’s Strength, the Monster is defeated. Award Reputation Stars based on the amount by which the player’s combat roll exceeds the Monster’s Strength as indicated on the Monster card.

Once Reputation Stars are awarded for defeating the Monster, move to final scoring.

## Solo Final Scoring

Final scoring occurs in the same way as in the multiplayer game, except that for every 8 Gold the player has at the end of the game, the player earns 1 additional Reputation Star.

Check the updated chart to see how well you did.

Monster Slayer	47+
True Hero	43 – 46
Clan Leader	39 – 42
Luminary	35 – 38
Adventurer	31 – 34
Hireling	27 – 30
NPC	≤ 26

## Credits

**Designer:** Keith Matejka

**Development:** John Brieger, Dale Rowe, Matthew Bown

**Graphic Design:** Luis Francisco

**Illustrations:** Lucas Ribeiro, John Ariosa

**Editors:** Dustin Schwartz

**Special Thanks:** To all the people who helped playtest and provided feedback throughout development: Scott Bogen, James Ryan, Jeremy Haack, Scot Schafer, Steve Esser, Aaron Krevans, Kathleen Mercury, Emily Hancock, David Bruglia, Marcus Ross, John Vang, Kevin Riley, John Velgus, Amanda Sabolish, Jeremy Commandeur, Kevin Russ, Chris Solis, Brad Talton, Don Gilstrap, Michael Dunsmore, John Shulters, Drake Villareal, Maggie Clayton, members of the Bay Area Tabletop Devs, attendees of the Waitress Games Retreat, attendees of the Eastern Sierra Games Retreat, and attendees of DundraCon Protospiel.

For additional information or support, please visit us at [www.thunderworksgames.com](http://www.thunderworksgames.com)

