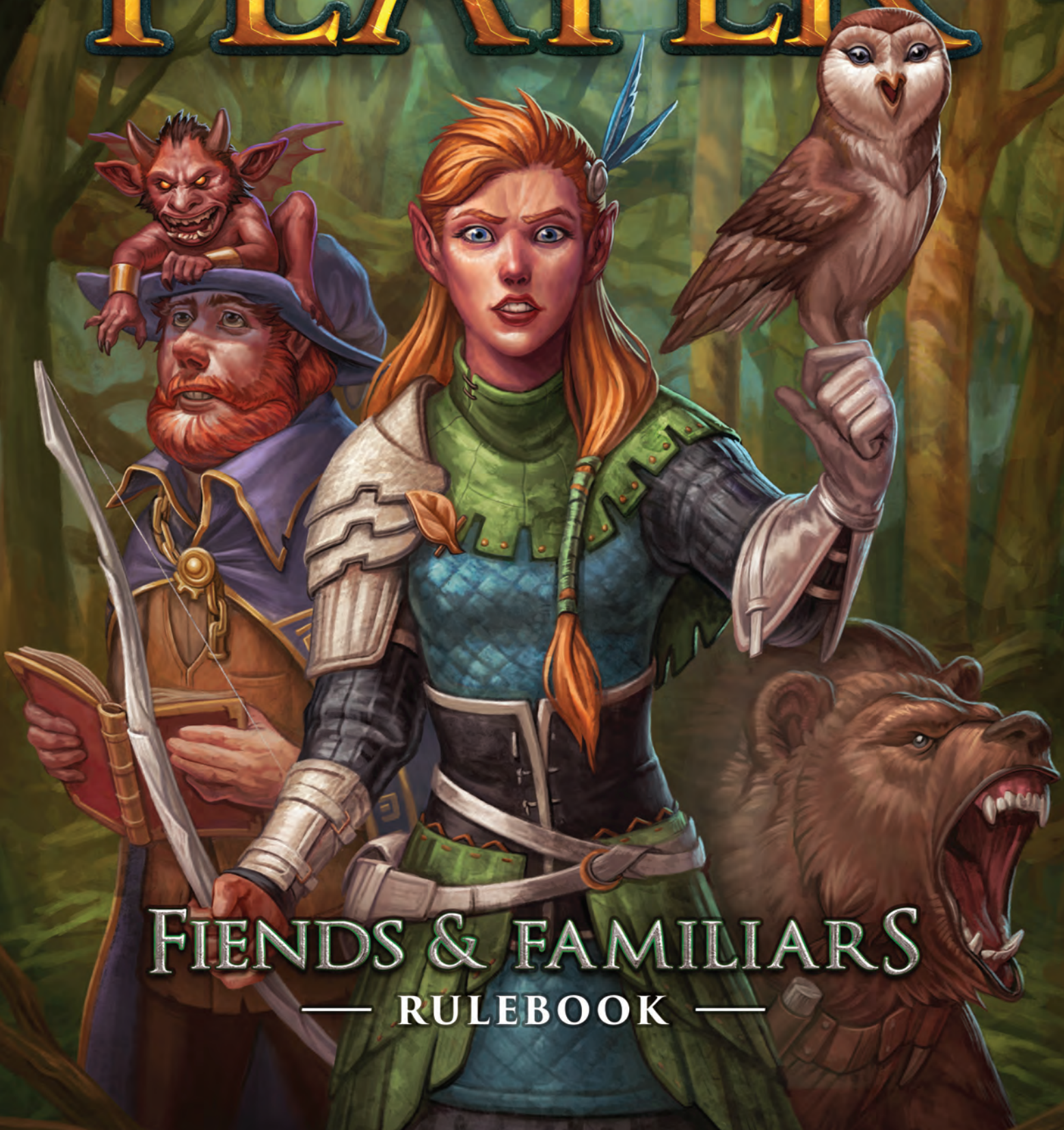


ROLL PLAYER



FIENDS & FAMILIARS
— RULEBOOK —

Overview

A second wave of monsters has arrived on the horizon! Enemy minions flood the countryside with pesky fiends in tow. To bolster his forces against this new menace, King Taron has ordered mythical creatures to serve as familiars to the King's Guard. With these companions by their side, the heroes of Nalos must stem the tide of the Dragul Invasion.

In Fiends & Familiars, players are now assisted by familiars and hindered by fiends as they compete to construct the greatest fantasy characters. Familiars 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 heroes with new restrictions.

Prepare for another showdown against the monsters and earn precious reputation stars by battling their minions as you develop your own character. Prove that your hero and familiar are the greatest champions of Nalos!

Components

4 Character Sheets

15 Familiar Boards

25 Combat Dice

15 Split Dice

12 Adventure Tokens (4 of each)

20 Honor Tokens

20 Injury Tokens

6 Charisma Tokens

40 Gold

40 XP Cubes

1 Rulebook

205 Cards

- 38 Market Cards
- 1 Call to Adventure Card
- 12 Monster Cards
 - 6 for Multiplayer
 - 6 for Solitaire Play
- 23 Minion Cards
- 54 Adventure Cards
- 5 Player Aid Cards
- 5 Cost Summary Cards
- 6 Class Cards
- 6 Initiative Cards
- 30 Fiend Cards
- 13 Alignment Cards
- 12 Backstory Cards

Important! The Roll Player base game is required in order to play. The Monsters & Minions expansion is recommended, but not required.

NOTE: If combining Fiends & Familiars with Monsters & Minions and the base game of Roll Player, return the version of the "Backpack" card from Monsters & Minions to the game box. The new version of this card in Fiends & Familiars replaces the card released in Monsters & Minions.

FAMILIAR BOARDS

Familiar Boards represent friendly companions that will join the heroes. During setup, each player receives a different Familiar Board, which has a unique Familiar Action. At the end of the game, the players can score additional Reputation Stars for meeting their Familiar's Power Goal and fulfilling their Familiar's Backstory.



COMBAT DICE

Combat Dice are used to battle Minions and the Monster. During combat, players roll Combat Dice to deal damage to their foes. The result of the combat roll, along with other modifiers, determines which rewards the player is eligible to receive.



SPLIT DICE

Split Dice feature two different colors. Each Split Die counts as both of its colors at all times, no matter which number has been rolled or where it is on the player's Character Sheet. To balance out this special feature, the number range on Split Dice is only 1 to 4.

SCROLL CARDS

Scroll cards represent powerful and ancient incantations. When a player buys a Scroll card, they immediately carry out the one-time effect listed on the card, then keep it in their play area, because some game effects refer to Scroll cards.



CALL TO ADVENTURE CARD

The Call to Adventure card is inserted into the Market deck at a certain position. In the early rounds, players place two dice at a time. Once this card has been drawn, the characters hear the call to adventure! For the rest of the game, players place only one die at a time.



MONSTER CARDS

In every game, there is one Monster that all players will face in the final showdown. Each Monster card has a certain Strength value and a special ability that makes combat more difficult. Based on how well the players perform against the Monster, they can earn additional Reputation Stars, including a Champion Bonus for the player who performs the best!



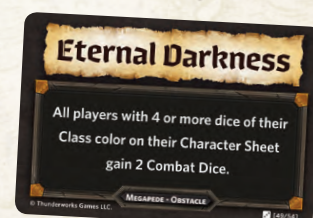
MINION CARDS

Minions offer opportunities for the heroes to prove their worth to the king. Players can go hunting for Minions, with the possibility of earning rewards. Each Minion has a special weakness that can be exploited. When a player defeats a Minion, they keep the Minion card as a Trophy and get to secretly view the next Adventure card.



ADVENTURE CARDS

Adventure cards represent unknown information about what it will take to defeat the Monster. These unknowns are the location of the Monster, an obstacle that the players will face on the journey, and the type of attack the Monster will use. By defeating Minions in combat, players get to secretly view the Adventure cards to learn this information.



FIEND CARDS

Fiends represent pesky creatures that have infested the kingdom. In every round, some of the Initiative cards also come with Fiend cards! Each Fiend has a unique restriction that makes it more difficult for the affected player to accomplish their goals. Fiend cards can be banished by spending Gold or Charisma tokens.



ADVENTURE TOKENS

As players defeat Minions and secretly view the Adventure cards, they receive Adventure tokens to track who has learned which pieces of information. During the final showdown, players who have Adventure tokens can receive benefits that will aid them in combat.

HONOR AND INJURY TOKENS

When a player battles a Minion, they often receive Honor tokens or Injury tokens, based on how well or poorly they perform in combat. These tokens either add to or subtract from the player's combat roll during the final showdown against the Monster.



XP CUBES

Experience Points (XP) represent the growth of a character. Players can gain XP in many ways, but especially by defeating Minions. XP can be spent to gain Combat Dice, reroll Combat Dice, discard Injury tokens, and take Attribute Actions.

Game Setup

Follow this complete setup guide for any game of *Roll Player* that includes the *Fiends & Familiars* expansion, with or without the *Monsters & Minions* expansion.

BASIC SETUP

1. Market Deck

Divide the Market cards into single-dot and double-dot piles. Shuffle the two piles separately. Stack the single-dot pile on top of the double-dot pile to form a face-down deck. Discard a number of cards from the top of the deck based on the number of players. Place the discarded cards next to the deck to form a face-up discard pile.

With F&F expansion only:

- 2 players → discard 20 cards
- 3 players → discard 15 cards
- 4 players → discard 10 cards

With F&F and M&M expansions:

- 2–3 players → discard 40 cards
- 4 players → discard 35 cards
- 5 players → discard 30 cards



2. Call to Adventure Card

Insert the Call to Adventure card in the Market deck at a position based on the number of players.


- **2 players** → under the 15th card
- **3 players** → under the 23rd card
- **4 players** → under the 33rd card
- **5 players** → under the 38th card

3. Market

Draw a number of cards from the Market deck based on the number of players. Place these cards in a face-up row in the center of the table.

- **2 players** → place 4 cards
- **3 players** → place 5 cards
- **4 players** → place 6 cards
- **5 players** → place 7 cards

4. Initiative Cards

Find the Initiative cards marked for the current number of players. Place these cards in a row in the center of the table, parallel to the row of Market cards. Arrange these cards in ascending order, with the  card as the highest card. On each Initiative card with a Gold icon, place one Gold from the supply.

5. Supply

Place the Gold, Charisma tokens, Combat Dice, Adventure tokens, Honor tokens, Injury tokens, and XP cubes in separate piles on the table, within reach of all players, to form the supply.

6. Dice Bag

Put all of the Attribute Dice and Split Dice into the dice bag. If the *Monsters & Minions* expansion is in play, add the Boost Dice too.

PLAYER SETUP

7. Start Player

Each player takes one Attribute Die from the dice bag and rolls it. The player with the highest result is named the Start Player. Return these dice to the dice bag.

8. Character Sheets

Beginning with the Start Player and going in clockwise order, each player chooses one of the available Character Sheets, which they place on the table in front of themselves. They may choose either side.

9. Starting Gold

Each player takes five Gold from the supply. In games with three players, the third player takes one additional Gold. In games with four players, the third player takes one additional Gold and the fourth player takes two additional Gold.

10. Class Cards

Assign each player a different Class color by having them draw a tracking token at random. Each player chooses one of the available Class cards in that color, which they place in the matching slot on their Character Sheet. They may choose either side.

11. Alignment Cards

Deal each player one Alignment card at random, which they place in the matching slot on their Character Sheet.

12. Backstory Cards

Deal each player one Backstory card at random, which they place in the matching slot on their Character Sheet.

13. Tracking Tokens

Each player takes the two tracking tokens of their Class color, which they place (a) on the center space of their Alignment card and (b) on their Class card.

14. Familiar Boards

Deal each player two Familiar Boards at random. Each player chooses one of the two they were dealt, which they place above their Character Sheet. The other is discarded.

15. Starting Dice

Each player draws six dice at random from the dice bag. Each player rolls their dice, then places them on their Character Sheet, one at a time, following the standard dice placement rules. *Exception! Placing dice does not trigger actions during setup.*

16. Reference Cards

Each player takes a Player Aid card and a Cost Summary card.

ENEMY SETUP

17. Monster Card

Find the Monster cards marked with the “2P+” indicator. Remove all of these Monster cards that match the Class colors of any current players and return them to the game box. From the remaining Monster cards, select one at random. Place that Monster card face up on the table.

18. Adventure Cards

Find the Adventure cards that match the selected Monster card. Select one Adventure card of each type at random. Place these three Adventure cards face down on the table, without revealing them.

19. Minion Deck

Divide the Minion cards into single-dot and double-dot piles. Shuffle the two piles separately. Stack the single-dot pile on top of the double-dot pile to form a face-down deck. Remove a certain number of cards from the top of the deck and return them to the game box. Reveal the new top card and place it face up on top of the deck.

With **F&F** expansion only, remove **5 cards** from the Minion deck.

With **F&F** and **M&M** expansions, remove **10 cards** from the Minion deck.

20. Fiend Deck

Shuffle the Fiend cards to form a face-down deck. Place the deck near the row of Initiative cards. For each Initiative card with a Fiend card slot, draw one Fiend card from the deck and place it face up on that Initiative card.

Any components not used during these setup steps can be returned to the game box. They will not be needed for this particular game.

Play Sequence

Follow the play sequence described in the rulebook for the base game. This section lists only the changes and additions introduced by the *Fiends & Familiars* expansion.

Important! For all gameplay purposes, each player's Familiar Board is considered to be part of their Character Sheet. However, their Familiar Row is not considered to be an Attribute Row and their Familiar Action is not considered to be an Attribute Action.

ROLL PHASE

In the early rounds of the game, the Start Player draws and rolls two dice per Initiative card in the Roll Phase.

The two dice with the lowest face values go on the "1" Initiative card, the two dice with the next lowest face values go on the "2" Initiative card, etc. As in the base game, if there are multiple dice with the same face value, the Start Player chooses the order for those dice.

Once the Call to Adventure card has been drawn, for the rest of the game, the Start Player draws and rolls only one die per Initiative card in the Roll Phase.



DICE PHASE

In the early rounds of the game, each player places two dice in the Dice Phase.

When a player selects an Initiative card, they take both of the dice from that card and place them on their Character Sheet, one at a time, following all normal placement rules. The player may place the dice in the same row or in two different rows.

After both dice have been placed, the player may take one — and only one! — Attribute Action or Familiar Action triggered by the placement of those dice.

Finally, if there is a Fiend card on their selected Initiative card, they gain that Fiend card. The restriction listed on that Fiend card goes into effect at the end of the current Dice Phase and continues for as long as that Fiend card is active (see BANISHING FIENDS).

Once the Call to Adventure card has been drawn, for the rest of the game, each player places only one die in the Dice Phase.

MARKET PHASE

In Initiative order, each player chooses one of the available options in the Market Phase.

As in the base game, the player may buy a card from the Market or discard a card from the Market. However, the player may instead choose to go on a Hunt.

Going on a Hunt gives the player the opportunity to battle a Minion and possibly learn information about the Monster (see HUNTING MINIONS).

CLEANUP PHASE

When the Start Player places Gold on the Initiative cards, they also draw and place one new Fiend card on each Initiative card with an empty Fiend card slot.

Banishing Fiends

At any time before Character Creation ends, players may banish their active Fiend cards. To banish a Fiend card, a player must spend either one Charisma token or five Gold.

When a player banishes a Fiend card, they flip the card face down but keep it in their play area, because some game effects refer to banished Fiend cards.

Important! A player's active Fiend cards should always be face up, while their banished Fiend cards should always be face down.



Hunting Minions

In the Market Phase, players may choose to go on a Hunt instead of buying a Market card or discarding a Market card. When a player goes on a Hunt, they follow these steps:

Minion Card

The revealed Minion card is the one the player will battle. If they wish to battle a different Minion card, the player may spend three Gold to place the revealed Minion card face down on the bottom of the Minion deck and reveal the next Minion card. They may do this multiple times, spending three Gold each time.

Dice Pool

Once the player has chosen which Minion card to battle, they create their dice pool. They gain one Combat Die by default, but the effect of the revealed Minion card might allow them to gain additional Combat Dice if they meet certain requirements.

Mercenaries

The player may hire mercenaries. If they wish to hire a mercenary, they spend three XP or five Gold to add one Combat Die to their dice pool. They may do this multiple times, paying either cost for each mercenary hired. For each mercenary hired with Gold, the player may discard one Charisma token to reduce the cost by one.

Combat Roll

The player rolls all of the Combat Dice in their dice pool. If they wish to reroll, they may spend one XP to reroll one Combat Die. They may do this multiple times, with the same die or different dice, spending one XP each time.

Rewards

The player examines the Minion card to see which reward level they have reached, based on the result of their combat roll. They immediately gain everything in that reward level. Some reward levels include actions, which are always optional.

Trophy

If the reward level does not include the trophy icon, the player places the Minion card face down on the bottom of the Minion deck. However, if the reward level does include the trophy icon, the player takes the Minion card as a Trophy and receives an Adventure token. If they already have all three Adventure tokens, they gain one XP instead.

- When a player takes their first Trophy, they receive a Location token.
- When a player takes their second Trophy, they receive an Obstacle token.
- When a player takes their third Trophy, they receive an Attack token.

Important! When a player receives a particular Adventure token, they get to secretly view the matching Adventure card. They may view it again at any time.

When the Hunt is over, the player reveals the next Minion card and returns all of the Combat Dice from their dice pool to the supply.

Spending Experience Points

Experience Points (XP) are gained primarily from Adventure cards, Minion cards, and Market cards. Players can spend their XP for these effects:

1 XP	Reroll one Combat Die.	<i>This can be done against a Minion or against the Monster.</i>
2 XP	Discard one Injury token.	<i>This cannot be done after Character Creation ends.</i>
3 XP	Hire one mercenary (i.e., Combat Die).	<i>This can be done against a Minion or against the Monster, but only before the combat roll.</i>
5 XP	Take one Attribute Action.	<i>This cannot be used to take Familiar Actions. This cannot be done after Character Creation ends.</i>

Monster Combat

The end of Character Creation occurs at the end of the round when each player has 21 dice on their Character Sheet. It is now time for the final showdown against the Monster!

Monster Card

The Monster card has a unique special ability, which will affect all players individually, imposing certain restrictions or negative effects.

Dice Pools

Each player creates their own dice pool. They each gain one Combat Die by default. (They might gain more Combat Dice in the following steps.)

Adventure Cards

The three Adventure cards are revealed and resolved one at a time, in order: first the Location card, then the Obstacle card, and finally the Attack card.

- As each Adventure card is revealed, the players read the card's effect to determine who gains the benefit of that card (Combat Dice or XP). Only players who have the matching Adventure token are eligible for the benefit of an Adventure card.
- Players who do not have the matching Adventure token are not eligible for the benefit of the Adventure card, nor are they taken into consideration when the card has a comparative condition that determines who gains the benefit.
- If multiple eligible players are equally qualified to gain the benefit of the Adventure card, those players each gain the benefit.

Mercenaries

Each player may hire mercenaries. If a player wishes to hire a mercenary, they spend three XP or five Gold to add one Combat Die to their dice pool. They may do this multiple times, paying either cost for each mercenary hired.

Combat Rolls

Each player rolls all of the Combat Dice in their dice pool. If they wish to reroll, they may spend one XP to reroll one Combat Die. They may do this multiple times, with the same die or different dice, spending one XP each time.

- After all rerolls that a player wishes to do, their combat roll is considered to be Final Dice. The special abilities of certain Monster cards take effect after Final Dice, possibly modifying the player's combat roll in some way.
- Honor tokens and Injury tokens modify the result of this combat roll. Each player adds one to the result for each Honor token they have and subtracts one from the result for each Injury token they have.

Rewards

If a player's combat roll result is less than the Monster's Strength value, they fail in combat and earn no Reputation Stars. However, if their combat roll result meets or exceeds the Monster's Strength value, they succeed in combat and earn Reputation Stars based on which reward level they have reached.

Champion Bonus

The player with the highest successful combat roll result gains the Champion Bonus, earning additional Reputation Stars. If multiple players are tied for the highest successful combat roll result, those players each gain the Champion Bonus. If the Monster card in play does not have a Champion Bonus, no Champion Bonus is awarded.



Final Scoring

Follow the final scoring rules described in the rulebook for the base game. This section lists only the changes introduced by the *Fiends & Familiars* expansion.

Familiar Power Goal

Total the values of the dice on each player's Familiar Board to determine their Familiar's Power Score. If that score is within the range required, the player earns Reputation Stars for meeting their Familiar's Power Goal.

Familiar Backstory

Evaluate the colors and positions of the dice on each player's Familiar Board. If one or more of those dice match the colors and positions required, the player earns Reputation Stars for matching their Familiar's Backstory.

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

Notes

General: If there is ever a discrepancy between the rulebook text and card text, the card text takes precedence.

Backpack: The player with this Weapon card may store up to four dice at a time, but they cannot store more dice than the number of empty spaces on their Character Sheet. They may place these stored dice on their Character Sheet at any time before Character Creation ends. When stored dice are placed, all placement rules and effects apply.

Clarity: When a player activates this Scroll card, they remove a die and place it again. When the removed die is placed again, all placement rules and effects apply, except the player does not have to place it in the leftmost empty space of a row; it may be placed in any empty space. After this Scroll card is activated, the player does not slide dice to the left to fill gaps.

Controlling (Beastmaster Class Ability): The player with this Class ability may wait to see the result of their combat roll before they choose whether or not to use their Familiar's current Power Score instead.

Devious: Each time the player with this Trait card gains any amount of XP, they may store some or all of that XP on this card. This decision must be made when the XP is gained; it cannot be moved to the card later. XP that is stored on this card cannot be spent.

Relentless: The player with this Trait card does not include Reputation Stars earned from gaining the Champion Bonus when determining if they fulfilled the requirement.

Summon: When a player uses this Skill card, they may place one of their active Fiend cards on any Initiative card, even if that Initiative card has no Fiend card slot or has a Fiend card on it already. The next player who selects that Initiative card will gain all Fiend cards on the Initiative card.



Solitaire Rules

To play a solitaire game, follow all of the rules for the *Fiends & Familiars* multiplayer game, but with the following changes and additions.

GAME SETUP

Set up the Market deck, Call to Adventure card, Initiative cards, and Market as if it were a two-player game.

Before inserting the Call to Adventure card into the Market deck, draw the top card of the Market deck and place it face up next to the discard pile. This is the trash pile.

Remove 2 GOLD dice from the dice bag and set them aside. These are the enemy dice.

Use the Monster cards marked with the “1P” indicator.


Play Sequence

ROLL PHASE

The Roll Phase is the same as in the *Fiends & Familiars* multiplayer game.

DICE PHASE

In the Dice Phase, once the player has completed their turn, they check to see if the enemy dice need to be rolled, based on which Initiative card they selected.

- If they selected the “1” Initiative card, no enemy dice are rolled.
- If they selected the “2” Initiative card, one enemy die is rolled.
- If they selected the  Initiative card, two enemy dice are rolled. If the results are identical, one of the enemy dice is rerolled until the results are unique.

Each enemy die result corresponds to a specific effect. After the enemy dice are rolled, the player resolves the corresponding effects.

- **[1]:** The card in the leftmost position in the Market is moved to the trash pile.
- **[2]:** The card in the second position in the Market is moved to the trash pile.
- **[3]:** The card in the third position in the Market is moved to the trash pile.
- **[4]:** The card in the rightmost position in the Market is moved to the trash pile.
- **[5-6]:** The revealed Minion card is placed face down on the bottom of the deck, then the next Minion card is revealed.

MARKET PHASE

In the Market Phase, once the player has completed their turn, the leftmost remaining card in the Market is moved to the discard pile. Then any other remaining cards in the Market are moved to the trash pile.

CLEANUP PHASE

The Cleanup Phase is the same as in the *Fiends & Familiars* multiplayer game.

Monster Combat

The end of Character Creation occurs at the end of the round when the player has 21 dice on their Character Sheet, the same as in the *Fiends & Familiars* multiplayer game.

When the Adventure cards are resolved, some Adventure cards have an additional requirement, marked with the “1P” indicator. In the solitaire game, the player must meet this requirement, in addition to having the matching Adventure token, in order to gain the benefit.

If the player’s combat roll result is less than the Monster’s Strength value, not only have they failed in combat and earned no Reputation Stars, but the Monster has actually killed their character! The player immediately loses the game.

Final Scoring

Final scoring is the same as in the *Fiends & Familiars* multiplayer game.

However, for every eight Gold the player has at the end of the game, they earn one additional Reputation Star.

If playing without the *Monsters & Minions* expansion, the player adds five Reputation Stars to their score.

Based on the player’s final score, the updated score chart indicates the overall rank of the character they created.

Monster Slayer	47+
True Hero	43 – 46
Clan Leader	38 – 42
Luminary	34 – 37
Adventurer	29 – 33
Hireling	25 – 28
NPC	≤ 24

Quick Reference

Play Sequence

1. ROLL PHASE

Start Player draws and rolls dice, then places them on the Initiative cards in numerical order.

- Before Call to Adventure → 2 dice per card
- After Call to Adventure → 1 die per card

2. DICE PHASE

In clockwise order, each player carries out these steps:

- Select an Initiative card from the center.
- Place each die on the Character Sheet.
- Gain Gold and/or Fiend card, if applicable.
- Take one action triggered by the dice.

3. MARKET PHASE

In initiative order, each player chooses one option:

- Buy one card from the Market.
- Discard one card from the Market. Gain 2 Gold.
- Go on a Hunt to battle a Minion.

4. CLEANUP PHASE

Carry out these steps to prepare for the next round:

- Refresh Skill cards (one per player).
- Discard unused Charisma tokens.
- Put remaining dice into the dice bag.
- Empty and refill the Market.
- Reset the Initiative cards.

Start Player passes to the left.

Cost Summary

SPEND XP / GOLD

- 1 XP → Reroll Combat Die
- 2 XP → Discard Injury Token
- 3 XP / 5 GOLD → Gain Combat Die
- 5 XP → Take Attribute Action
- 3 GOLD → Reveal Minion Card
- 5 GOLD / 1 CHA → Banish Fiend Card

GAIN GOLD

- 1 GOLD → Complete Attribute Row or Familiar Row
- 1 GOLD → Select Initiative Card
- 2 GOLD → Place Gold Die
- 2 GOLD → Discard Card from Market

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