

## **SDE GUILD MODE v0.1**

Welcome, Guildmaster, to the Guild Mode! In this, you and a group of friends are guiding and strengthening the Heroes who are on the front lines of the war against the dread Consul. You'll build your Guild Tower and work with (and against) your friends in the dungeons!

*[DEV NOTE: This game mode takes inspiration from the classic SNES Actraiser game, where you alternated side-scrolling action and top-down city building sim levels, as well as the Fallout Wasteland Warfare Settlement Mode – which served as the seed for this in my own mind when I first heard about it years ago.]*

*After all, if we don't have a level up system for the Heroes, maybe we can add something else to the game to show development?]*

The source of the Consul's power are embodied by the Loot and Treasure that his dungeons hold; by taking them out of the dungeon you weaken him and strengthen the forces of the Goddess. Unfortunately Loot and Treasure taken out quickly decompose into Crystal Shards; however, these Shards can be used as currency to make your Guild Tower bigger and put rooms in there to attract more Heroes and tend to their every need.

While playing, you need to balance the needs of your own guild with those of your fellow Guildmasters; after several unfortunate incidents of Consul Corruption taking hold in Castle Town's guilds the King now enforces a law stating that all expeditions **MUST** take place from multiple guilds. Corruption builds quickly for Heroes sent in and marked by the Consul as intruders, and they must be rotated out for rest and relaxation fairly often, lest they turn against the light.

*[DEV NOTE: While you CAN play Guild Mode solo, the general idea is to play it with a group of friends. Still, if solo is the only way you can play it, then you're playing in the days before the King put his foot down!]*

## **THE OVERVIEW**

Actual campaign play starts with the Beginning, of course, where Guildmasters create their Towers and draft Heroes. Then it proceeds to the standard phases of Dungeoneering - Aftermath - Building.

*[DEV NOTE: The goals of a campaign season can vary - perhaps a Tower 10 Floors tall, perhaps the first Guildmaster to have a certain number of Bosses beaten by their Heroes, this can be established later once we have a solid game system.]*

### **BEGINNING**

First, name your Guild and your Guildmaster. No, your Guildmaster can't go on adventures (for now..) but he's still an important part of everything.

Each Guild Tower consists of one or more Floors, with six spaces on each Floor for Rooms. As a starting Guildmaster, you begin with one Floor, one of the Crystal Affinity rooms of your choice, three Hero Havens, and a Boss Bedroom where you sleep.

*[DEV NOTE: As things proceed I'm planning on making up a single-sheet tower map, along with cut-and-paste rooms, for a fun and visual representation.]*

You can recruit three Heroes, but Heroes want to stay in a Guild that matches them so you can only have one Hero of any given type **UNLESS** you have a Crystal Affinity room that matches them. If they have a dual affinity, they only count the most favorable one towards this limit.

Beginning Heroes line up to be drafted in turns by the various Guildmasters; we suggest the youngest Guildmaster should have first pick but at your table you can roll off or simply compromise. A Guildmaster's first draft pick **MUST** be of their Crystal Affinity; after that, anything is allowed.

## DUNGEONEERING PHASE

- 1) Choose # of Heroes
- 2) Roll for Dungeon contents
- 3) Roll to build the Dungeon
- 4) Choose Heroes, equipment, and total Rerolls
- 4) Play an Arcade Mode game!

First the Guildmasters decide how many Heroes they are sending into the Dungeon. The minimum each must contribute is one, and at most they can send three; however, there can be jealousy if one Guildmaster takes a lot of Loot away so we recommend balancing the burden evenly between all Guilds.

Now determine the Dungeon location, Boss, Miniboss(es), and Spawn Points. You can either roll randomly, or draw cards hidden by opaque sleeves – you just have to make sure that it IS random!

Each Boss should also be associated with a given 6-tile range during your pre-game setup; for example, Von Drakk would have VDM Tiles 7-12 and Beatrix would have VDM 1-6.

After this, build the Dungeon. Start with the lowest-numbered tile of the Boss's tile set, then pick a side to be North and roll a blue die to find which entrance to set the next tile against:

2 = North  
1 = East  
0 = South  
Heart = West

Add tiles in order from lowest number to highest number, to each new tile rolled. Players choose how the tile is rotated when added. If a result is rolled that isn't possible (West when you just added an East tile), move the new tile until it touches a legal Dungeon Entrance.

Play then proceeds as normal for an Arcade Mode game, with the following rules added:

### CORRUPTED

If a Hero with Corruption steps into the Dungeon, roll one blue die for each point of Corruption they

have; if the result is less than or equal to their Corruption than they're safe. If not, they have gone over to the Consul! They are added to the Spawn pool as a Miniboss. Flip over Treasure cards from the top of the deck until one comes up which adds to the Hero's highest attacking Stat; they are equipped with it when they are spawned. The owning Guildmaster must immediately send another Hero into the Dungeon.

Any attack and defense rolls the Corrupted Hero makes are resolved by the Guildmaster to the left of the defending or attacking Guildmaster, and they treat the first Special Action on their card as a Signature Action.

When the Hero is 'killed', they are merely knocked out, and the Treasure is added to the Backpack along with the Dungeon Key the Heroes get for defeating a Miniboss. When they wake up, they've got some 'splaining to do...

However, if the Heroes are forced to retreat, the Corrupted Hero stays as a Miniboss, and the owning Guildmaster cannot replace them without removing that Hero from their roster permanently.

*[DEV NOTE: This is to encourage players to rotate out Heroes instead of just sending the same ones in over and over. If/when we get a levelup system then GM can be integrated into that so there's more reason to send different Heroes in, but for now this seems a solid solution.]*

### REROLLS

When a Reroll token is spent, a Hero may reroll one die - either for their own Heroes or those of their allies! Multiple tokens can be spent at the same time for multiple dice, but each die can only be rerolled ONCE. This rule applies even to Hero abilities which allow rerolls, such as Feint or Holy.

*[DEV NOTE: This is mostly to give an in-game effect of HAVING a Guild, aside from keeping random Loot pieces and a longer narrative.]*

### LOOT ARGUMENTS

When a Guildmaster's Hero kills a monster, they

are the ultimate arbiter of who gets a given piece of Loot during the Power Up Phase - others can argue about it, but they are the one who decides.

If two Guildmasters argue about Treasure, they each choose a Hero and roll their highest stat (including current Loot/Treasure!) in a roll-off, and the winner chooses. Ties must be rerolled.

However, if a Guildmaster disagrees enough, their Hero can simply take the Loot/Treasure from the other Hero. If the thief wants to take it, they have to be in base contact with the victim, and the owning Guildmaster CHOOSES which stat both sides roll against each other in the theft attempt. A strong Hero overpowers his victim, a dextrous one pickpockets them, and so on. However, doing so has in-game consequences: Immediately move all Wrath from the attacker to the victim, and the attacker gains two Corruption (the Consul looks favorably on such antics.) The victim may not try to steal it back, but the Guildmaster can challenge the other player to a game of Arena Duel for the Treasure in the Aftermath phase.

*[DEV NOTE: This may well lead to some harsh arguments among players and the risk of asshat bullies constantly taking good stuff from other players. If this is the case, then the rule should be removed at your table, and maybe find different friends to play with? But I like the idea of a game that has both cooperative and competitive elements.]*

The rules about Loot that is discarded for better equipment still holds true; if it touches the dungeon floor after being in a Hero's hands it's gone, no trading back and forth. Unless you want to do that at your table, I'm not about to knock down your door and arrest you for breaking the rules!

## **RETREATING**

At any time, a Hero can retreat by touching the Dungeon Entrance token; this is important because if a Hero is not revived via a Princess Coin then they are dead unless brought back in the Building phase by a Cherub Chapel, and a new Hero must be drafted from the available

pool. Note that if there are dead Heroes during an upkeep and available Princess Coins, then it is the OWNING Guildmaster's choice on whether to revive them - no holding out on your friends because you're a jerk!

## **AFTERMATH PHASE**

- 1) Determine Shards gained
- 2) Add and remove Corruption

## **DETERMINE SHARDS GAINED**

The haul Guildmasters get depend on whether their Heroes are forced to retreat from the Dungeon or successfully kill the Boss. Each Loot and Treasure confers a type of Shard based on the Slot it goes in, and a number based on the die it adds and any special Effects it may have. Guildmasters only gain shards that their specific Hero(es) earn!

### **SHARD REWARDS**

- 3 = blue die
- 4 = white die
- 5 = red die
- 8 = green die
- 5 = Stat bonus (movement, Hearts, AP)
- 2 = Status Effect caused or Immune
- 5 = Other benefit (Backlash, Special Attack or Action, Immune: Status Effects, and so on).

Note that for Treasure which has a Crystal Affinity, it only gives out the highest reward if the Hero it is equipped to would benefit from said Affinity.

*[DEV NOTE: At this point I'm not sure that Loot/Treasure still in the Backpack should count towards this; if it does then that accelerates growth, which is good, but leads to a shorter campaign season. This needs to be playtested both ways. If it does, then the Shard count for the Backpack should be added up then divided evenly among all participating Guildmasters.]*

After these are added up, if the Heroes defeated the Dungeon Boss, then DOUBLE all Shards gained!

*[DEV NOTE: Originally, Shards were halved if the Heroes retreated, but that feels like you're*

*being punished for running away instead of being rewarded for winning. Bad game design there. So now the rewards are default 'halved'.]*

Shards are marked by their type: E for Emerald, R for Ruby, C for Citrine, and S for Sapphire. Each is used by a different kind of Room, and some Rooms require several different types in order to be built.

If a Guildmaster has a relevant Room, they may keep a Loot or Treasure card obtained by their Hero(es). If they do so, they do not get the Shard reward as per the chart; however, if the Room already had a Loot or Treasure card attached to it then they gain the Shards for that specific item.

### **CORRUPTION**

The Consul marks the ones daring or foolish enough to step into his dungeons. Each Hero that is deployed during the Dungeoneering Phase gains two Corruption just for doing so. If a Boss is defeated, then the Hero who struck the final blow gains an additional Corruption.

If a Hero had Corruption points and did not enter the Dungeon during the Dungeoneering Phase, they have to remove one Corruption during this phase as well.

### **DUELING**

If an argument about a piece of Treasure can't be settled amicably then the Guildmasters who want it may face each other in the Arena if you have the rules. One added restriction, though, is that Guilds can only use Minibosses and Spawners which share its Crystal Affinity(ies); this is a mystery of the Arena and not even the wisest know why it exists.

### **TRADING**

Ain't no such thing.

Okay, if you WANT to allow it at your table, a Guildmaster can trade up to 5 Shards from his stash to another Guildmaster for an equal amount of Shards; no price gouging allowed.

## **BUILDING PHASE**

As already said, each Floor has 6 spaces for Rooms. Some Rooms take multiple spaces; the number of spaces each one takes up is noted in (parentheses) after the Room's name. The cost comes after that; in addition to any color notations as per the Aftermath phase (CERS), A for All is a common price. If no type of Shard is specified, then it can be ANY shard.

Most rooms can only be built a set number of times, and the price increases when multiples are built. Also, any given Room aside from the Hero Haven MUST have at least one Hero available to run it of an Affinity that matches the Room's, aside from the Loot Locker and Treasure Trove.

*[DEV NOTE: Right now I'm not sure about the pricing structure; I think that 1-2 new rooms should be available after each game, just to keep the campaign interesting, but once again this needs to be tested.]*

### **LIST**

#### **Floors, 10 Max**

Technically not a Room. But still required! Note that these could be above or below ground, depending on your Guild's given style; either way each floor's size is restricted because of zoning laws and jealous neighbors.

From Floors 1-5 the cost is 5A Shards; from Floors 6-10 the cost is 10A Shards.

#### **Boss Bedroom (1) Free**

Just a place for you to lay your head down to rest. But it also adds one reroll to your total! Isn't that nice?

#### **Hero Haven (1) 5 Shards, Unlimited**

Perfect for a single Hero to reside in. Each customized chamber provides enrichment, bedding, and a sippy tube for hydration. Adding a room allows you to recruit a Hero from the available pool for free.

#### **Loot Locker (1) 5A 1<sup>st</sup>, 10A 2<sup>nd</sup>, 15A 3<sup>rd</sup>**

This channels enough magical energy into a Loot card to keep it intact, allowing the Guildmaster to

equip it to a Hero when selecting them for the Dungeoneering Phase.

**Treasure Trove (2) 10A 1<sup>st</sup>, 20A 2<sup>nd</sup>**

Just like the Loot Locker, this ultimate goals Room lets you steal and keep a valuable Treasure card from the dread Consul.

**Carefree Cafeteria (2) 5C 1<sup>st</sup>, 10C 2<sup>nd</sup>**

This adds one reroll to your total, as well as saving on food costs for your poor Heroes - no more fattening takeout filled with MSG!

**Sanctified Sauna (2) 5S 1<sup>st</sup>, 10S 2<sup>nd</sup>**

Aaahhh.... so relaxing, perfect for getting that darn dungeon dirt out of the pores. The Sauna allows a Hero using it to remove one extra Corruption during the Aftermath phase.

**Oracle's Ossuary (2) 5R 1<sup>st</sup>, 10R 2<sup>nd</sup>**

What, did you think a Hero's job was done just because they were dead? Their spirits, called back from beyond, allows a Guildmaster to look at the Explore deck during the Dungeoneering phase and remove one card, then shuffle it.

**Scavenger's Supply (2) 10E**

The Castle Town black market has a lot to offer... for a price. Still, sometimes that price can be just the right connection. Roll a blue die when this Room is used:

S or 2 = Dungeon Key

1 = extra Potion

0 = Wrathaway (discard this to remove all Wrath from Heroes on the tile).

**Cherub Chapel (2) 5A**

Prayers to the Goddess do get answered... sometimes. This allows the Guildmaster to resurrect a Hero who died during the Dungeoneering phase, with any Loot or Treasure that the Hero still had equipped able to be traded in for Shards as per the Aftermath phase.

**Goddess' Grotto (6) 5A**

A place dedicated to the very being that sacrificed Herself to bring the world a chance against the evil Consul's forces. Having it gives one more reroll to a Guildmaster's total, and allows a Hero

to remove one extra Corruption.

**Ruby Rotunda (2) 5R**

This scarlet Room adds a Ruby affinity to the Guild.

**Sapphire Sanctum (2) 5S**

This azure Room adds a Sapphire affinity to the Guild.

**Emerald Enclosure (2) 5E**

This jade Room adds an Emerald affinity to the Guild.

**Citrine Cell (2) 5C**

This amber Room adds a Citrine affinity to the Guild.

**WEIRD IDEAS**

Corruption gives extra rerolls for that Hero, to give a possible benefit for sending in corrupted heroes despite the risk?

once a guild gets more than 5 floors the consul notices them more and gives extra corruption to force them to rotate heroes more? Along with starting along the higher difficulty charts?

Arena style tournament hosted when every player reaches 5 floors? Winner gets a free floor?