

# TALES OF ARCANA<sup>®</sup> ROLEPLAYING CARD GAME

Go Outside the Sandbox™

## Enter the Blunderdome

Story Guide by Matt Knicl & Lance Neukirch

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# Introduction

*Enter the Blunderdome* is a story session designed to be played with the Tales of Arcana® Roleplaying Card Game, though it could be adapted for play with other RPG systems. Unlike other Tales of Arcana® stories, which are meant for one play through, *Enter the Blunderdome* is designed to be played multiple times with suggestions on how to vary the content. *Enter the Blunderdome* is meant to serve as an introduction to combat in the Tales of Arcana® Roleplaying Card Game system. This module is designed for one Story Master (SM) to narrate and three Players, with the overall session lasting 1–2 hours. Players will randomly generate their characters as laid out by the Tales of Arcana® Rules Booklet. Only the SM should view this Story Guide and should read through it before the session begins. Read the *Italicized* text aloud, and shape the rest of the text to your group's experience as you see fit. Occasionally you will receive tips from two natives of Arcana: Manitous, the god of reality and Glytch, a fablead (story nymph). Glytch is very helpful, but Manitous harbors an eternal disdain for mortals.

I'M FLUENT IN OVER EIGHTY FICTIONAL LANGUAGES, INCLUDING EMOTICON! :SMILEYFACE:!

SHE ALWAYS GETS THIS WAY WHEN THERE'S A NEW STORY. FRANKLY, I'M SATISFIED WITH NOT EXISTING.



**GLYTCH**  
**STORY NYMPH**  
(hAPPY TO hELP!)

**MANITOUS**  
**GOD OF REALITY**  
(TOTALLY NOT DEADPOOL)

# Overview

*Enter the Blunderdome* is a story where your Players have been entered to fight to the death in the Darthelleon, an ancient arena that still draws thousands of spectators. The arena is known locally to fighters as “The Blunderdome”, since many novice adventurers enter the ring thinking they can emerge victorious, only to be cut down by dangerous and more experienced fighters. The entirety of this story takes place on the arena floor, with each adversary attacking the Players one after the other (don't worry, remember that Player characters heal after each combat). While this guide will present a specific order to the types of enemies and obstacles the Players will face, remember that you can rearrange these encounters, create your own, or reskin the enemies to fit your desires. The goal is to have the Players play through several instances of combat. While it will be possible to survive each wave of danger, Player characters that die can easily be replaced by new characters. While most Players will want their characters to survive and equate that to “winning”, however that might not always lend to the best story.

## Things to Consider

**1) What's My Motivation?** Your Players will come up with their own unique characters based on the cards they have been randomly dealt.

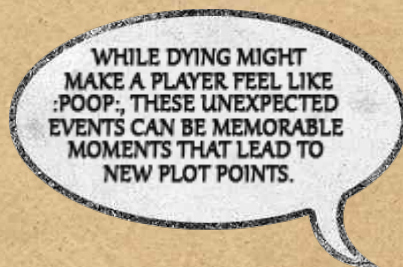
As the SM, make sure the players describe their characters — who they are, how they look, their personality — but also what is their character's goal? Try to have them sum it up in one word or phrase, like

“I want money” or “I'm looking for my lost love.” Have the end goal of surviving the Blunderdome result in succeeding that goal. If a character dies and is replaced, have them go through this process as well. Additionally, ask the group how their characters know each other — have they just met or have they quested with each other before?

**2) Death and Dying.** The Blunderdome at parts is designed to be a brutal “meat grinder” where it is highly likely one or more characters will die. When a character dies, at the end of combat, create a new character randomly with the remaining cards, setting the cards of the dead character to the side so there's no repeats (This is, of course, a suggestion. If a player has a Human who dies and now wants to play their Ghost, that will be a call for you, the SM, to make). If the whole party dies, then the story is over.

**3) Kill or Knock Out?** When defeating enemies, when the last successful attack has occurred, confirm with the Players if the opponent is permanently killed or temporarily rendered unconscious. As far as they are concerned, the result will be the same — the enemy will be removed. But, their actions could have a large impact on the rest of the narrative. As mentioned in the *Tales of Arcana*® rulebook, Players should figure out if they are “good” or “bad” characters as a group before the game begins. But, as is the way with many RPG Players, even if they say they are “good”, prepare yourself for your Players murdering their adversaries indiscriminately. Feel free to punish them later on for these actions.

**4) Survey the Scene.** The entirety of the story will take place on the floor of an open arena, similar to the Roman Coliseum. While the arena floor will start out flat, empty and quite honestly, boring, many of the Player's Abilities can have a dramatic effect on terrain. Keep track of your Player's and their enemies' actions and have the changes to terrain persist from fight to fight. For instance, if one of your characters rolls a 6 for the Quake Earth Ability, it is possible that for the rest of the story the arena now has giant fissures and stone spikes from tectonic clashes. These could block or impede the Player's future attacks or give enemies in a later fight a place to hide. However, unless you decide not to, the arena's resident janitor should come out and remove all bodies in between combat encounters.



# Narrative

*"Your story begins like many stories do. A group of adventurers gathered in a tavern. But this is no ordinary tavern, for this tavern sits near the fighter's entrance of the Darthelleon, the grandest coliseum in all of Arcana. On the arena floor, legends are made. Your group was not there to fight, in fact your adventure was to take you out of town and to the north, but as you listen to the stories of the fighters and their admirers, the thought of quick fame and glory clouds your mind. After quick calculation, you determine that winning only a few fights could bring you what you most desire, and you wouldn't have to wake up early and travel for days, which was a huge plus. The thought of your imminent victory distracts you from hearing other stories of the pits. The stories of valor and heroism are less common than one would like. More common are the tales of novice adventurers, quick to find fame and fortune, rushing into the arena only to meet a bloody and unremarkable end in the face of the Dathelleon's most powerful champions. This has given the coliseum the unofficial, though apt name, the Blunderdome. The next morning you eagerly registered for the fights with the arena master, eagerly signing the parchment waiving the owners from any liability. So excited were you that failed to notice the smirk of the clerk as you registered. You were ushered down a long stone staircase into a dark chamber with two small torches on the side of a massive metal door that had been reinforced with steel bars. "Wait till your name is called," your guide said as he ascended the staircase, closing another door behind him. You're so pumped up by the push over fights you're about to have, you didn't hear the metal clink of the door locking, though the faint cheering of the crowd can be heard beyond the doors. After a few moments the doors began to creak open, light pouring into your staging room. You emerge into the arena – a large circle with unremarkable dirt floor – well, unremarkable except for the trails of still fresh blood. On the opposite side of the arena, handlers are attempting to force a massive ebony scaled lion through another door as another worker picks up the arms and legs of the previous fighter and plops them into a bucket. All around the arena sat the audience, thousands of different people from hundreds of races all cheering, some booing though you choose to ignore it, as you walked outside.*

*"Alright Bob, who are our next contestants?" a voice said, magically sounding to everyone in attendance as though it were right next to them.*

*"Well Bob, it looks like we have [announce the characters' names, but mispronounce some or all of them]."*

*"Fantastic Bob! Let's get this show on the road! Their first challengers are just arriving!"*

THE BOBS SHOULD SOUND LIKE A STEREOTYPICAL SPORTS COMMENTATOR, SO HAVE FUN MAKING A FOOL OF YOURSELF.



**Note:** If you replay this adventure with some of the same Players, either with new characters or old ones, you should change the introduction and the Bob dialogue to reflect those updated events.

**Lore Facts:** Bob and Bob have been announcers in the Blunderdome for many years. Their similar names are not just coincidence – the Bobs are clones of the same man, known as Bob. Three decades ago a group of vampire biomancers cloned one of their victims hoping to create an infinite blood crop. They made thousands of Bob clones. When this was discovered, the Bobs were freed and settled together in the aptly named City of Bob. Due to an interesting quirk with Empire law, even though each Bob is a legal citizen, all the collective Bobs only get one vote per election, so they have to have a vote amongst themselves as to where the vote goes (a pointless gesture since every Bob has voted the same in each election).



**Note:** Each of the following sections contains an archetype for enemy encounters. Some will contain several alternate types of enemy. You can, for a second playthrough, move the sections around, change the flavor of the enemies, or repeat sections to make a more dynamic experience. The sections are ordered to ease the players into combat, starting with the easiest combat archetypes and getting progressively harder. These encounters are designed for three players, though they could accommodate four. When you have five or more, consider adding an enemy or more Story Points to each challenge to compensate.

## Part 1: AFK (Always Fighting Kobolds)

**Archetype:** Three Easy Enemies

*“Well Bob, who will be our adventurers' first opponents?”*

*“That's right, Bob. Our green-horned heroes will be facing off against a terrible enemy, the deadly Kobold Co!”*

[While it is not necessary to narrate the fight as it happens, or give the Bobs' reaction to events, you might consider doing this to make the Player choices meaningful and integrated with the story.]

*In the distance you notice a small door open. The Arena is not too big, but you still need to squint to see your first opponents. You hear them before you see them – high-pitched barks and yips. Three kobolds emerge from the darkness, running straight towards you. There appears to be two females, yellow and brown, and a male, who is red. They are incredibly fast, running with their heads down and arms almost comically behind them. You notice that they have no weapons just as they begin their attack.*

Name: Kobold Co

SP: 1 each

Race: Kobold

Class: none

Personality: Kobolds are a diminutive lizard-like race normally found in dark caves and dungeons. They have cartilaginous skeletons, giving them the ability to squeeze through small spaces.

Abilities: Kobolds use their **Teeth** and **Claws** to attack their enemies. They may **Latch** onto an appendage and continue to bite until defeated.

Combat: Kobolds will attack first, charging at the closest enemy. Kobolds are fairly dumb. Since they have 1 SP, a single attack will defeat them. This fight is meant to be incredibly easy. It is also meant to lull your Players into a false sense of security. Remember to ask your players if they want to kill or knock out the Kobolds, as this will play into the story. When replaying this event, these enemies should be fairly innocuous, like wild boar, smaller-than-average gnolls or wind-up soldiers.

*“Well Bob, that was quite the show!”*

*“That's right, Bob, I've neverseen adventurers so callously defeat clearly non-threatening, innocent little Kobolds.”*

**IF THE PARTY KILLED ONE OR MORE KOBOLD:**

*As the crowd somewhat claps and moderately cheers, see a large group of kobold in the front row of the arena. Several of the kobold are children or holding infants. You can make out crude signs that say “Go Go Kobold Co!” and one that says, “Good luck, Mommi!”*

**SKIP TO THIS IF NONE OF THE KOBOLD WERE KILLED:**

*An old grizzled man with a long, grey beard wearing a broom as though it were a sword enters the arena floor to remove the kobold. He draws his broom with flourish, then proceeds to sweep them slowly out of the arena.*

TYPICAL  
KOBOLDS



IMAGINE THIS IS  
THE INTRO LEVEL TO A  
VIDEO GAME. START IS PAUSE,  
A IS ATTACK, B IS RUN,  
ETC ETC.



## Part 1.5: The Janitor

**Archetype:** Party Death AKA a Lesson in Not Attacking Innocent NPCs

The Janitor will come out and use magic or comedic effect to remove the defeated enemies in between each match. But despite his elderly appearance, this Janitor is a powerful sorcerer, capable of using incredible magic. He once fought in the arena, but as he got older, he found he was just too good. But he still enjoyed the fights and wanted to be close to them, so he occasionally steps in as clean up, using his magic to clear the arena in seconds which could take the normal cleaning crew at least half an hour. If the party is murder happy or wants to attack the janitor at any point of the story, let them. But they will regret it.

*"I can't believe what I'm seeing here, Bob."*

*"Neither can I, Bob. It seems out adventurers have just challenged our longest reigning champion, Ans Wunderhart, one of the most powerful sorcerer/janitors in all of Arcana!"*

Name: Ans Wunderhart, Supreme Sorcerer and part-time Janitor

SP: 20

Race: Human

Class: Sorcerer

Personality: Ans is a gruff, wizened man who keeps to himself. He takes no pleasure in needless slaughter, but he will never back down defending his honor or teaching arrogant adventurers valuable lessons.

Abilities: Ans will can attack with **Broom Barrage**, a rain of sharpened brooms, **Wash Out**, a massive tidal wave, and **Hurricane**, a massive wall of wind radiates out from his position. Ans is protected by a bubble of **Static Electricity** that harms those that try to attack him in melee range.

Combat: Once attacked the party can finish their attacks. If the other Players don't follow suit, or once the first attack has finished, Ans's eyes will glow white and he will levitate into the air and proclaim, *"I will suffer no fools"* in a deep, echoing, otherworldly voice. Each of his attacks do 2 SP (3 if a crit) to each player. If he takes physical damage, that Player takes 1 SP. He will only kill the Player(s) that have attacked him. If Players remain after this encounter, he will lower to the ground, nod politely in the Player's direction, then sweep the dead characters' bodies away while whistling.

*"Well Bob, it looks like good ole Ans there is showing us that he really can take out the trash."*

*"Well said Bob. Now on to our next match!"*



SORCERERS ARE LIKE WIZARDS,  
ONLY INSTEAD OF NEEDING TO  
STUDY AND LEARN THEIR SPELLS,  
THEY SEEM TO HAVE AN INHERENT  
CONNECTION TO PRIMAL MAGIC.

IT'S A VERY IMPORTANT  
DISTINCTION, WHICH MOST LIKELY  
NECESSITATES THE PRINTING OF  
A SORCERER CARD  
IN THE FUTURE.



## Part 2: A Pawful Encounter

**Archetype:** One Easy Enemy

[For the rest of the story, ad lib the description of the gate opening and the next enemy or enemies arriving, as well as any commentating for the Bobs. If you are a seasoned Story Master, this will come naturally. If this is one of your first times doing so, this can give you the chance to do some improv. It doesn't have to be perfect.]

Name: Puppy Golem

SP: 3

Race: Canine, Golem

Class: NA

Personality: Puppy golems are brought to life using magic that links a large group of orphaned puppies into a humanoid shape. This type of golem is highly unstable and the puppies can free their minds when the golem takes damage.

Abilities: Puppy golems attack by slamming enemies with their fists, known as **Puppy Pound**. These golems also attempt to disarm opponents with **Cuteness**. Its puppies might **Nibble** at enemy.

Combat: The golem will attack first, attacking the Player closest to it and continue to do this each turn. It's attacks deal 2 HP worth of damage. It will be fairly easy to defeat, lasting only one to two rounds. It's puppies should start to free themselves from the golem's hive mind and do cute puppy things, no longer attacking the party. If your players kill some or all of the puppies, there could be some fallout with the audience and the Bobs. For advanced tactics, the puppy golem could become several **Puppy Swarms** (also known as a murder of puppies) becoming individual enemies that would also need to be defeated. Alternative enemies for this difficulty should be straight forward opponents, such as large trolls or things like questing beasts, creatures with leopard bodies and snakes for heads.

FOR EVERY PUPPY MAIMED, KILLED, OR DESTROYED, YOUR PLAYERS GET ONE "MANITOKEN". THEY'RE WORTHLESS, BUT HEY, SO ARE YOUR PLAYERS IF THEY KILL PUPPIES.



## Part 3: Elementary

**Archetype:** Four Moderate Enemies

Name: Rift Zealots

SP: 2 each

Race: Fire and Water Elementals

Class: Paladins and Clerics

Personality: Rift zealots are fanatical devotees to a religion that desires to turn the world back to a primal, pre-mortal, state. As sentient beings, these zealots are snobby and self-assured. They believe all that oppose them must be purged and fight in the arena only to spread their faith. Their motto is, "Ascend into chaos!", which they should proclaim as they begin the fight.

Abilities: There are four zealots. The fire elementals are paladins, the water elementals are clerics. The fire elementals can **Fly** and use **Flames** and **Stonefist** to attack their foes. The water elementals can use a **Healing Spell** and can cast **Tornados**.

Combat: The Players attack first. The best strategy for them would be to focus a single enemy, trying to reduce the number of opponents. The fire elementals will attack with melee attacks, rushing forward, while the water elementals will hang back and attempt to heal when one of their allies takes damage. While water doesn't have a natural elemental counter, if your player uses a successful water attack against a fire elemental, it will kill it. Have the elementals attack one Player. If they do not reduce the enemy numbers, one player can quickly end up with only a few HP left, or even at the brink of death (see Page 12 of the Rulebook). This is an easily manageable fight, but one that can quickly get away from the Players if they have to play their Traits or roll failures.



## RIFT ZEALOTS

**Lore Facts:** The Rift is an area in Arcana where the four elemental realms – the Earthscape, Firescape, Waterscape and Windscape – all intersect with the mortal realm. Many elementalists and wizards believe this chaotic area is a portentous disaster waiting to happen. The elemental nations, who have a history of warring and persecuting each other, see this front as an invasion point for their longtime enemies. The rift zealots are a faction of all four elemental types, including the ice elementals who live as outcasts in the Waterscape, who see the Rift as the birth of a new world, a single realm where only elementals remain, fused together as some sort of new type of nature. It's not that their beliefs are necessarily wrong, it's just that they are usually real big jerks about it.

One of the goals of this fight is to get Players to critically think about the elements of their Ability cards. When reskinning these enemies, you could achieve this by making them have a racial characteristic that would be effected by an elemental. For example, puppets are flammable. Robots could short out with water, or overcharge and explode when hit by too much lightning.

### Part 4: Open the Flood Gates

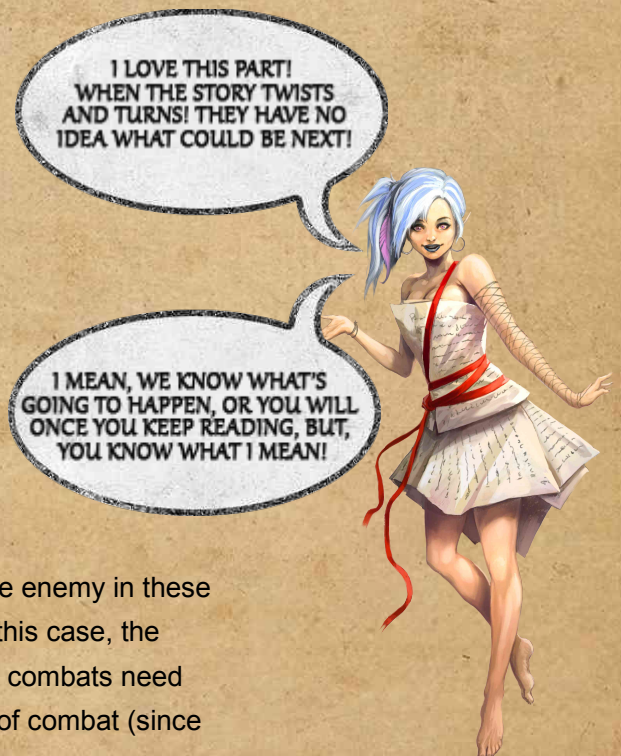
**Archetype:** Story Combat

*"Well Bob, for our next opponent our arena is going to need some minor modifications!"*

*"That's right Bob, let's just hope our other contestants don't get swept away in all the excitement!"*

*A low rumbling fills the arena and the audience begins to cheer, as if they know what is about to occur. Steel doors, twice the size of a man, roll to the side. Water bursts forth from massive pipes, quickly filling the arena with water up to your ankles.*

Story combat proceeds just like regular player vs monster combat, only the enemy in these situations are an event, like a collapsing bridge or an important dinner. In this case, the flood waters threaten to disorient and drown the players. While most story combats need to be "defeated" to progress, this specific instance only runs for two turns of combat (since the water will stop when it gets as high as the edge of the arena's seating).





How to run this encounter: The players have two rounds to play their cards to narrate how their character is trying to deal with the rapidly rising water. For each 1 rolled, or Trait played, that Player loses 1 HP, having been swept under or partially drowning. This is important because **the lost HP persists into the next combat**. The walls of the arena are three times the size of a human (or six times the height if they are playing larger than average races). If they try to climb into the stands, they will find a magical energy field separating the crowd from the arena. When the two rounds are over, the players will be treading water, or swimming if water is one of their native habitats, ready for the next challenger.

## Part 5: Jurassic Whirled

**Archetype:** One Moderate Enemy

*In the distance, you hear the muffled sound of grating metal. You are unsure where the sound is coming from, but you now notice that you could only hear this sound because in all the panic of the rising water, the audience went silent. The hundreds of races represented in the group all watch you with faces of awe and trepidation. Suddenly, you feel the water rush past your feet as something moved quickly beneath you.*

Name: Mosasaurus

SP: 6

Race: Aquatic Dinosaur

Class: NA

Personality: [Mosasaurus](#) are incredibly large carnivorous dinosaurs that dwarfs even the largest of the sentient races. Though non-sentient, it is a savage hunter, though it likes to play with its food before a meal, having been trained by its handlers to give an exciting show for the audience.

Abilities/Combat: The mosasaurus will attack first by creating a **Whirlpool** in the now flooded arena, which will **Disorient** and deal 1 damage to each character who is not aquatic (like water elemental or merfolk). Then the mosasaurus will attack the character with the lowest HP, **Biting** with its massive **Teeth**, doing 1 HP. This character is now considered to be **Bleeding**. The mosasaurus does 2HP for future attacks to bleeding targets. It will perform both attacks, first damaging the party, then attacking a single target. It is very likely that a character will die during this encounter, especially if they had taken HP loss during the story combat of the flooding arena. After the fight, the water drains down a large grate in the center of the arena.

**Lore Facts:** Just like the real world Earth, Genesis also had millions of years of pre-history where dinosaurs dominated the land. However, unlike Earth, all species of dinosaurs still exist today, through they are few in number and nearly extinct. Paleontologists are adventurers tasked with studying and tracking dinosaurs, ensuring that they don't wander into civilization and maintain find habitats where their species can thrive. It isn't truly known how dinosaurs at large met their end millions of years ago. Some prevailing theories believe dragons hunted them, trying to climb the food chain and put a stop to dinosaur/dragon interbreeding, which some say would have produced horrible beasts. Others say that the god Manitous cleansed Genesis of the dinosaurs so that sentient mortals could rise and begin to shape the world in their image.



When reskinning both the flood and the mosasaurus, consider them a single linked event, or different phases of the same fight. Try to have the story combat be something that alters the arena, like an earthquake or even the audience jumping into the arena as a crazed mob. The lost HP from the story combat should persist over for the moderate enemy. The fight could be against another beast, like a [tarasque](#) (a turtle shelled dragon with a scorpion's tail), or even a sentient one, like a war golem that has been built to siege castles. The mechanical goal of this fight is to have an enemy that uses an area of effect (AOE) attack as well as a directed attack against a single character.

## Part 6: Rival Adventurers

**Archetype:** Three Hard Enemies

This fight will be different each time. For these enemies, take the remaining Tales of Arcana® cards and draw a Race, Class, Armament and Ability. Repeat this process two more times. These will be your enemies. You might have made a male Orc Bard who uses Igloo and Shotgun, or a female Clown Warlock who uses Mudglob and a Dagger. You or the other Players can come up with their names. Introduce them as though they are another adventuring party, similar to your Players' characters. These are unique Iconics, just like they are, with personalities and motivations (you don't need to spend a long time coming up with their intricate back stories, just treat them like these are storied characters.)

Name: Rival Adventuring Party

SP: 4 each

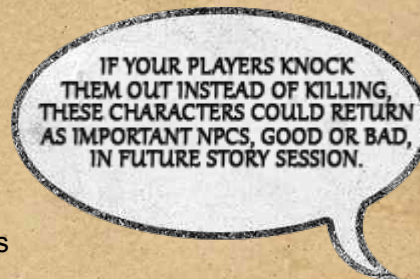
Race: Depends on card.

Class: Depends on card.

Personality: They can have similar personalities to your players and engage in banter. They want to be the best, adventuring for gold and glory.

Abilities: Depends on cards.

Combat: Run these enemies like cunning, intelligent and tactical adversaries. They've been watching the Players fight, so they know their strengths and weaknesses. Have them try to take out and mercilessly focus any Player that has been healing or supporting the others. They should go for the wounded and weak. Have them defend themselves and avoid attacks to prevent damage. While running these enemies, act as though you are attempting to “win” and “beat” the enemy Players. Try your best to be challenging but fair with these foes. Without the proper tactics, your Players will be defeated (and these rival characters will always chose to kill). Also recall – the arena had just been filled with water, so now the ground should be mud. Take this into account, perhaps your Players will be helped or hindered by this terrain.



## Part 7: Who's the Boss?

**Archetype:** One Hard Enemy

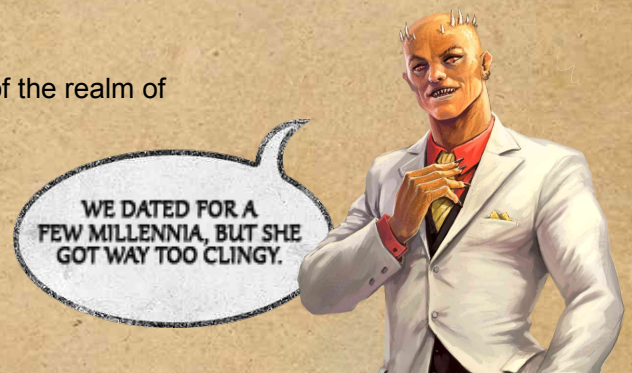
*"Well Bob, it looks like against all odds our intrepid zeros proving themselves heroes."*

*"That's right Bob, but can they now survive the undefeated Alasia Stark?"*

*"Let's hope not, Bob, I just bought an official Alasia Stark official tunic, and I'd hate for it to go vintage."*

*A circle opens up in front of you, in the center of the arena. A platform ascends from the ground, standing on it is a young woman. She is in her twenties, with pale skin and long black hair. She wears tattered clothing and looks malnourished. Above her head, floats a blood red halo. Her hands and legs are bound by strange obsidian shackles covered in bizarre glowing runes. A metal band encircles her head, covering her mouth, made of the same runed metal. When the platform stops, the metal pops open, freeing the woman. She screams, kicking up a terrible wind that knocks you over. As she screams, she transforms, reconfiguring her bones in a horrifying exhibition of contortion. Now standing before you is a tall, thin man that looks sickly and gaunt. He towers over you. He wears a suit holding a banner splattered with blood in one hand and in the other, the woman's severed, bleeding head, though you notice her hair seems to be entwined and fused with the man's arm. Above the man's head floats the blood red halo, which you notice is a sigil. Maggots flow from his mouth as the woman's head begins to screech. "I am Alasia Stark, Harbinger of Spoiled Faith and Consort to the Betrayers, 36th of the 76. Mortals shall perish for their transgressions!"*

**Lore Facts:** Alasia Stark is an archazmodean, a powerful celestial being of the realm of purgatory. When the angels rebelled against the gods, those cast from heaven were damned to hell. The angels that refused to take sides were considered traitors and corrupted. There were seventy-six of these dissidents, and they became known as the 76. They had children over the centuries, but these azmodeans have a fraction of the power as the 76 archazmodeans. They can appear like humans with red halos, but their true forms are bizarre and terrifying creatures.



**Name:** Alasia Stark, Harbinger of Spoiled Faith and Consort to the Betrayers, 36th of the 76

**SP:** 10

**Race:** Azmodean

**Class:** NA

**Personality:** As angry as a human would be if ants caught them and made them do tricks for amusement.

**Abilities:** Alasia's elderly man portion can spit **Maggot Breath** and use the **Banner** to slice and impale enemies. It can swing Alasia's **Head** like a maul. As a celestial being in between heaven and hell, warlocks and clarions could discern information about her, or know tactics to defeat her – they would learn that Shadow and Light magic alternating does double damage, but only have this effect occur if one of those classes uses their Class card to uncover this information.

**Combat:** Alasia will go first but spend her action trying to break through the magical barrier around the arena, failing and screaming in frustration. Alasia will attack twice per subsequent turn, focusing the Player that is annoying her most that round (imagine like she is trying to swat flies, going after the one that just buzzed her ear). Since she attacks twice, she may focus one player, which can be very dangerous because with two rolls, she has two chances to crit. As the Story Master, try very hard to have her win, but have her attacks be guided more by instinct (don't necessarily focus a healer unless they have done something to draw Alasia's ire). If she is defeated, she does not die, she gets pulled to another realm.

In fantasy adventures, it is typical to end stories or dungeons with massive, larger-than-life enemies that have vast power. Dragons, demons, evil gods, powerful sorcerers – these are all classic “final bosses” for these sorts of adventures (though they usually are much larger, typically the size of a house or small building). When coming up with cool, memorable bosses, you can draw inspiration from your favorite show or literature. Try “genre shifting” your favorite enemy. Or imagine what it would be like if a good character were now evil. By asking yourself these questions and working out the answers while putting them into your worlds and/or stories, you could create awesome villains. You can also reskin the entire adventure, changing it from an arena to a dungeon or dark forest.

## Part 8: Conclusion

If the party is successful, have the Bobs and audience sing praises of their victory. Recap the events to help draw the story together, focusing on unique and clever things that your Players did over the course of the story. Have the Players achieve the goals they set out at the beginning of the session. If your players are new to roleplaying games and/or Tales of Arcana®, check to see what they liked and didn't like. Hopefully this story served as an introduction to the system and the potential of Tales of Arcana® as an RPG for you and your friends.



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:TONGUESTICKINGOUT:

# TALES OF ARCANUM™

## ROLEPLAYING CARD GAME

NAME \_\_\_\_\_

GENDER \_\_\_\_\_ AGE \_\_\_\_\_

RACE \_\_\_\_\_ CLASS \_\_\_\_\_

### ABILITIES/ARMAMENTS

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### INVENTORY

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_____	_____	_____	_____
_____	_____	_____	_____

### CURRENCY

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### BACKSTORY

### ILLUSTRATION

### ACHIEVEMENTS

### NOTES