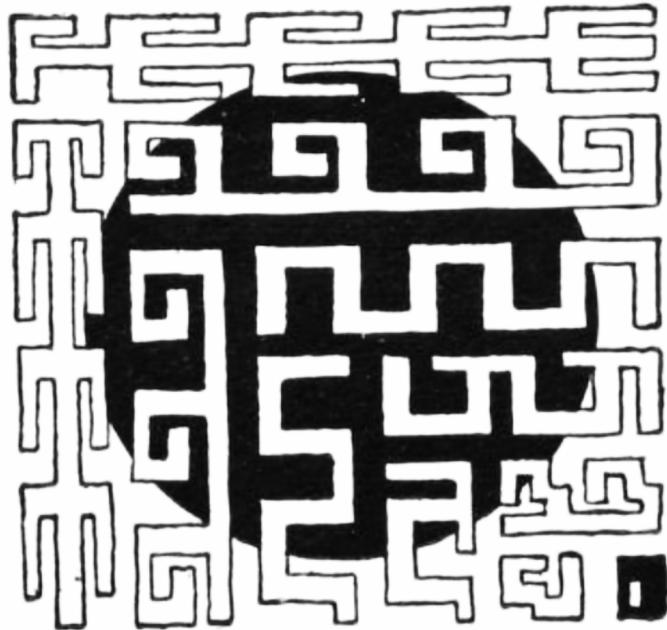


Perils & Pathways




Palleon Press
POCKET GAME

Overview

A maze of mysteries, monsters, & traps (oh my!) leads to a marvelous prize...

1 player ventures into the maze. The other sees what lies ahead. The 1st is THE HERO, who must take risks, collect useful items, & learn from every challenge. The 2nd is THE TELLER, THE HERO's eyes, ears, & nose, who must guide their friend thru danger. Only together can they navigate each twisting **PATHWAY**, pass each terrible **PERIL**, & receive the coveted **PRIZE**!

What You Need

1. 2 players
2. 60-90 mins
3. 1 deck of 54 standard playing cards (w/ 2 jokers)
4. 1 six-sided die
5. A *Perils & Pathways* playsheet

Unfold this book to find credits & the PERILS & PATHWAYS – Dungeon Playsheet!

1) Choose roles.

Decide who will play each role below, or flip a coin.

THE HERO



Navigates thru the maze to claim **THE PRIZE** at the end. Chooses an **ARCHETYPE** from **PLAYSHEET-1.A.**, taking the corresponding 4 cards from the deck. These cards are their level in each **SKILL** (**PLAYSHEET-1.B.**).

THE TELLER



Mediates between **THE HERO** & the game world. Describes **PATHWAYS**, **PERILS**, & consequences. They know what is around each corner, & must improvise details to help the other player make informed decisions about where to go. Shuffles & deals all cards. Should read the **PLAYSHEET** & all rules.

2) The Prize.



C. for ideas, or make up your own.

Place the A♥ face-down. This is **THE PRIZE**. Decide together what **THE HERO** is searching for. Look to PLAYSHEET-1.



3) The Big Bads.

Shuffle the A♦, A♣, & A♠ & place them face-down on top of the A♥. These are **THE BIG BADS** (PLAYSHEET-2.A.), the final & most dangerous guardians of **THE PRIZE**. **THE HERO** will eventually face *all three*. If they improve their skills & equipment in time, they just might survive.

4) Shuffle.



Shuffle the remaining cards & place them face-down on the stack of aces.

5) Pathways.

THE TELLER looks at the top 2 cards (or 3 for a quicker game), then places them face-down before **THE HERO**. The back of each card represents a **PATHWAY**, left, right, or straight (if using 3 cards).

THE HERO chooses which direction to take. To help them choose, **THE TELLER** describes a detailed **PATHWAY** for each card. **THE TELLER** should base their description on the **PERIL** that **THE HERO** will face if they choose that direction (see step 6), but they must *not* give the **PERIL** away outright.

*Ex. A stone door in the shape of a tombstone....
(behind which waits a skeleton army)*

The first set of **PATHWAYS** can only be described w/ images, the second only w/ sound, & the third only w/ smell. Repeat this pattern for the remaining **PATHWAYS**.



6) Perils.



THE HERO chooses a path & flips that card, revealing the **PERIL**. The suit tells you the **SKILL** needed to pass it (PLAYSHEET-2.B.). The value tells its difficulty.

Ex. *A 9♣ will be a test of AGILITY w/ a difficulty of 9*

THE TELLER describes the PERIL. Come up w/ your own idea or reference PLAYSHEETS-3.C-D for inspiration. Face cards & jokers are **USEFUL ITEMS** that **THE HERO** may use once at a later point (PLAYSHEET-3.A). ↗

7) Rests.



The flipped card may, secretly, be a chance to **REST**. ♥**RESTS** are treatments or safe spots that can heal **THE HERO** (PLAYSHEET-3.B). Discard 1 **WOUND** every time a REST is found.

8) Playing the peril.

If **THE HERO'S SKILL LEVEL** is $>$ the **PERIL's** difficulty, they pass safely thru w/o gaining a new SKILL LEVEL.



If not, **THE HERO** rolls a die & creatively describes how they attempt to pass. Before rolling, **THE HERO** may channel 1 other SKILL & use any **USEFUL ITEMS** in their plan. If the plan is convincing, **THE TELLER** may add +1 to the roll for *each* of these skill/item bonuses. If new total + SKILL LEVEL $>$ difficulty, **THE HERO** succeeds. Tuck the **PERIL** card behind their matching SKILL card, granting +1 LEVEL in that SKILL.



If the total is *still* $<$ difficulty, tuck the **PERIL** behind **THE HERO's** **♥** card to mark 1 **Wound**. **THE HERO** is KO'd at 3 Wounds. Remove 1 WOUND, 1/2 their SKILL LEVELS, & all ITEMS. Shuffle 1/2 of these back into the stack, above the **BIG BADS**. Discard the rest.

9) Repeat.

Each **PERIL** is resolved only once, whether **THE HERO** passes or fails. Any cards *not* given to **THE HERO** (such as **ITEMS**) stay on the table, where **THE TELLER** placed them. Draw & play until only 4 cards remain in the starting stack.

10) Showdown.

Draw the top 3 cards (**THE BIG BADS**). Treat them as **PERILS**, describing a **PATHWAY** for **THE HERO** to choose.

THE HERO must beat a difficulty of 11 in the card's **SKILL**. All other **PERIL** rules apply. Repeat for all 3 **BIG BADS**.



If **THE HERO** survives, they have won the labyrinth & earned the **PRIZE**!

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Perils & Pathways



1.A. Archetypes

| Thief | Warrior | Magician |
|-------------|-------------|-------------|
| Skill Level | Skill Level | Skill Level |

| | | |
|----|----|----|
| 3♥ | 3♥ | 3♥ |
| 5♣ | 3♣ | 3♣ |

| | | |
|----|----|----|
| 2♦ | 5♦ | 2♦ |
| 3♠ | 2♠ | 5♠ |

2.A. Big Bads

Card Big Bad

- A♣ Leap into the void
- A♦ 3-headed dragon
- A♠ Evil enchanter



1.B. Skills

| Suit | Skill |
|------|--------------------------------|
| ♥ | Health, fortitude, courage |
| ♣ | Agility, speed, sharpness |
| ♦ | Strength, athleticism, defense |
| ♠ | Willpower, charisma, magic |



DUNGEON Playsheet



1.C. Prizes

| Prize |
|-------------------------|
| Buried treasure |
| Goblet of immortality |
| Long lost love |
| Ticking doomsday device |
| Entrance to paradise |
| The perfect sandwich |



2.B. Peril Types

| Suit | Type |
|------|----------|
| ♥ | Healing |
| ♣ | Traps |
| ♦ | Monsters |
| ♠ | Intrigue |



3.A. Useful Items | +1 to Peril roll for an item that is used creatively. Discard after use.

| Card | Item | Card | Item |
|-----------|---|-------------|--|
| J♥ | Harp | J♦ | Chisel |
| Q♥ | Shield | Q♦ | Bow |
| K♥ | Philosopher's stone | K♦ | Magic sword |
| J♣ | Grease | J♠ | Tome of lore |
| Q♣ | Night goggles | Q♠ | Spell of illusion |
| K♣ | Magic carpet | K♠ | Diadem of invisibility |
| Red Joker | Golden thread: backtrack thru prior cards instead of +1 | Black Joker | Crystal ball: peek at next cards instead of +1 |

3.B. Rests | -1 Wound (to min of 0)

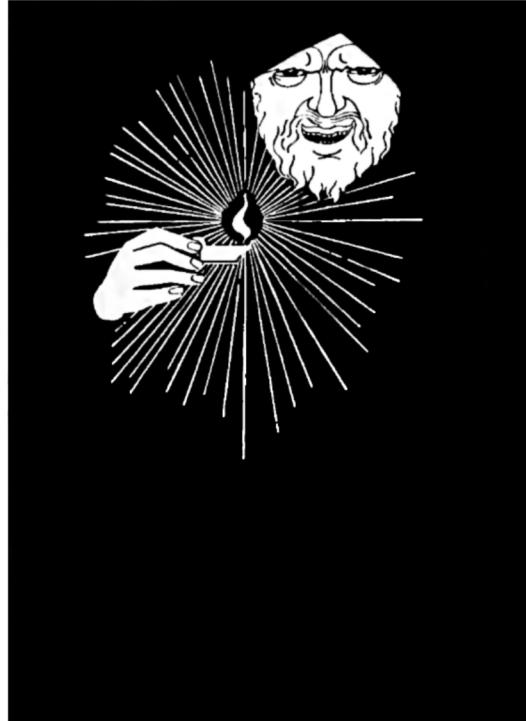
| Card | Healing Rests |
|------|------------------------|
| 2♥ | A barrel of apples |
| 4♥ | A health potion |
| 5♥ | A warm, inviting inn |
| 6♥ | A good spot to camp |
| 7♥ | Run into an old friend |
| 8♥ | A doctor's office |
| 9♥ | A fountain of healing |
| 10♥ | A visit from a deity |

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3.D. Perils

| Card | Perils |
|------|-------------------------------|
| 2♣ | Statues spitting poison darts |
| 3♣ | A pit of spikes |
| 4♣ | Constricting vines |
| 5♣ | Whirring saw blades |
| 6♣ | Shooting fireballs |
| 7♣ | Swinging axes |
| 8♣ | Compacting walls |
| 9♣ | A huge rolling boulder |
| 10♣ | The floor is lava |