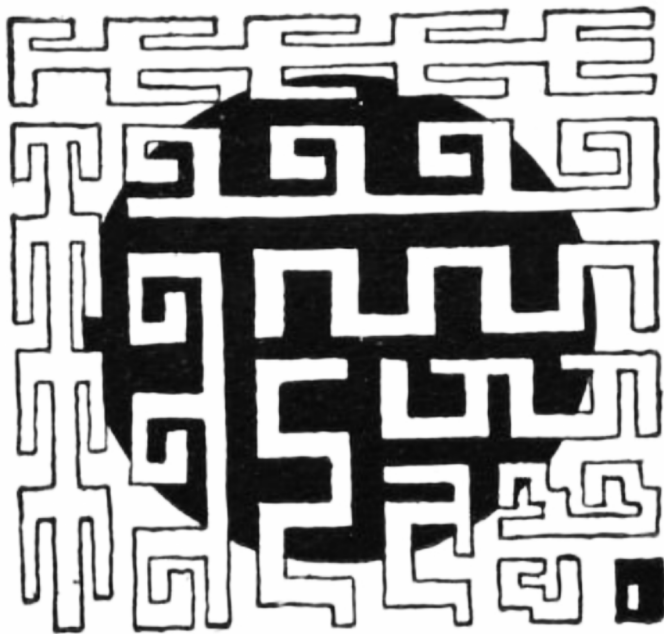


Perils & Pathways



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.



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

C. for ideas, or make up your own.

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 PLYSHEETS-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.



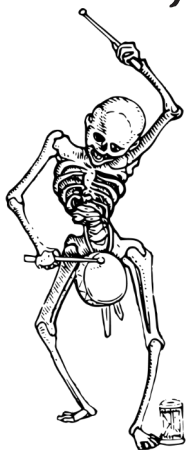
The flipped card may, secretly, be a chance to **REST**. ♥**RESTS** are treatments or safe spots that can heal **THE HERO** (PLAYSHEET-3.B). Discard 1 **WOUND** every time a **REST** is found.

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**.

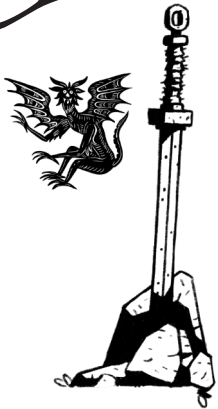


If **THE HERO** survives, they have won the labyrinth & earned the **PRIZE!**

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Perils & Pathways

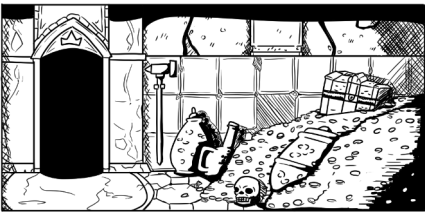


1.A. Archetypes

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



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)

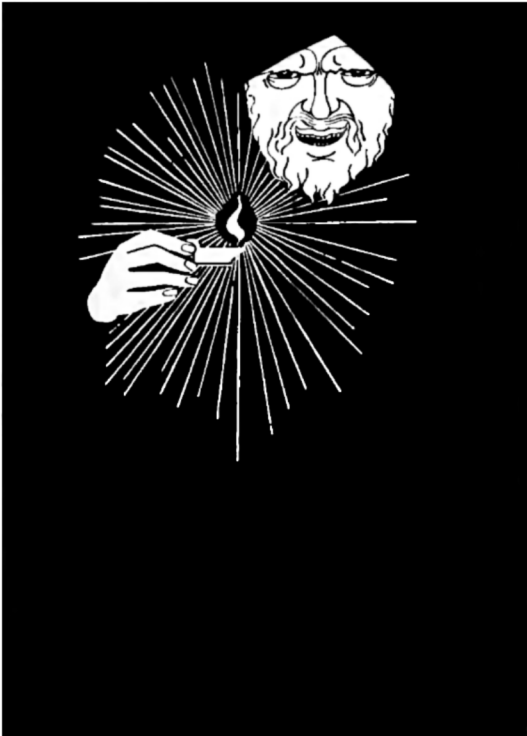
Card	Healing Rests
2♥	A barrel of apples
4♥	A health potion
5♥	A warm, inviting inn
6♥	A good spot to camp
7♥	Run into an old friend
8♥	A doctor's office
9♥	A fountain of healing
10♥	A visit from a deity

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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

3.C. Perils

Card	Perils
2♦	A swarm of giant rodents
3♦	Skeleton warriors
4♦	Goblin bandits
5♦	A giant crocodile
6♦	A man-eating worm
7♦	A band of marauders
8♦	A cave troll
9♦	A lich king
10♦	A young dragon
2♠	Stone guardian who won't budge
3♠	An array of colored potions
4♠	A hall of mirrors
5♠	A lost treasure-seeker, delirious
6♠	An infinite library of flying books
7♠	Competitive miners
8♠	A sphinx giving riddles
9♠	An ever-moving maze
10♠	A goblin arena chanting "encore!"