

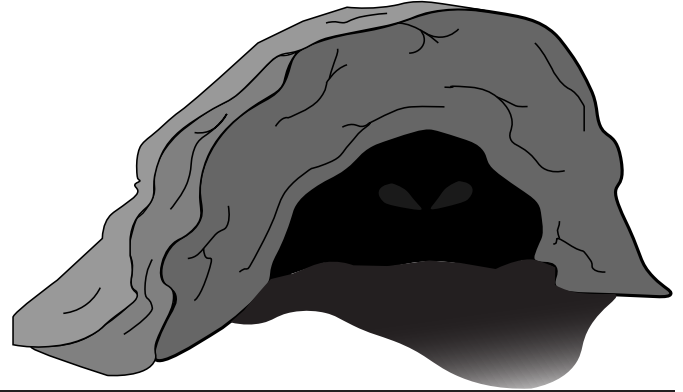
Wrath of the Forgotten

There was a time, a distant memory, when you were loved and revered by all in your world. The people honored you and made you great through their belief. Now the shadows of those memories are dark and deep. No one remembers you. You have been forgotten, nearly lost to the sands of time, like the forgotten gods before you—yet you remain.

Deep within, you found a power that sustained. This power is not born of faith—all your followers are gone. This power clings to you, curses you, forces you to defy the sands of time, and remain.

Wrath. That is the power you feel, and that is what gives you life now. The four Kings stripped your power by establishing a world of non-believers. However, they cannot strip you of your wrath.

It is time to bring an end to the world that has forgotten you and use your wrath to attain full godhood. This world will soon be no more, but you will never be forgotten again, for you will ascend beyond the limits of a demi-god to become a true God.



About:

Wrath of the Forgotten is a game in which you play as a forgotten demi-god. The four Kings have taken most of your power by annihilating your believers and reigning a world of non-believers. Your goal is to conquer the four Kings, and renew your powers--so that you can destroy the world as you see fit.

What is needed to play:

- Pen & Paper
- Checkerboard (or any 8x8 grid)
- 52 deck of cards (no Jokers)
- A full complement of dice
- Tokens for enemies (there will be many)

(Note: Tokens, board, and Demi-god sheet are a separate download to help with play).

How To Play

Start the game by filling in the following:

"I am _____, Demi-god of _____."

Some examples: Wind, Water, fire, etc. You can choose to be a demi-god of Death, Pride, Famine, etc. Whatever you pick, it can only be one (The Demi-god of Ice-Fire-Death won't work here).

Next, name a Power your demi-god will use. All powers must be based on the type of demi-god you choose to be. Decide if the power is ranged or melee. Your power will start at 1d4.

As a demi-god just awakening from sleep, you will start with:

Health: 10

Speed: 2

Range: 4

Once you have established your demi-god, shuffle the deck of 52 cards. The deck of cards represents the armies of the 4 Kings.

Waves will be played out as follows:

- 1 – Draw card(s).
- 2 – Demi-god moves and attacks.
- 3 – Kings' armies move and attack.
- 4 – Repeat steps 2 & 3 until Demi-god or King's armies are defeated.
- 5 – If the Demi-god is undefeated, the Demi-god heals back to max health, then takes a step closer to ascension. The next wave begins after the step is taken.

1 – The number of cards drawn will be based on the wave that is played. Example: Wave 1, Draw 1 card. Wave 2, Draw 2 cards. Wave 3, draw 3 cards, and so on. Refer to the **Table of Kings** to determine what armies your Demi-god will face each wave.

2 – The Demi-god will begin every wave on one side of the board. The speed determines how many spaces the Demi-god can move each turn (Speed: 2, mean movement is 2 spaces per turn). Movement can occur in any direction, but spaces and units cannot be "skipped" or "Jumped." When the Demi-god attacks, the player will roll the die associated with the power being used. Each power can only be used once per turn. The dice will determine how much damage the demi-god deals. Damage can be spread to multiple units or concentrated—so long as the units are within range. Melee attacks can only be used against units that occupy an adjacent space. Ranged attacks cannot be used against units in adjacent spaces. The Range stat determines the maximum spaces an attack can be made (Range: 4, attacks can reach 4 spaces from the point of origin).

3 – The Kings' armies will always start on the side that is opposite of the Demi-god. Only 1 unit can occupy 1 space at a time. Units can move in any direction, but they cannot jump over other units or skip spaces. Speed works the same for the Kings' armies as it does for the Demi-god. The Kings' armies will always move in a manner to defeat the Demi-god. When attacking, each unit can only hit the demi-god for 1 Health per turn.

5 – The Demi-god's Health restores to the amount that was started at the beginning of the wave. The number of steps taken toward ascension will equal the completed wave (example: completing wave 1 grants you 1 step; completing wave 2 will grant you 2 steps; etc.). Only 1 of the following will be granted when 1 step is taken:

- Power (1 level/step; a power's level starts at 1d4 and maxes at 1d20)
- New Power (1 power/step; choose melee or range; new powers start at 1d4)
- Health (+5/step)
- Speed (+1/step, max 8)
- Range (+1/step, max 8)

Table of Kings	
<i>Card</i>	<i>Health/Stats</i>
#'s & A's (A = 1 unit)	1
J's	2
Q's	3
Kings ("K's")	4
Heart & Diamond	Melee Only (Range: 1)
Club & Spade	Range Only (Range: 4)
Diamond & Club	Speed: 4 ("Fast")
Heart & Spade	Speed: 2

This game will last a maximum of 10 waves.
You will be defeated when your Health reaches 0.

You will be victorious once you conquer the 4 Kings.
After the 4 Kings have been conquered, the world will be yours to destroy.