

# DEATH OF RAPACUS

On the untimely death of  
Archmage Rapacus of Paludasaxa  
and the vicious events that followed

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# Credits

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## Who is left standing when the purple smoke clears?

You are wizards in a magical conclave. Your leader is dead – a violent death breaking the Code of Wizards sworn by all of you. One of you killed him. All of you wanted to kill him.

You are ambitious, self-centred and distrustful. You wield powerful magic that can lay waste to an army and a good deal of the countryside. You live together for protection against the enemies shared by all wizards.

You begin the story discussing who should be your new leader, but soon matters spiral out of control as hidden agendas and long suppressed hatred surface.

- ❖ 3-4 hours
- ❖ 4-6 players
- ❖ Dice not included

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# Chapter 1: Overview of the game

**T**he text appears in the order you need it during play. You can stop reading now, get a group together, and read the text as you play.

**Chapter 2** teaches you how to set up and play the game.

**Chapter 3** contains the rules on duels, a cool way to resolve conflicts between characters.

In **Chapter 4**, you will find the acts that take you through the story. **Chapter 5** contains a cast of eight colourful wizards of which you will each select one to play.

**Chapter 6** contains handouts with you need as the story unfolds.

## What you need to play

You need yourself and 3-5 friends, a quiet space to play with table space, some pencils, and 10-12 six sided dice. Bring scissors to cut out handouts.