



PARIAH

RULE BOOK SOLO MODE

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Solo Mode is a single-player campaign mode for PARIAH.

In Solo Mode, the player commands a small army through a dangerous dungeon, fighting against enemy forces controlled by an automated behaviour system.

As the campaign progresses, the player gains Elemental Energy, recruits new units, unlocks Evolutions, finds Relics, and prepares for an epic final Boss Fight.

1. COMPONENTS NEEDED

To play Solo Mode, you need the following components:

- A Humans or Undead army deck.
- Dice.
- A Level 1 Encounter deck.
- A Level 2 Encounter deck.
- A Boss deck.
- The enemy Unit cards required by that Dungeon (Elementals or Beastmen decks).

There are two Solo Mode Dungeons:

Beastmen Dungeon

In the Beastmen Dungeon, the player faces the Beastmen: a new race awakened by the rise of the Elementals.

Elemental Dungeon

In the Elemental Dungeon, the player faces the raw power of the Elements and the Elemental forces that threaten the world of PARIAH.

2. Campaign Structure and Initial Player Army

At the start of a Solo Mode campaign, the player chooses one of the following armies:

- Humans
- Undead

The Beastmen and Elementals are controlled by the Solo Mode AI and are used as enemy factions depending on the chosen Dungeon.

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A Solo Mode campaign is played in the following order:

1. Choose a **Dungeon: Beastmen or Elementals.**
2. Choose a **player army: Humans or Undead.**
3. Build a starting army of up to **10 points** (normal mode) or up to **15 points** (easy mode) from the deck of the chosen faction.
4. Draw and play one **Level 1 Encounter card.**
5. Resolve the **Loot Phase.**
6. Draw and play one **Level 2 Encounter card.**
7. Resolve the **Loot Phase.**
8. Draw and play one **Boss card.**
9. Defeat the Boss to **win** the campaign.

If all player units are destroyed at any point, the campaign is lost.
After choosing a Dungeon, separate its cards into three piles:

- Level 1 Encounter cards.
- Level 2 Encounter cards.
- Boss cards.

Shuffle each pile separately. Then, build your army to start the campaign!

3. ENCOUNTER CARDS

Level and name of the Encounter

Encounter behaviour

Enemy units
from left
to right



Secondary Mission

Loot

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Level 1 Encounters are played first: Level 1 Encounters represent enemy armies of up to 10 points.

Level 2 Encounters are played second: Level 2 Encounters represent enemy armies of up to 15 points.

3.1. ENEMY BEHAVIOUR

The enemy units shown on the Encounter card are the units used in that Encounter. Deploy the enemy units from left to right, following the order shown on the Encounter card. Enemy units use their normal stats, keywords and abilities unless the Encounter card states otherwise.

To set up an Encounter:

1. Roll to determine **who goes first** on **deployment**. Highest number wins.
2. **Alternate deploying** both the player and the enemy army. Enemy units are shown on the Encounter card, and deploy in order from left to right.
3. Resolve any **Deployment abilities**.
4. Apply any **special Encounter** rules.
5. **Start Round 1**. Encounters are played using the normal PARIAS round structure, except that there is no Shop Phase between rounds.

Enemy units are controlled by the Enemy Behaviour section of the Encounter card. Each enemy unit may have its own behaviour instructions, including:

- **Target** of its attacks.
- How and when **abilities** are resolved.

Prioritize keyword: If several player units are tied for the chosen characteristic, the enemy targets the tied unit with the lowest remaining HP, unless it's still a tie, in which case it chooses randomly among its valid targets.

When an effect requires a random target, assign a number to each legal target and roll a die. If the die result does not correspond to a legal target, reroll.

3.2. SECONDARY MISSIONS

Each Encounter includes a **Secondary Mission**.

A Secondary Mission is an optional objective that can be completed during the Encounter. The player does not need to complete the Secondary Mission to complete the Encounter.

If the player completes the Secondary Mission, they gain the Secondary Mission **reward during the Loot Phase** unless stated the contrary on the card. If the Secondary Mission is failed, the Encounter may still be completed normally, but the player does not gain the Secondary Mission reward.

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3.3. LOOT AND LOOT PHASE

The Loot section shows the **fixed rewards** gained after completing that Encounter. **Player wins the encounter when all enemy units are destroyed.**

Loot includes:

-  Recruits.
-  Evolutions.
-  Relics.

Elemental Energy  and Rerolls may be gained as rewards for completing **Secondary Missions**. In addition, whenever an enemy unit is destroyed, the player gains **Elemental Energy equal to that unit's cost**.

The Loot Phase occurs immediately after the player completes an Encounter:

1. **Gain Elemental Energy** from any Encounter rewards or Secondary Mission rewards.
2. **Draw** the fixed Loot shown on the Encounter card.
3. If the **Secondary Mission** was completed, draw or gain its additional reward.
4. **Keep the Loot** cards gained for future Encounters.

During the Loot Phase, **all surviving player units fully recover their HP** . The player's **Graveyard carries over between Encounters**, and any destroyed units remain there. **All counters, Items, Evolutions, and permanent** effects on surviving units are also carried over into the next Encounter.

Reroll: Choose any number of cards drawn from one Loot category during this Loot Phase. Put those cards on the bottom of their deck in any order, then draw the same number of cards from that same deck.

Elemental Energy is spent when the player plays or uses a card.

The player does not spend Elemental Energy when drawing Loot. Each card is paid for at the moment it is played or used.

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3.5. ELEMENTAL ENERGY IN SOLO MODE

The player gains Elemental Energy ☉ when:

- The player **destroys an enemy unit**.
- A **Secondary Mission** grants Elemental Energy.
- A **card** or **ability** specifically grants Elemental Energy.

The player does not gain Elemental Energy when their own units are destroyed. Elemental Energy is saved between Encounters. There is no maximum amount of Elemental Energy the player can store.

4. POINTS LIMITS BETWEEN ENCOUNTERS

Solo Mode uses increasing army point limits.

Before the **Level 2 Encounter**, the player may deploy new Recruits to build an army of up to **15 points**. Before the **Boss Fight**, the player may deploy Recruits to build an army of up to **20 points**.

These limits apply only to the total point cost of units deployed at the end of the Deployment step. The player cannot end Deployment above the current army point limit. However, after the Encounter or Boss Fight begins, the player may exceed that effective power level through playing Relics or Evolutions.

5. BOSS CARDS

Boss Name

Boss and Boss Parts abilities

Boss Stats

Boss Target

Boss Parts stats

3 THE HERDLESS LORD

Staggered Rage (Passive): The first time each Round a Boss Part is destroyed, the Herdless Lord skips its next attack that Round.

Blood Rage (Passive): Add a Rage Counter to the Herdless Lord whenever it destroys a unit or when a Boss Part is destroyed. Gain the following effects according to the number of counters on the Herdless Lord:

1: +1 ⚔️
2: +1 ⚔️ +1 🩸
4: +2 ⚔️ +1 🩸
6: +2 ⚔️ +1 🩸 + 1 ⚡

Skull (Boss Part): Each activation, prevent one unsaved ⚔️ dealt to the Herdless Lord.

Claws (Boss Part): Each activation, the first time the Herdless Lord prevents damage, either from the skull or by a saved hit, deal 1 ⚡ to its attacker.

Spine (Boss Part): The Herdless Lord gains 🩸4+.

BOSS PARTS

SKULL	SPINE	CLAWS
🩸4+ 🩸4	🩸5+ 🩸6	🩸5+ 🩸5

Target: If tied, prioritize. Follow the sequence of attacks below each Round:
Savage Charge (⚔️6): Target the player's unit with the highest cost.
Gore the Weak (🩸4): Target the player's unit with the lowest cost.
Rendering Finish (🩸1): Target the wounded player's unit with the lowest remaining.

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Each Boss has its own stats as a normal enemy unit. Bosses **can be attacked and damaged like normal enemy units** unless the Boss card states otherwise. A Boss may have more than one **Priority** value ∞ . If a Boss has multiple Priorities, it activates once at each listed Priority during each round. The Boss Target section indicates which player unit the Boss attacks with its basic attacks.

Boss abilities are divided into two types:

- **Intrinsic Boss Abilities.**
- **Boss Part Abilities.**

Intrinsic Boss Abilities belong directly to the Boss. These abilities remain active while the Boss is alive, unless the Boss card says otherwise.

Boss Part Abilities are granted by **Boss Parts**. These abilities remain active only while the corresponding Boss Part is alive. When the Boss Part is destroyed, the Boss immediately loses the ability or effect granted by that Boss Part.

The Boss Fight ends when the Boss is reduced to 0 HP.

The player does not need to destroy all Boss Parts to win.

5.1. BOSS PARTS

Boss Parts represent specific parts of a Boss, such as wings, claws, weapons, heads, armour, shields or other body parts. **Each Boss Part has its own** 🛡️❤️ .

The player may choose to attack the Boss directly or attack one of its Boss Parts. Attacking Boss Parts is optional, but it can make the Boss Fight easier by removing dangerous abilities from the Boss. When a Boss Part is reduced to 0 ❤️ , it is destroyed.

5.2. BOSS IMMUNITY

Bosses and Boss Parts are immune to **effects that would destroy them directly or remove all of their abilities.**

The following effects cannot be used to destroy a Boss or Boss Part directly, or to remove all Boss or Boss Part abilities:

- **Sword of Shadows.**
- **Harvester's Anull ability.**