

# expanded multiplayer actions for ravingspire

## ASSISTING AND HINDERING

**FLANKING ATTACK** – A non-active player with Attack cards in their hand may choose to spend these cards (and only Attack cards) to Flank during another player's turn in order to Assist or Hinder their Hero's efforts. These cards may only be spent when both players' Heroes are on the same Tower Level and the active player is attempting to encounter an Adversary Card or is involved in a Showdown with a Foe. This action costs the Flanking Player one Sanity per Attack Card played out of turn in this way. If played during a Showdown with a Foe, the Flanking Player loses two Sanity per Attack card they play. Once these Attack Cards are played, they are placed in the Flanking Player's discard pile, just as if they'd been played during their turn (and therefore, will not be available on that player's next turn).

**ASSIST** – If the Flanking Player plays the card to assist the Active Player, then the Attack Card's base power value may be used by the Active Player toward defeating an Adversary or Foe Card. Any special action text on the Attack Card is ignored. The card then moves to the Flanking Player's discard pile.

**HINDER** – If the Flanking Player plays the card to hinder an Active Player, then the Active Player must add the Attack Card's base power value to the battle matrix of the Adversary or Foe they are facing. In essence, they must overcome the additional Fight, Skill, or Charm power value presented on the Attack Card before they can defeat the Adversary or Foe Card. Any special action text on the Attack Card is ignored. The Attack Card then moves to the Flanking Player's discard pile. If the Active Player then cannot defeat an Adversary Card due to Hindering, they may then choose to spend their cards elsewhere.

**SPIRE** – A Flanking Player may Assist or Hinder an Active Player's battle with the Final Spire Card (as if it were a Foe Card) as long as their Hero token is on the Spire level when this occurs.

## TRADING ITEMS (Weapons, Armor, Objects, Relics)

**TRADE** - On their turn, the Active Player may request a trade with any other player whose Hero Token is within 0-1 spaces of their Hero Token on the board. Trading may occur before and/or after Movement, but must be completed before the Encounter Phase begins. Only Equipment Cards may be traded: Weapons, Armor, Objects, or Relics. Adventurers, Attacks, or Dungeons may not be traded between players. Both parties must agree with the trade, and players may only trade cards from their current hand or battlemat. One of the players involved in the trade must be the Active Player. No more than one card may be traded per turn between players, however, the Active Player may trade with each player once per turn as long as their Hero Tokens are within range during each trade.

**KEEP YOUR GUARD UP** – If any Adversary Cards or Foe Tokens are on the same level as the two players trading items, then at the end of the trade, both players must immediately lose one Sanity for every Adversary Card or Foe Token that was on the level during their trade. Note that this Sanity loss can happen multiple times to the Active Player if they trade with more than one player during their turn.