

# ROGUELIKE

A Duo Adventure Game



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# ROGUELIKE

A Duo Adventure Game



Rogue One | Rogue Two

NAME:

NAME:

OCCUPATION:

OCCUPATION:

# Introduction

Legendary beasts, dark sorceries, and cities of sapphire and silver. Fortune and glory beckon beyond the horizon - your cunning, spirit, and the blades in your hands will claim them. A clash of steel, a howl of courage, and together you carve your path through danger!

Duos of adventuring Rogues are a staple of fantastic literature - Fafhrd and the Gray Mouser, Elric and Moonglum, Xena and Gabrielle, Finn and Jake, and many more. In Roguelike, you and a partner spin a two-fisted tale of fantasy in about half an hour.

Gather your wits, sharpen your steel, and let's get started!

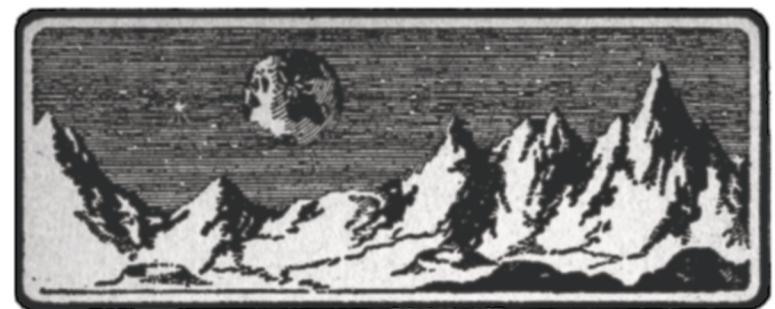
## ROGUELIKE

Written and Designed by Marc Majcher

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At <https://majcher.itch.io/>

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# Part One: The Story



## Create Your Rogues

To create your characters, each player draws a card from your Roguelike Tarot Deck [1]. The card drawn determines your Rogue's profession and status:

### **Coins** (or diamonds):

Thief, burglar, highwayman, etc.

### **Swords** (or spades):

Warrior, soldier, mercenary, etc.

### **Cups** (or hearts):

Priest, monk, cleric, etc.

### **Wands** (or clubs):

Wizard, enchanter, warlock, etc.

### Aces are **lowest** status:

(street thug, town guard, novice, sorcerer's apprentice, etc.)

### Kings are **highest** status:

(head of thieves' guild, general, high priest, archmage, etc.)

*(Redraw if you get a major arcana!)*

Now name your Rogues – if you need inspiration, look at the letters on your cards and build a fantasy-sounding word from those.

Don't talk about your Rogues or introduce them to each other just yet! It's totally fine to have two mid-tier warriors, or a gutter thief and a grand wizard working together, you'll work that all out later.

That's it! Your pair of Rogues are ready to begin their tale...



[1] If you don't own a Roguelike Tarot Deck, that's very unfortunate. A normal tarot deck will suffice in a pinch, though, or even a plain deck of playing cards.

## Prologue: A Great Peril

Your Rogues spin their tale to a rapt audience at a tavern's hearth, or around a campfire. Begin by describing a scene of peril in the middle of the action, then start again to tell the entire thing from the beginning - occasionally interrupting with asides, questions, and other interjections.

One player draws a card to inspire a location, introducing it actively:

**There we were..."**

*"...running madly through the teeming Johdur Marketplace"*

*"...exploring the hidden mountain sanctuary of Nisath"*

*"...sailing the seas aboard the merchant vessel Horizon"*

The other player draws a card to inspire a danger, and introduces it:

**"In great peril..."**

*"... pursued by the city watch!"*

*"...trapped in a burning temple!"*

*"...lost in the darkness!"*

The first player builds upon the danger, intensifying it further:

**"But worse than that..."**

*"...we were still bound hand and foot in iron manacles!"*

*"...we found ourselves trapped, stuck under fallen timbers!"*

*"...we stood below decks, waist deep in filthy bilge water!"*

The second player then again increases the peril even more:

**"And even worse than that..."**

*"...they'd cornered us in a dead-end alley, with no escape!"*

*"...we were still paralyzed by the deranged cultists' drugs!"*

*"...the ship was being pulled under by a giant tentacle!"*

You may continue heightening the trouble back and forth if you feel like the danger isn't dangerous enough, but twice should be plenty.





## Act One: Introduction

When their situation is seemingly inescapable, cut back to the Rogues recounting their tale of adventure. One asks the other:

**"How did we get ourselves into that terrible mess?"**

Now that an eager audience has gathered around to hear your tale, you must of course introduce your Rogues by name and reputation.

**"I'm [First Rogue], the [Your Occupation]..."**

**"And I'm [Second Rogue], the [Other Occupation], and it all started when..."**

Begin your story by drawing a card to inspire a location - feel free to alter, embellish, or ignore the suggestion if you think of something that you like better.

Take your time setting the scene here! Luxuriate in the sensory details - what do you see, what can you hear, how does it smell? Does an arid sirocco parch your skin, or is the damp, close air almost make you wish you could breathe underwater?

As you describe the location you've chosen, each Rogue begins to regale us with the tale of how and why they've come to be there.

*"I was at the Shrine of Rebirth, keeping an eye out for valuables..."*

*"The blacksmith in town needed a guard, and I needed the coin..."*

*"It was on that windswept beach that I accepted a challenge from the mad mage Bane Augrid..."*

*"And there I was, sprinting across the rooftops after \*this one\* with my gold..."*

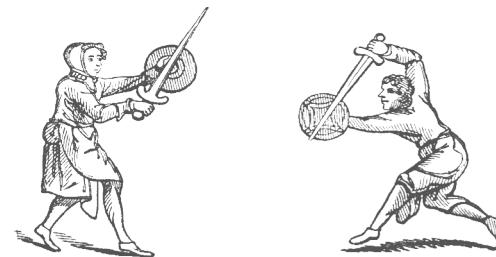
*"I had come to the tavern, much like this one, to deliver the word of Pakala to the masses..."*

Eventually, one or both of the Rogues will stumble into (or cause) some kind of trouble - running into each other in the process, if they haven't already met. (The trouble may, in fact, be each other!)

The situation will be dangerous, but relatively low stakes - we're just starting off, and we want plenty of room to make things worse.

## Rogue Prompts

Here is where we can begin to lean on a key tool in your storytelling arsenal. As you describe the setting the Rogues can prompt each other to flesh out their tale and "paint the scene" by asking questions:



*"That blacksmith was about to beat the tar out of you. I forget - what did you do to him again?"*

*"Oh yes, there was a beautiful mural in the Shrine - tell them about it!"*

*"\*My\* gold, you mean! I stole it fair and square from... who was it?"*

*"You remember what stood out about that tavern that's unlike this one?"*

Use a Rogue Prompt whenever it looks like your partner is even a little stuck or hesitant, or any time at all, just to liven things up. We'll talk about them more later - they're not just for the introductory scene!

Whatever the predicament may be, the Rogues each ultimately describe how they overcome their piece of trouble using their own particular skills and strengths. This is your first opportunity to show your Rogue doing what they do best - don't hold back!

In the end, the Rogues successfully overcome or extract themselves from the trouble due to their combined efforts, becoming quick companions. They may be on the run together, celebrating a successful swindle, exploring a strange new place, sheltering in a stable, or even enjoying the newfound hospitality of a grateful sultan.

Wherever they are, they're together, and ready to face the real adventure that lies ahead...



## Act Two: The Adventure

Draw a card to inspire the next part of your tale - this will be the purpose that kicks off everything the Rogues do from here on out. It doesn't need to be complicated or elaborate, just enough to get going.

Look at where you ended up at the end of the introduction, mix in some elements from the card, and you're off! Here are some common objectives - if you're stuck, just pick something from the list below and add whatever details make sense for your story.

**"Because of that, we discovered that we needed:"**

- ...to find a thing/person*
- ...to take a thing/person to a place*
- ...to defeat a great enemy*
- ...to avenge a great wrong*
- ...to win a contest*
- ...to broker a deal*
- ...to destroy something*
- ...to defend something*
- ...to get into somewhere*
- ...to prevent (or ensure) something happening*
- ...or we just heard about a cool treasure, and wanted it!*

## The First Challenge

There's no "refusal of the call" here - your Rogues want something, so they just go and do it!

The first step towards their goal brings the Rogues into conflict with some kind of significant challenge. The stakes are higher than in the introduction, but it's well TK nothing you can't handle.

This will be significant, but not too difficult to overcome. The stakes are higher this time, though - it's a bit hairier, and you need to TK overcome this in order to proceed!

Draw a card to inspire the Rogues' challenge, and a location if you wish. These may be directly linked to your quest, or they might just be someone or something that happens to be in the way. Either way, this is another chance to show off the unique qualities and abilities that make your Rogues worth telling stories about!

Work together to overcome the obstacle without too much trouble. Easy, right?

Tension - we know that the rogues will succeed, since they're the ones

telling the story. The tension comes from the excitement of not knowing how they succeed

## The First Campfire

After overcoming the challenge, your Rogues can take a break to rest and regroup. This is a “campfire” scene where you can explore the Rogues’ backgrounds, thoughts, motivations, or whatever you like. At some point, one of you will reveal something about your Rogue that we didn’t know before, and the other will respond to that revelation. It doesn’t need to be anything dramatic or earth-shaking, this is just a chance to get to know our Rogues a little better.

“You can always say...”



## The Second Challenge

After the first rest, we’re off again! Draw another card to inspire a new challenge that the Rogues encounter in the process of pursuing their goal. This should be pretty dangerous, and the stakes again are a bit higher! But our Rogues are awesome, and though a normal person would struggle to overcome this trouble, they’re able to put their skills and talents together to overcome it – with a bit more work, this time. Okay, maybe this quest isn’t so easy after all...

## The Second Campfire

After passing the second challenge, our Rogues will again find a place to take a breath and talk about themselves a bit. This time, the Rogue who didn’t reveal something about themselves last time will share something – it might be more personal or important, but don’t sweat it.

Now it’s time for the real challenge!

## Act Three: The Peril

The third step in the Rogues' quest leads them into their greatest peril yet - but we already know what it is, because it's the impossible situation that we set up at the start of the story! If you want more inspiration, again, draw a card and use it to propel yourself into the trouble you described in the Peril in Middle section. Describe the situation in more detail, emphasize how dangerous and impossible it is, and then pause... you want to know how it turned out, right?

"How did we get out of that?" "Well.  
"  
.."

This is where it's fun to sit back and let the fictional audience of your story cook a little bit. Feel free to have your storytelling Rogues take their time getting to the action, banter a bit, go off on a tangent, whatever you feel like is fun. You've got the framing device - use it!

Of course, our Rogues will escape the peril - they're here to tell the tale, right? To escape this situation, you'll need to pull out every trick and dig deep to find the strength and wit to survive, but survive you will. One or both of the

Rogues will most likely need to sacrifice something important to them to make it, as well...

a treasured item or heirloom described when talking about their past?

a favorite tool or weapon?

something they needed to complete their quest?

a belief, principle, or something integral to who they thought they were?

a hand, maybe? No, that's too much... right?

After the escape, draw one more card - this will inspire a big twist or complication that changes what they think they know about their main objective!

It's also a great time for one last rest scene to talk about what happened, or strategize about what must be done. They won't be deterred, though, and off they go...

## Act Four: The Confrontation

This is it - the Rogues finally reach the goal of their adventure, and it will be a tremendous challenge. But we've seen the Rogues in action before, at their best and their worst, and we know that they will emerge victorious... right?

Take turns describing the peril of the situation, going back and forth, increasing the danger and the stakes, advancing and falling back, winning and losing elements of the final challenge until... well, that's up to you to decide. It's most likely that the Rogues will pull out all the stops and achieve the thing that they set out to do. It's also possible that they will fail in an interesting way, and



"And ever since that day..."





Wrap up the story in whatever way feels good, and end your tale.

"We had many other adventures, of course, but that's a story for another time..."

## Part Two: Tips and Warm-Ups



Hey, not everyone is comfortable just improvising a whole story right out of the gate. That's okay!

If you're not ready to dive into storytelling just yet, try playing some of these warmup games with your partner first, to help get yourself jump-started.

### Convergence

It's important to be on the same page as your partner when telling a story together, this is a fun way to get synced up. Basically, you're trying to say the same word as your partner - easy, right?

Count to three together: "One... two... three!" and then each say a word. Unless you're very lucky, they'll be different words, and you'll try again, giving a new word that's somewhere between those two. Eventually, you should come together on the same word - although that might take a while the first few times - at which time you should celebrate your success!

"One... two... three..."

"Vegetable!"

"Blacksmith!"

"Dagger!"

"Spinach!"

"Iron!"

"Ding!"

"AXE!" "AXE!"



## Five Things

One person picks a category, and the other person names five things in this category as quickly as possible, while the first person counts them off. This is to help build your confidence in thinking up details on the fly, and also to learn that it doesn't matter if you make mistakes or say something nonsensical, since your partner will always accept your offers!

The trick here is to not think about it too much, and deliver your answers with confidence, even if you know they're "wrong". Switch off taking turns being the person coming up with things, then when you're feeling comfortable, you can challenge yourselves by making it more than five, coming up with harder categories, or (and I think this is the most fun) categories that are "impossible" somehow - as long as you're quick and sure, you can't go wrong!

"Name five things that might be in a treasure chest!" "Gold!" "ONE!" "Diamonds!" "TWO!" "Ummm... a poison trap!" "THREE!" "Uh... a sandwich?" "FOUR!" "And... a baby!" "FIVE! WOOOO!"

"Okay, give me the names of five

dead gods!" And so on.

(Reverse five things, name a thing, or give a name, and then list five categories it could be in)

## Alphabetical List

This is similar to Five Things, in that it helps you get comfortable coming up with things in a fantasy setting. In this warmup, you'll take turns naming things in a category that you decide together, but they must start with letters going through the alphabet, starting with "A".

Ideas for categories: Spells, Cities, Royalty, Regional Food, Ancient Religions, Patrons at a Tavern, Legendary Weapons, Things in a Tomb, Horrible Diseases,

Alphabet category: spells, cities, dead kings, food, religions, innkeepers, weapons

(Extra challenge, pick a letter, name a bunch of things in that category that start with that letter)

## Roguelike Story Spine

The hyper-condensed version of the Roguelike game is our “story spine”.

This is the super condensed version of the full Roguelike story structure! It should only take a few minutes to play, and helps give a general feel for what a story like this is shaped like. Just complete each line with as much or as little detail as you like, and in just a few minutes, you’ll have told a mini-Roguelike story!

*Once two Rogues found themselves in extreme peril...*

*“How did we get into this mess?!?”  
Well, once upon a time they were in a place...*

*And every day they were highly skilled, each in their own way...*

*And they demonstrate their heroic skills thusly...*

*But this day was like no other, because...*

*And because of that...*

*And because of that they were able to escape the previously mentioned peril...*

*And because of that they found a very different peril...*

*Until finally they escaped that*

*peril as well and got an unexpected result...*

*And ever since that day...*

*And they had many other adventures..*

.

## Rogue's Story Beats

It can be useful to think of a story built out of certain kinds of blocks - in our case, the Rogues' tale includes getting into various kinds of trouble or danger, escaping that trouble or danger in a heroic manner, learning or discovering new things about a fantasy world, learning or discovering things about our Rogues, and having the Rogues' plans thwarted by the unexpected.

If you look at the default structure of Roguelike, you'll see a progression that looks like this:

Discovery -> Perilous -> Rogues -> Campfire

With some Tangle blocks thrown in here and there for flavor. Let's take a look at the blocks:

### Discovery

Everything kind of builds on Discovery - without knowing about the world or what it's like, you can hardly tell a story about the people in it, can you? This is where you get to discover the world together, uncovering new things about the setting or illuminating details that you'd like to highlight more. Use stuff from this phase to inform

everything else!

### Perilous

This is where you'll introduce danger and excitement! The trouble ramps up throughout the story, starting with something easily overcome at the beginning, all the way through the climax. The best part is, you don't have to worry about not getting out of any mess you're put into - you're already out and telling the story! So heap it on - the more trouble you get into the cooler you look when you find your way out of it. As the danger level increases, be sure to endanger or threaten the things that your Rogues hold dear or find important, not just putting them in harm's way themselves.

### Rogues

And this is where you get out of the trouble you found yourselves in during the Perilous block. In the Rogues phase, go all out, and highlight anything that you think makes your Rogue awesome or unique. Are they the best at fighting? Fast talking? Running away? Sorcery or base trickery? Whatever it is, that's what they use, and it always works, because you're the heroes!

## Campfire

After all the action, it's time to take a breather and get to know our Rogues a bit better. In the Campfire phase - whether they're at an actual campfire or not - you'll be relatively safe, so you can talk about how you rest and recover from your recent adventures. This is also when you can go deeper into exploring your Rogues' character and relationships, talk about your feelings, etc.

## Tangle

Of course, not everything is going to go the way you planned. A Tangle block is where something that your Rogues didn't know about previously rears its head and throws everything into chaos. It might be something supernatural, a secret that someone's been keeping from you, or just plain something you were blithely unaware of. Whatever it is, it means a big change, and your Rogues will have to find a way to adjust.

## Techniques for Storytelling

Here's a list of things to try if you ever get stuck or lost telling your story. You don't have to do all of them - or any of them! - so don't worry about trying to remember them all, just take a look over here whenever you feel like you need a little bit of inspiration.

Listen to what the other Rogue just said - repeat it out loud, if necessary - and just add a detail or consequence that directly comes from that. Build on each other's ideas - it's way less work than creating something entirely from scratch!

If you can't come up with a new story element, think about cool or vivid things that came up earlier, and bring them back, reincorporating into the story in a fresh way. (Feel free to write down especially neat things when they happen, so you don't have to remember!)

Interject from the tavern/campfire framing setup. Put them in an awkward situation ("isn't what when you ran into your former lover?"), set them up for heroism ("that's when you drove off that roc single-handedly, right?"), or give them

something ridiculous to do ("the bards still sing the song about your victory there - how did that go, again?").

Ask the other Rogue for details - what they remember seeing or feeling, why they were doing something, if they already knew a person or a place, etc. ("Paint the Scene")

Do something to throw your personality into contrast with the other Rogue. (e.g. If they're gregarious, be secretive; if they're cowardly, be brave; if they're generous, be greedy.)

Play non-Rogue characters for each other! When they're interacting with a shopkeeper, sorcerer, bandit king, or talking fox, be that person for a bit, and give them more trouble.

Use peril and danger to discover your strengths. The worse the situation is, the more you get to discover about yourself when you find a way out of it.

Zoom in or out of the story! Talk about what's happening in the city or area around you, or focus into a specific aspect of the current scene and really flesh it out - you never know what can spring from the

smallest bit.

Alternate between colorful descriptions (adding sensory details to everything, wax about the emotions happening,) and moving the action forward (skip travel, shopping, or other boring bits, use time jumps to get to the good parts). Edit aggressively!

When you don't know what happens next, introduce something actively or passively helpful or harmful. (The Wizard/Map/Ninja/Bomb matrix!)

The eleven!

## Inspirations and Notes

Fritz Lieber, Michael Moorcock,  
Robert E. Howard, etc.

Roguelike improv duo w/**Marc Majcher**  
and **Ryan Hill**

**Swords Without Master / Rogue Scroll**  
by Epidiah Ravachol

Ken Adams's **story spine** from "The  
Art of Spontaneous Theater"

Roguelike pcio file for  
**playingcards.io** (and instance)

Google Sheets walkthrough cards

TBD: Prompts for getting into  
trouble and out

Pick lists of names and locations  
and dangers etc

Roguelike Tarot Deck

## Promo

Roguelike RPG will let you grab one friend and play out a fantasy "buddy adventure" in half an hour or less, with absolutely no preparation. It's perfect for little fill-in games!

Since the Roguelike Tarot was inspired by our fantasy improv duo, "Roguelike", I've written up the format we used into a proper two-player rpg.

The Roguelike RPG is half "how to play the game" and half warmups and exercises to get you excited to play, and help practice useful skills for playing!

The main beats are as follows:

The Rogues individually run into (or cause) some trouble in a relatively familiar situation. They each show off their particular skills and strengths, working together to overcome or escape, and end as companions.

The Rogues embark on the main adventure of the story, encountering increasingly difficult challenges along the way, always overcoming them together. Between acts of heroism, they will relax with each other and begin to share things about themselves, or their pasts.

Eventually, they will find themselves in the peril described initially, and they must use all their abilities to escape, with some kind of cost.

A complication or twist is introduced, leading to the final confrontation or trial that the Rogues must defeat. With their combined abilities, they will overcome the challenge (probably?) and conclude the story.



## Part Three: The Cards

If you don't have a set of Roguelike tarot cards, you can use a standard tarot deck, or even a deck of regular playing cards in a pinch.

Roguelike cards have additional inspirations for interpretations, locations, and dangers - use these tables if you don't have your own!



Card	Meaning	Danger	Location
The Fool	Initiative	Ettin	Cliff
The Archmage	Mastery	Apparition	Forest
The Priestess	Intuition	Witch	Seaside
The Empress	Fertility	Gorgon	Jungle
The Emperor	Authority	Colossus	Hilltop
The High Priest	Faith	Sorcerer	Glacier
The Lovers	Union	Spider	Oasis
The Chariot	Conquest	Mammoth	Plains
Strength	Control	Chimera	Island
The Hermit	Contemplation	Minotaur	Cavern
The Wheel	Fortune	Gremlin	Moor
Justice	Balance	Cyclops	Swamp
The Hanged Man	Sacrifice	Phoenix	Desert
Death	Transformation	Hydra	Valley
Temperance	Virtue	Angel	River
The Devil	Temptation	Dragon	Crossroads
The Tower	Disaster	Serpent	Wasteland
The Star	Hope	Golem	Steppe
The Moon	Secrecy	Kraken	Canyon
The Sun	Revelation	Demon	Tundra
Judgement	Rebirth	Necromancer	Mountain
The World	Completion	Titan	Ocean

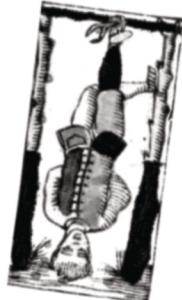
### THIEVES (COINS)

Card	Meaning	Danger	Location
Ace	Opportunity	Famine	Guild
Two	Change	Bandit	Theater
Three	Labor	Gladiator	Library
Four	Scarcity	Berserker	Treasury
Five	Worry	Nomad	Temple
Six	Profit	Shaman	Kitchen
Seven	Diligence	Cultist	Mill
Eight	Artistry	Pirate	Workshop
Nine	Growth	Duelist	Storehouse
Ten	Legacy	Warlord	Market
Squire	Curiosity	Werewolf	Tavern
Knight	Caution	Soldier	Blacksmith
Queen	Practicality	Sorceress	Courtroom
King	Security	Assassin	Armory

### WARRIORS (SWORDS)

Card	Meaning	Danger	Location
Ace	Motivation	Slaughter	Battlefield
Two	Stalemate	Kobold	Dublette
Three	Sorrow	Goblin	Alley
Four	Restoration	Yeti	Tomb
Five	Defeat	Orc	Arena
Six	Migration	Troll	Grotto
Seven	Betrayal	Lizardman	Quarry
Eight	Imprisonment	Owlbear	Burrows
Nine	Fear	Gnoll	Portal
Ten	Ruin	Troglodyte	Cemetery
Squire	Restlessness	Ogre	Hideout
Knight	Passion	Centaur	Mine
Queen	Decisiveness	Naga	Crater
King	Strategy	Giant	Sewer





### PRIESTS (CUPS)

Card	Meaning	Danger	Location
Ace	Renewal	Reaper	Auditorium
Two	Partnership	Skeleton	Altar
Three	Abundance	Mummy	Carnival
Four	Apathy	Zombie	Monastery
Five	Disappointment	Ghoul	Hatchery
Six	Innocence	Wraith	Garden
Seven	Delusion	Ghost	Menagerie
Eight	Regret	Banshee	Shipwreck
Nine	Luxury	Wight	Cathedral
Ten	Contentment	Revenant	Observatory
Squire	Companionship	Draugr	Wharf
Knight	Subtlety	Vampire	Laboratory
Queen	Detachment	Succubus	Nursery
King	Gratitude	Lich	Shrine

*Bridge  
Ruins  
Curse  
Rat-man  
Boar  
Futility  
Waterfall  
Catacombs  
Outpost  
Bathhouse  
Grove  
Siren*



### WIZARDS (WANDS)

Card	Meaning	Danger	Location
Ace	Clarity	Pestilence	Palace
Two	Command	Bat	Fortress
Three	Achievement	Fairy	Citadel
Four	Harmony	Eagle	Village
Five	Struggle	Manticore	Barracks
Six	Victory	Wyvern	Stable
Seven	Courage	Griffin	Tower
Eight	Swiftness	Roc	Caravan
Nine	Discipline	Gargoyle	Encampment
Ten	Oppression	Cockatrice	Hovel
Squire	Ambition	Harpy	Inn
Knight	Action	Sphinx	Lair
Queen	Confidence	Pegasus	Farm
King	Impatience	Djinn	Great Hall

## Prompts

- Location, paint the scene
- Danger, same thing
- Challenge or setup
- Response or knock down
- Twist or sacrifice
- Campfire questions
- What was that thing again?

(Add to pcio)

One player sets up, the other knocks down, or vice versa

The story unfolds in a series of beats, like a scaffolding to guide you as you create the narrative together. It's meant to be helpful, not restrictive - don't worry if you stray from the structure given here, but know that it's always there to fall back on if you feel lost.

The most important thing to remember is that you are capital-h Heroes! You may endure great danger and suffering, but you will always come out on top in the end. So never be

afraid to shovel heaps of trouble upon yourselves - the worse it gets, the more epic your victory will be!

At any time in your telling, either Rogue may draw a tarot card for inspiration for a danger, location, theme, detail, person or place names, or anything else. You don't need to use what's on the card exactly - they're to spark ideas, so use them however you like.

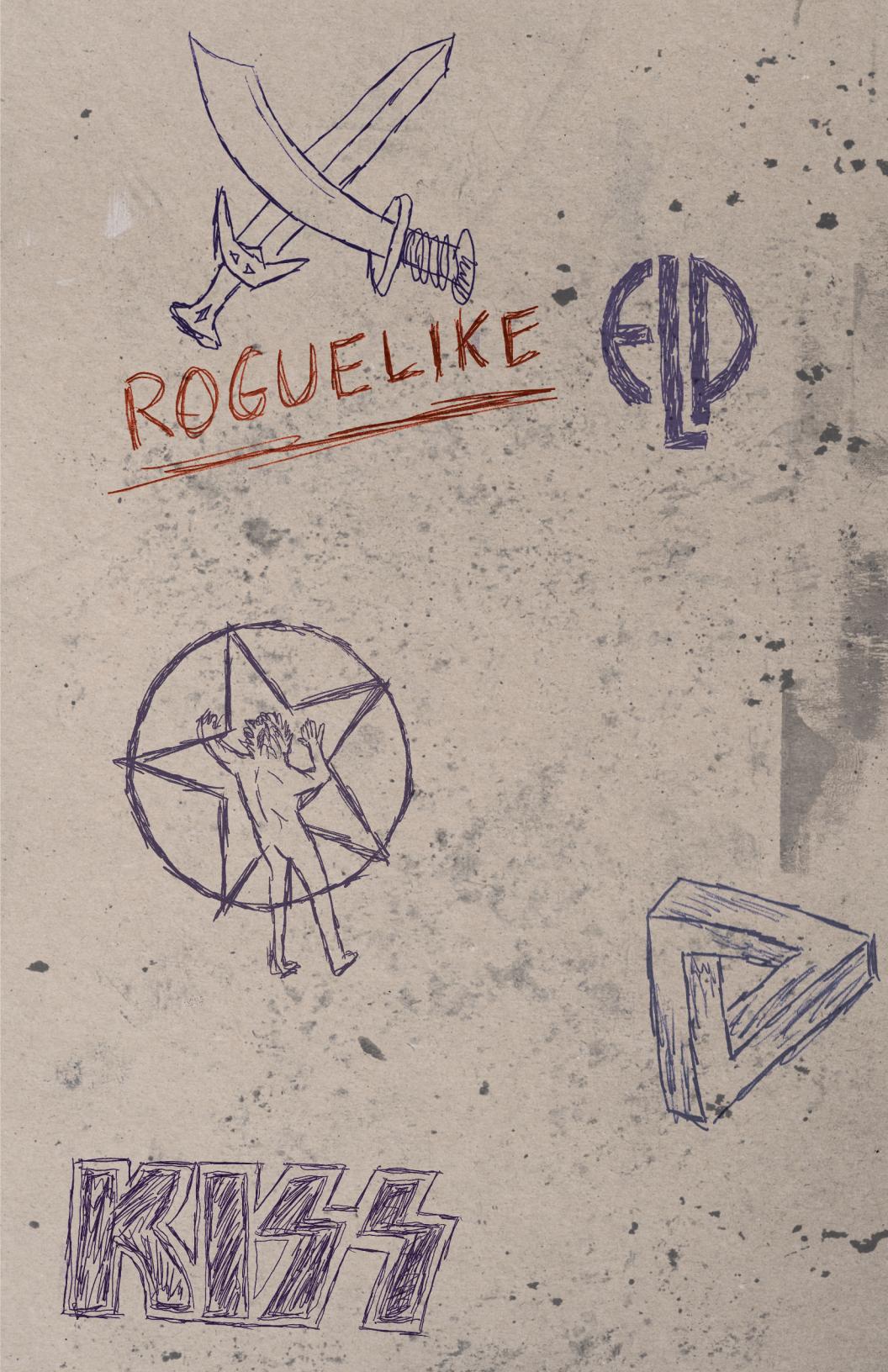
## Lists:

- Names
- Complications

I don't like that most of the dangers are monsters or enemies. Get rid of your least favorite... third?



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ARCANA