

# Rogue Risus

*A roguelike dungeon game for Risus by Dan Suptic ©2006*

## A note about Risus

*Risus: The Anything RPG* is a free and easy to learn role-playing game (created by S. John Ross) that is used to play Rogue Risus. Simply go to the freebie page on <http://www222.pair.com/sjohn/risus.htm> and download it there. The whole system is 6 pages long, and that's all you'll need to play. Download it, print it, heck, even put it in a nice 6-page binder. So long as you read it too, you'll be able to play Rogue Risus.

## What's a Roguelike Dungeon?

A roguelike dungeon is an RPG computer game that creates a random dungeon every time you play it. All items are random drops, and usually must be used before you know what they do. The characters, items and monsters are usually represented by ASCII characters, making these games very popular in the early 80's, as you didn't need a powerful machine to run them.

## So Rogue Risus...

...is a roguelike dungeon emulated by Tarot cards and Risus rules. You are a lone adventurer, attempting to get to the heart of the dungeon to retrieve the powerful Worldstone. Only the Worldstone can save you village from the curse that rots the land and makes the people ill. You must get down to the 20th level, get the Worldstone, and get out again in one piece.

## What you'll need to play

The Character sheet in this document

Printed out forms for monsters, potions, scrolls, wands and special items in this document

A pack of Tarot cards (can usually be found at most book stores, the Rider-Waite deck is preferred)

An opaque bag with identical tokens numbered 1 to 14

## Your Character

Extra Shots – You begin the game with 5 extra shots. An Extra Shot may be used to add one die to any combat roll after the dice have all been rolled. Any number of Extra Shots can be used on one roll.

You start the game with 1 die in one of the following clichés –

Fighter

Fire mage

Ice mage

Lightning Mage

Fighters start with a sword and basic armor.

Mage clichés just start with a robe (counts as armor for them, but they cannot wear any other armor or wield any weapon found in the dungeon).

Mage clichés are pumpable, but aside from this, no other advanced options are used (no

pumping the fighter cliché).

Each cliché also does a certain type of damage in combat -

Fighter – Physical

Fire Mage – Fire

Ice Mage – Ice

Lightning Mage – Electricity

Monsters may have resistance or weakness to a damage type. If they are resistant to the type of damage you are dealing, subtract a number equal to the total number of dice you rolled from your final roll (so if you rolled 3 dice, subtract 3 from your total roll). If they are weak against the damage type, add a number equal to the total number of dice you rolled to your final roll (so if you rolled 5 dice, add 5 to your total roll). With certain equipment items, you can become resistant against types of attacks as well – the monster rolls are reduced by the number of dice that they roll (so a Monster (4) that you are resistant against subtracts 4 from their roll).

## **Equipment**

A Fighter has his 1 weapon and 1 suit of armor, and may equip 1 amulet and 2 rings

The Fighter's weapon and armor bonus dice start at zero.

A Mage has his 1 robe (armor), and may equip 1 amulet, 2 rings and 1 special item

The Mage's armor bonus dice start at zero.

If you get an equipment item type that you already have equipped, you must choose which one to keep.

Any class may carry any number of Potions, Scrolls and wands.

Potions, scrolls and wands are notated by the suit cards of the Tarot deck.

W = Wands, C = Cups, P = Pentacles

A = Ace, P = Page, Kn = Knight, Q = Queen, K = King

So, a 3 of cups is noted 3C under the potions list, while a Queen of Pentacles is noted as QP under the scrolls list.

All other equipment uses the Major Arcana (like Death, the Lovers, etc.) and should be notated by the card's name. The Worldstone takes up no equipment spots.

## **Usable Items**

When you get a usable item from exploration, you'll write down how many you get next to the card designator in the item list on your character sheet. Potions and scrolls are always 1 per find, but wands are 3, due to having multiple charges on them. If you already have an item of that card, just add another to that item's total (or 3 in case of wands). When you first use an item, the effect area will be blank. Pull a random token from the token bag, do what that number says for the item and write down the effect number by the item slot. Now, every time you get this item again, it does the same thing. If you pull a number that already is in the effect list for that item type, simply set it aside and draw again. Return all tokens to the bag after you've found out what the item does. Wands may be only used in combat, and can target either you or your opponent – choose BEFORE you find out the effect. Potions and scrolls may be used at any time, and can only target you. If an effect says Combat, this means for the whole next combat, or until the end of the current combat.

## **Starting the game**

Separate The World card from the deck and lay it aside. Separate the suits from the major arcana cards and shuffle each of these separately. Put the Dungeon Level 1 monster roster in front of you. Deal out 25 of the suit cards face down into one pile – this represents the first level of the dungeon. You explore the dungeon by drawing a card from the level deck. Depending on what you draw you can either get a chance at gaining an item, or fight a monster. Put the cards aside after you deal with them. After you've drawn 16 cards from the deck, you may choose to go down to the next level. If you don't, you may keep drawing cards until you either run out of the 25 cards (in which case you must go to the next level), or you decide to go down to the next level. When you go to the next level, shuffle all the suit cards together again, draw 25 new suit cards for the dungeon level and put the next level dungeon monster roster in front of you.

## **Reaching level 20**

When you reach level 20, put in The World card in the mix of 25 suit cards. If you draw The World, you get the Worldstone item and may attempt to escape from the dungeon. When you choose to escape, pull out all sword cards from the suit deck and shuffle them. You must now beat a monster from every level in the dungeon, starting with level 20. Draw a random sword card for each level, placing back in the deck when you're done fighting. If you beat all levels worth of monsters, from 20 to 1, you win the game!

## **Exploring the dungeon**

When you're ready to explore, draw a card and place it face up in front of you. Then, follow the below instructions depending on the suit you drew.

### **Swords**

Fight a monster. Look up the card on the current monster roster (if you drew the 8 of swords, look up 8S) and fight that enemy. If the enemy's cliché level is  $\frac{1}{2}$ , simply roll a die and divide by 2 (rounding up). Enemies with a  $\frac{1}{2}$  cliché are defeated when they lose it, just like a 1 die cliché character. Enemies will also have one of the 4 subtypes, abbreviated P for Physical, F for Fire, I for Ice or E for Electrical. After that, there will be any Resistances, Weaknesses and immunities that monster may have. If they have a weakness, it will have the letter of the attack and then the letter W (so fire weakness is FW). If they have a resistance, it will have the letter of the attack and then the letter R (so Ice Resistance is IR). If the monster has the word Item at the end of the entry, you draw one random major arcana equipment card after the battle, and then shuffle that major arcana card back in. If the monster beats you, you lose the game.

**Experience** - If you kill a monster, mark off the next number on your Monsters Killed list, starting with 1. Every time you mark off a number with an exclamation point (!) by it, you gain 1 die in your cliché. You cannot go above 6 in your cliché (which is why the Monsters Killed list stops after 150, where you get your 6th die). You gain a die in your cliché after you kill 10, 30, 60, 100 and 150 monsters.

### **Cups**

Roll one die. On a 5 or higher, fight a monster as if you had drawn a sword. After that battle, roll one die. On a 2 or more, you gain 1 potion in the slot for this card you drew. Potion effects are applied immediately when drunk.

### **Pentacles**

Roll one die. On a 5 or higher, fight a monster as if you had drawn a sword. After that battle, roll one die. On a 3 or more, you gain 1 scroll in the slot for this card you drew. Scroll effects are applied immediately when cast.

### **Wands**

Roll one die. On a 5 or higher, fight a monster as if you had drawn a sword. After that battle, roll one die. On a 4 or more, you gain 3 wand charges in the slot for this card you drew.

When you roll a 5 or higher to see if you battle for a card draw that is not a sword, you always resolve the battle before you roll for the item - you can't get the item from a cup, pentacle or wand draw before you resolve the battle (if there is one).

Some effects can raise or lower your weapon or armor cliché. Your weapon and armor can never go below -1, and may never rise above +3. These bonuses and penalties are the number of extra (or less) dice you roll in combat. If you get a -1 enchanted armor or weapon, and you only have 1 die in your cliché, you divide your roll results by 2. If you get a -1 enchanted armor AND weapon, and you only have 1 die in your cliché, you divide your roll results by 3.

### **Resting**

Before you draw a card, you may choose to rest. Roll one die – on a 2 or higher, you heal one die in your cliché. If you roll a 1 instead, you must immediately draw the next exploration card, you do not heal and any roll to see if you fight a monster counts as a six. You may attempt to rest only once between each exploration card draw.

### **Go and explore, adventurer**

That's all the rules you need to know the play Rogue Risus. Everything else is devoted to item lists, monster descriptions, the character sheet and the quick rules sheet. If you got this setting from an online website, it's strongly advised that you copy and paste the item lists and monster rosters into a word processor before printing. Other than that, enjoy Rogue Risus! If you have any questions or comments, please email them to [dsuptic@gmail.com](mailto:dsuptic@gmail.com)

### **Item Roster Information**

First is the effect number

Second is the item name

Third is the item effect

### **Monster Roster Information**

First is the Swords card the monster corresponds to

Then, their name and combat cliché level

Then, the type of damage they do (P – physical, F – fire, I – ice, E – electrical)

Finally, any resistances or weaknesses are listed.

### **Effect Number Lists**

### **-Potions-**

- 1 – Minor Healing – Heals 1 die in your cliché
- 2 – Major Healing – Heals 2 dice in your cliché
- 3 – Poison – Deals 1 die of damage to your cliché
- 4 – Haste – Combat – Roll twice for each attack, taking the better of the two
- 5 – Slow – Combat – Roll twice for each attack, taking the worse of the two
- 6 – Berserk – Fighter only – Combat – You get +2 bonus dice to all rolls
- 7 – Invisibility – Combat – If you're damaged, roll 1 die. On a 4+, cancel the damage
- 8 – Gain Strength – Mark off 2 monsters on your monster killed list
- 9 – Confusion – Combat – If you do damage, roll 1 die. On a 5+, cancel the damage
- 10 – Levitation – Combat – You get +1 bonus dice to all rolls
- 11 – Clarity – Mage only – On your next pumped roll, you lose no dice afterwards
- 12 – Paralysis – Combat – The next monster roll against you is multiplied by 2
- 13 – Revivify – Go back to your full cliché
- 14 – Water – Does nothing, but sure is refreshing!

### **-Scrolls-**

- 1 – Enchant Weapon – Fighter only – Your weapon's bonus increases by 1
- 2 – Curse Weapon – Fighter only – Your weapon's bonus decreases by 1
- 3 – Enchant Armor – Your armor's bonus increases by 1
- 4 – Curse Armor – Your armor's bonus decreases by 1
- 5 – Remove Curse – If your weapon and/or armor is at -1, set them back to 0
- 6 – Identify – Pull and record an effect token for any 1 blank effect item that you have
- 7 – Teleport – Immediately draw a new suit card and do that room now
- 8 – Fear – Combat – On their next roll, all opponents' dice count as showing a 1
- 9 – Immolate – Deals 1 damage unless you have fire resist and you lose 1 random scroll
- 10 – Magic Mapping – Turn the Dungeon Level deck face up for the rest of the level
- 11 – Blink – End the current Dungeon Level card and place it in your set aside pile
- 12 – Chaos – Erase all effect numbers by all items in one group of your choice
- 13 – Gift – The next roll to see if you get an item automatically succeeds
- 14 – Blank Scroll – It's just a piece of paper with nothing written on it

### **-Wands-**

- 1 – Teleport – Target is affected by the Teleport Scroll effect– if on a monster, it vanishes
- 2 – Haste – Target is affected by the Haste Potion effect
- 3 – Slow – Target is slowed by the Slow Potion effect
- 4 – Polymorph – Monster is now the monster 2 down or up on the list, chosen at random
- 5 – Stone Missile – Counts as a Physical (4) attack
- 6 – Fire Bolt – Counts as a Fire (4) attack
- 7 – Ice Bolt – Counts as an Ice (4) attack
- 8 – Lightning Bolt – Counts as a Lightning (4) attack
- 9 – Disintegrate – If the monster is not physical resistant, it takes a die of damage
- 10 – Fire Storm – If the monster is not fire resistant, it takes a die of damage
- 11 – Blizzard – If the monster is not ice resistant, it take a die of damage
- 12 – Ball Lightning – If the monster is not electrical resistant, it takes a die of damage
- 13 – Invisibility – Target is affected by the Invisibility Potion effect

14 – Empty Wand – This wand has been all used up, sorry

## Major Arcana Equipment List

**The Fool** – Jester's Cap – Special – You get a +3 bonus to your cliché if you are fire mage.

Otherwise, the bonus is just +1

**The Magician** – Magic Staff – Special – You get a +3 bonus to your cliché if you are a lighting mage. Otherwise, the bonus is just +1

**The High Priestess** – Ice Crown – Special – You get a +3 bonus to your cliché if you are an ice mage. Otherwise the bonus is just +1

**The Empress** – Ring of Warmth – You gain ice resistance

**The Emperor** – Ring of Coolness – You gain fire resistance

**The Hierophant** – Ring of Grounding – You gain electricity resistance

**The Lovers** – Amulet of Health – You heal 1 die after every combat

**The Chariot** – Amulet of Speed – When you explore, you now draw 2 dungeon exploration cards, pick the one you want to encounter and put the other face down on the bottom of the deck

**Strength** – Amulet of Strength – Fighter only – You win ties and may pump the fighter cliché

**The Hermit** – Alchemist's Ring – You automatically succeed when rolling to find potions

**The Wheel of Fortune** – Fate's Ring – You succeed when rolling to find scrolls on a roll of 2 or more

**Justice** – Justicar's Ring – You succeed when rolling to find wands on a roll of 3 or more

**The Hanged Man** – Amulet of Torture – Whenever your opponent loses a cliché, you heal a cliché on a roll of 5 or more on one die

**Death** – Amulet of Decay – Whenever you lose a cliché, your opponent loses a cliché on a roll of 5 or more on one die

**Temperance** – Amulet of Life – You ignore the first cliché of damage you would take in any combat

**The Devil** – Ring of Infernal Knowledge – Mage only - You gain +2 in your mage cliché, but take 2 clichés of damage whenever you lose a combat roll

**The Tower** – Ring of Rage – Fighter only – When you win a combat roll without using any item (or being under the effect of an item), you do 2 dice of damage instead of 1

**The Star** – Ring of the Heavens – You do 2 dice of damage instead of one when using a wand that damages your opponent

**The Moon** – Polar Ring – Your opponents lose ice resistance

**The Sun** – Solar Ring – Your opponents lose fire resistance

**Judgement** – Storm Ring – Your opponents lose electricity resistance

**The World** – The Worldstone is added to the dungeon level cards when you reach level 20. It takes up no equipment spaces and allows you to go through the escape

## Dungeon Level 1 – The Entrance Caves

**AS** – Rat (1/2) P

**2S** – Bat (1/2) P

**3S** – Small Snake (1/2) P – IW

**4S** – Poison Spider (1/2) P – PW

**5S** – Baby Alligator (1/2) P – EW

**6S** – Polar Bear Cub (1/2) P – FW

7S – Snapping Turtle (½) P – PR  
8S – Cougar (1) P  
9S – Jackal (1) P  
10S – Fox (1) P  
PS – Feral Cat (1) P  
KnS – Feral Dog (1) P  
QS – Coyote (1) P  
KS – Wererat (1) P – PR – Item

### **Dungeon Level 2 – The Goblin Caves**

AS – Goblin Digger (1) P  
2S – Goblin Builder (1) P  
3S – Goblin Scout (1) P  
4S – Goblin Fire Adept (1) F – IW  
5S – Goblin Ice Adept (1) I – FW  
6S – Goblin Archer (1) P  
7S – Goblin Grenadier (1) F  
8S – Goblin Warrior (2) P  
9S – Goblin Fire Mage (2) F – FR  
10S – Goblin Ice Mage (2) I – IR  
PS – Goblin Storm Caller (2) E – ER  
KnS – Goblin Brute (2) P – PR FW IW EW  
QS – Guard Dog (2) P  
KS – Goblin War Chief (2) – FR – Item

### **Dungeon Level 3 – The Spacious Tunnels**

AS – Crow (1) P  
2S – Pixie (1) E – ER PW  
3S – Dragonnette (1) F – FR IW  
4S – Snow Spirit (1) I – IR FW  
5S – Dust Cloud (1) P – PR  
6S – Hawk (2) P  
7S – Vulture (2) P  
8S – Giant Bat (2) P  
9S – Whirlwind (2) P – PR  
10S – Silver Sparrow (2) I – IR  
PS – Winged Cat (3) P  
KnS – Nightmare Colt (3) F – FR IW  
QS – Storm Hawk (3) E – ER  
KS – Griffon (3) P – Item

### **Dungeon Level 4 – The Gnoll Camp**

AS – Gnoll Scavenger (2) P  
2S – Gnoll Crossbowman (2) P  
3S – Gnoll Guard (2) P  
4S – Gnoll Brawler (2) P

5S – Gnoll Priest (2) F – FR EW  
6S – Gnoll Sorcerer (2) E – ER IW  
7S – Gnoll Wizard (2) I – IR FW  
8S – Gnoll Beast (3) P  
9S – Gnoll Warrior (3) P  
10S – Gnoll Basher (3) P  
PS – Rockeater (3) P – PR  
KnS – Guard Beast (3) P – EW  
QS – Albino Gnoll (3) P – IR FW  
KS – Gnoll Commander (3) P – IR – Item

### **Dungeon Level 5 – The Orcish Mines**

AS – Grunt (2) P  
2S – Orc Soldier (2) P  
3S – Orc Stone Thrower (2) P  
4S – Orc Cave Maker (2) P – PR  
5S – Orc Blaster (2) F – FR  
6S – Orc Warrior (3) P  
7S – Orc Pit Fighter (3) P  
8S – Orc Drill Sergeant (3) P – IR EW  
9S – Orc Slave Enforcer (3) E – FR PW  
10S – Orc Kapeetan (3) P – Item  
PS – Orc Monstrosity (4) P  
KnS – Orc War Priest (4) I – IR FW  
QS – Orc Metalbeast (4) P – EW  
KS – Orc Leader (4) P – FR – Item

### **Dungeon Level 6 – The Lair of Beasts**

AS – Bull (3) P  
2S – Wild Horse (3) P  
3S – Giant Tortoise (3) P – PR EW  
4S – Salamander (3) F – FR IW  
5S – Lion (3) P  
6S – Ox (3) P  
7S – Giant Spider (3) P – Item  
8S – Lioness (4) P  
9S – Giant Gecko (4) P – FR IW  
10S – Boa Constrictor (4) P  
PS – Gorilla (4) P  
KnS – Winter Wolf (4) I – IR FW  
QS – Tiger (4) P  
KS – Giant Trapdoor Spider (4) P – Item

### **Dungeon Level 7 – The Necropolis**

AS – Skeleton Warrior (3) P – FR  
2S – Zombie Warrior (3) P – IR



3S – Ghost (3) E – PR FW  
4S – Skeleton Mage (3) F – FR  
5S – Zombie Blighter (3) I – IR  
6S – Necrophage (4) P – ER  
7S – Wraith (4) I – IR PR FW  
8S – Hungman (4) I – IR  
9S – Hellhound (4) F – FR IW  
10S – Mummy (4) P – ER IR FW – Item  
PS – Necromancer (5) I  
KnS – Ghoul (5) P - IR  
QS – Damned Spirit (5) I – IR PR FW  
KS – Executed Blasphemer (5) E – ER – Item

### **Dungeon Level 8 – The Watery Passage**

AS – Alligator (4) P – EW  
2S – Giant Crab (4) P – EW  
3S – Jelly Fish (4) E – ER  
4S – Electric Eel (4) E – ER  
5S – Water Wurm (4) I – IR FW  
6S – School of Piranhas (4) P  
7S – Merfolk Warrior (4) P – Item  
8S – Tiger Shark (5) P – EW  
9S – Merfolk Mage (5) I – FR  
10S – Merfolk Assassin (5) P  
PS – Great White Shark (5) – EW  
KnS – Merfolk Priest (5) E – IR  
QS – Leviathan Spawn (5) P – IR  
KS – Merfolk Lord (5) P – FR – Item

### **Dungeon Level 9 – The Ogre Caverns**

AS – Orc Slave (4) P  
2S – Guard Orc Slave (4) P  
3S – Ogre Grunt (4) P  
4S – Ogre Mage (4) F – FR IW  
5S – Ogre Priest (4) E – ER – Item  
6S – Ogre Slavedriver (5) P  
7S – Two Headed Ogre (5) P  
8S – Ogre Tunnel maker (5) P – PR FW  
9S – Ogre Magus (5) E  
10S – Ogre Blacksmith (5) P – FR – Item  
PS – Three Headed Ogre (6) P  
KnS – Guard Hydra (6) P – FR  
QS – Dire Wolf (6) P  
KS – Ogre Commander (6) P – Item

### **Dungeon Level 10 – The Hive**

AS – Giant Worker Ant (5) P  
2S – Giant Killer Bee (5) P  
3S – Giant Soldier Ant (5) P – PR  
4S – Giant Mayfly (5) P – PW  
5S – Scarab Swarm (5) P – ER  
6S – Army Ant Swarm (5) F – FR  
7S – Giant Dung Beetle (5) P – Item  
8S – Giant Scorpion (6) P  
9S – Giant Centipede (6) P  
10S – Giant Wasp (6) P – PW  
PS – Giant Shield Bug (6) P – PR – Item  
KnS – Swarm of Killer Lightning Bugs (6) E – ER FW  
QS – Big Pile of Nasty Insects (6) P  
KS – Giant Queen Bee (6) P – IR – Item

### **Dungeon Level 11 – The Dark Elf Dungeons**

AS – Dark Elf Scout (5) P – IR  
2S – Dark Elf Warrior (5) P  
3S – Dark Elf Moon Mage (5) I – IR FW  
4S – Dark Elf Storm Mage (5) E – ER  
5S – Dark Elf Cleric (5) F – FR – Item  
6S – Dark Elf Assassin (6) P – IR  
7S – Dark Elf Knight (6) P  
8S – Dark Elf Betrayer (6) F – FR IW  
9S – Dark Elf Dread Cavalry (6) P  
10S – Dark Elf Lieutenant (6) P – Item  
PS – Dark Elf Elite Guard (7) P  
KnS – Dark Elf Enchanter (7) E – IR – Item  
QS – Dark Elf Sergeant (7) P  
KS – Dark Elf Night Lord (7) I – Item

### **Dungeon Level 12 – The Underground Forest**

AS – Vicious Vines (6) P – ER FW  
2S – Wooden Soldier (6) P  
3S – Needle-Burst Bush (6) P – IR FW  
4S – Ent (6) P – IR ER FW – Item  
5S – Flaming Vines (6) F – FR  
6S – Living Marsh (6) I – IR  
7S – Trapping Foliage (6) P – Item  
8S – Assassin Vine (7) P  
9S – Topiary Guardian (7) P – PR FW  
10S – Living Hedge Maze (7) P – IR ER  
PS – Ent Soldier (7) P – IR ER FW – Item  
KnS – Cold Spore Mushroom (7) I – IR FW  
QS – Jolting Roots (7) E – ER PW  
KS – Lord of Leaves (7) P – PR IR ER FW – Item

### **Dungeon Level 13 – The Elemental Fissures**

**AS** – Dust Elemental (6) P – IR FR EW  
**2S** – Glass Elemental (6) P – IR ER PW  
**3S** – Smoke Elemental (6) F – FR PR IW  
**4S** – Snow Elemental (6) I – IR ER FW  
**5S** – Mud Elemental (6) P – PR FR EW – Item  
**6S** – Ice Elemental (7) I – IR ER FW  
**7S** – Magma Elemental (7) F – FR ER IW  
**8S** – Metal Elemental (7) P – PR FR EW – Item  
**9S** – Sandstone Elemental (7) P – FR IR PW  
**10S** – Copper Elemental (7) P – PR IR EW - Item  
**PS** – Fire Elemental (8) F – PR FR IW  
**KnS** – Water Elemental (8) I – IR ER FW – Item  
**QS** – Air Elemental (8) E – ER FR PW  
**KS** – Earth Elemental (8) P – PR IR EW – Item

### **Dungeon Level 14 – The Factory**

**AS** – Mechanical Arachnid (7) P – PR EW  
**2S** – Animated Hammer (7) P  
**3S** – Animated Lathe (7) P  
**4S** – Clockwork Blacksmith (7) P – FR ER – Item  
**5S** – Trained Fire Breathing Wyrms (7) F – FR IW  
**6S** – Giant Mechanical Arm (7) P  
**7S** – Mechanical Overseer (7) E – ER PW – Item  
**8S** – Clockwork Warrior (8) P  
**9S** – Clockwork Magus (8) F – FR IW  
**10S** – Freezing Construct (8) I – IR FW – Item  
**PS** – Juggernaut (8) P – PR  
**KnS** – Bladestorm Mechanica (8) P – Item  
**QS** – Hammerer (8) P – FR IR  
**KS** – Grand Mechanic (8) E – ER IR – Item

### **Dungeon Level 15 – The Slime Pits**

**AS** – Gelatinous Cube (7) P – IR  
**2S** – Copper Jelly (7) E – ER  
**3S** – Bronze Slime (7) P – PR – Item  
**4S** – Flaming Ooze (7) F – FR  
**5S** – Slush Ooze (7) I – IR – Item  
**6S** – Green Slime (8) P – PR  
**7S** – Caustic Jelly (8) F – FR  
**8S** – Bubbling Sphere (8) P – ER – Item  
**9S** – Tar Slime (8) F – FR  
**10S** – Glacial Ooze (8) I – IR – Item  
**PS** – Boiling Pitch (9) F – FR  
**KnS** – Mercury Slime (9) P – PR – Item

**QS** – Winter Ooze (9) I – IR  
**KS** – Electric Jelly (9) E – ER – Item

### **Dungeon Level 16 – The Maze**

**AS** – Animated Armor (8) P – PR  
**2S** – Tunnel Crawler (8) E – ER FR IW  
**3S** – Minotaur (8) P – IR – Item  
**4S** – Tunnel Rat Swarm (8) P – PR  
**5S** – Chaos Mage (8) F – FR IW – Item  
**6S** – Mimic (8) P - IR  
**7S** – Soul Collector (8) I – IR FW – Item  
**8S** – Mirror Monster (9) P – ER PW  
**9S** – Lost Soul (9) I – IR PR FW  
**10S** – Animated Vault (9) P – FR – Item  
**PS** – Skulking Devourer (9) P  
**KnS** – Minotaur Barbarian (9) P – FR – Item  
**QS** – Stonework Golem (9) P – PR  
**KS** – Lord of Madness (9) E – ER FR IR - Item

### **Dungeon Level 17 – The Giant’s Fortress**

**AS** – Guard Giant (8) P  
**2S** – Desert Giant (8) F – FR IW  
**3S** – Frost Giant (8) I – IR FW – Item  
**4S** – Storm Giant (8) E – ER  
**5S** – Soldier Giant (8) P – PR – Item  
**6S** – Giant Feral Hound (9) P – IR FR  
**7S** – Fire Mage Giant (9) F – FR ER IW – Item  
**8S** – Giant Feral Lion (9) P – IR ER  
**9S** – Ice Mage Giant (9) I – IR PR FW – Item  
**10S** – Barbarian Giant (9) P – PR  
**PS** – Assassin Giant (10) P – FR IW – Item  
**KnS** – Giant Mammoth (10) P – IR  
**QS** – Queen Giant (10) P – PR IR FW – Item  
**KS** – King Giant (10) P – PR FR IW – Item

### **Dungeon Level 18 – The Forgotten Pit**

**AS** – Abomination (9) P – PR ER IW  
**2S** – Chaos Beast (9) E – ER IR PW – Item  
**3S** – Will o’ the Wisp (9) I – FR IR  
**4S** – Patchwork Man (9) P – FR EW – Item  
**5S** – Alien Creature (9) F – FR PR IW  
**6S** – Ferryman (9) I – IR ER PW – Item  
**7S** – Floating Eye (9) E – ER FR PW  
**8S** – Tessellating Nightmare (10) P – PR FW – Item  
**9S** – Chimera (10) F – FR IR EW  
**10S** – Doppelganger (10) P – PR ER FW – Item

**PS** – Living Wall (10) P – PR FR IW  
**KnS** – Psychic Warrior (10) E – ER PR – Item  
**QS** – Apocalypse Spirit (10) F – FR ER  
**KS** – Mindflayer (10) P – PR FR IR EW – Item

### **Dungeon Level 19 – The Dragon’s Lair**

**AS** – Red Dragon (10) F – PR FR ER IW  
**2S** – White Dragon (10) I – IR ER PR FW – Item  
**3S** – Blue Dragon (10) E – ER IR FR PW  
**4S** – Green Dragon (10) P – PR ER IR FW – Item  
**5S** – Black Dragon (10) P – PR ER FR IW  
**6S** – Fire Dragon (10) F – PR FR ER IW – Item  
**7S** – Earth Dragon (10) P – PR FR IR EW – Item  
**8S** – Water Dragon (11) I – IR PR ER FW  
**9S** – Air Dragon (11) E – ER FR IR PW – Item  
**10S** – Death Dragon (11) I – IR FR ER PW  
**PS** – Mud Dragon (11) F – FR IR PR EW – Item  
**KnS** – Chaos Dragon (11) E – ER IR PR FW  
**QS** – Time Dragon (11) P – IR ER FR PW – Item  
**KS** – Dragon Lord (11) F – FR PR ER IW – Item

### **Dungeon Level 20 – Hell**

**AS** – Anubis (11) P – PR FR IR  
**2S** – Legion (11) E – ER IR FR – Item  
**3S** – Mammon (11) F – FR IR PR  
**4S** – Aneris (11) I – FR IR ER – Item  
**5S** – Lilith (11) P – PR IR ER  
**6S** – Hades (11) I – PR FR ER – Item  
**7S** – Dante (11) F – PR ER FR – Item  
**8S** – Chaos (12) E – PR ER FR  
**9S** – Gorgon (12) I – PR FR IR – Item  
**10S** – Lucifer (12) F – PR FR ER  
**PS** – War (12) P – PR FR ER – Item  
**KnS** – Famine (12) I – PR FR IR  
**QS** – Pestilence (12) E – PR IR ER – Item  
**KS** – Death (12) P – FR IR ER – Item

### **Sample Character Sheet**

**Character Name:** \_\_\_\_\_  
**Character Cliché:** \_\_\_\_\_ ( 1 2 3 4 5 6 )  
**Weapon** (N/A for Mages)( -1 0 +1 +2 +3 )  
**Armor:** ( -1 0 +1 +2 +3 )  
**Amulet:** \_\_\_\_\_  
**Ring 1:** \_\_\_\_\_  
**Ring 2:** \_\_\_\_\_

**Special Item** (N/A for fighter): \_\_\_\_\_

**Extra Shots** ( ) ( ) ( ) ( )

<b>Potions</b>			<b>Scrolls</b>			<b>Wands</b>		
<u>Card</u>	<u>Qty</u>	<u>Effect</u>	<u>Card</u>	<u>Qty</u>	<u>Effect</u>	<u>Card</u>	<u>Qty</u>	<u>Effect</u>

**Monsters Killed** – 1 2 3 4 5 6 7 8 9 **10!** 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28  
 29 **30!** 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59  
**60!** 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90  
 91 92 93 94 95 96 97 98 99 **100!** 101 102 103 104 105 106 107 108 109 110 111 112 113 114  
 115 116 117 118 119 120 121 122 123 124 125 126 127 128 129 130 131 132 133 134 135 136  
 137 138 139 140 141 142 143 144 145 146 147 148 149 **150!**

**Worldstone in inventory** – ( )

**Escape** - 20 19 18 17 16 15 14 13 12 11 10 9 8 7 6 5 4 3 2 1

### Quick Sheet

25 cards per dungeon level, Must have drawn 16 to go to next level.

Add The World Card on level 20.

If you get the world, beat a random monster from level 20 to 1 to win.

#### -Sword-

Fight a monster!

#### -Cup-

5+, fight a monster

2+, get 1 potion

#### -Pentacle-

5+, fight a monster

3+, get 1 scroll

### **-Wands-**

5+, fight a monster

4+, get a wand w/ 3 charges

### **Resting**

Once before exploration, roll 2+ to heal a die in your cliché

Otherwise, immediately draw the next card - monster roll counts as a six

### **Monster Stuff**

If they have a ½ as their cliché level, roll the die and divide the result by 2 (rounded up)

P – Physical, F – Fire, I – Ice, E - Electrical

PR – Physical Resist, FR – Fire Resist, IR – Ice Resist, ER – Electrical Resist

PW – Physical Weak, FW – Fire Weak, IW – Ice Weak, EW – Electrical Weak

### **Resistance and Weakness**

If they are resistant to the type of damage you are dealing, subtract a number equal to the total number of dice you rolled from your final roll.

If they are weak to the type of damage you are dealing, add a number equal to the total number of dice you rolled to your final roll.

### **Equipment**

Mages carry no weapon.

Fighters cannot carry special items (specifically, the Jester's Cap, Magic Staff, and Ice Crown major Arcana items).

If you get a -1 enchanted armor or weapon, and you only have 1 die in your cliché, you divide your roll result by 2 (rounded up).

If you get a -1 enchanted armor AND weapon, and you only have 1 die in your cliché, you divide your roll result by 3(rounded up).

### **Usable Items**

Potions and scrolls can be used anytime, and only target you.

Wands can only be used in combat and target either you or the opponent – choose who you target BEFORE you find out the effect.