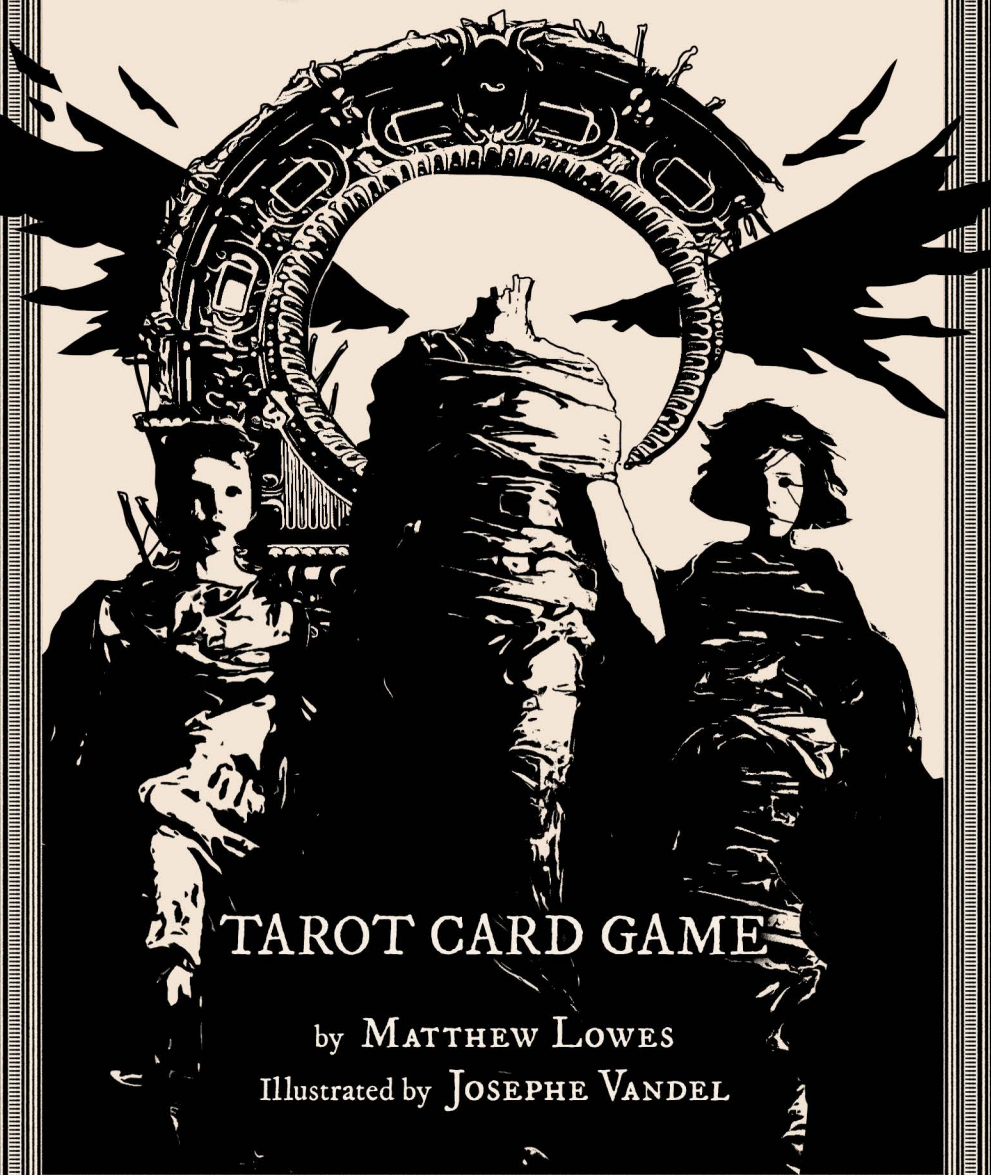


Dungeon Solitaire

Labyrinth of Souls



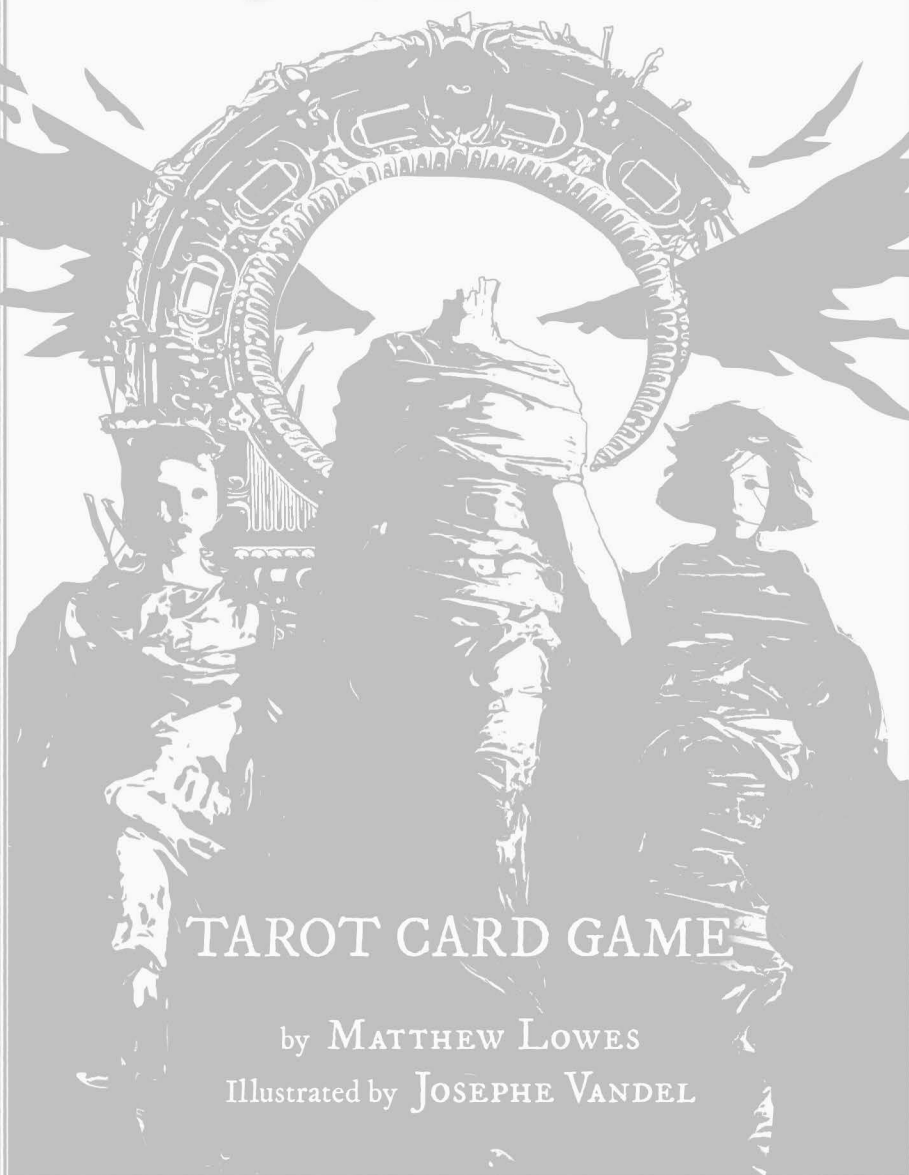
TAROT CARD GAME

by MATTHEW LOWES

Illustrated by JOSEPHE VANDEL

Dungeon Solitaire

Labyrinth of Souls



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JUDGEMENT

By your measures you are bound.

DUNGEON SOLITAIRE
LABYRINTH OF SOULS

TAROT CARD GAME

BY

MATTHEW LOWES

ILLUSTRATED BY JOSEPHE VANDEL

*Including a Compendium of the
Minor, Major, and Extra Arcana.*

ML

matthewlowes.com

2016

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PREFACE

Dungeon Solitaire was inspired by old school roleplaying games, rogue-like dungeon crawls, and classic solitaire card games. I wanted to create a fast dungeon delving game that used a standard deck of cards. After pondering various approaches, along with a few false starts and breakthrough ideas, the core elements took shape. I knew I was on to something when I stayed up late playing game after game, trying to haul out more treasure from the Tomb of Four Kings.

The resulting rules for the original *Dungeon Solitaire* game took a month to write up, and are still available for free on my website. But from the beginning I had ideas for an even greater adventure, and an expanded version of the game using a deck of tarot cards. You hold in your hands that game. It is even more expansive than I had originally imagined, with an available custom tarot deck, and a multitude of alternate and expanded rules.

I want to thank Josephe Vandel for suggesting a collaboration, for pushing forward with this project, and for creating all the wonderful artwork for the game. He has created a stunning vision for this new *Dungeon Solitaire* and a deck of cards truly worthy of dark and dangerous adventures.

I want to thank Elizabeth Engstrom, Victoria Lowes, and Emily Bellinger for help editing the manuscript, and I want to thank Robert Lowes for help with playtesting. They've all made this a better game with their generous time, effort, and expertise.

I also want to thank all the generous backers who made this rulebook and the custom tarot deck possible. I want to thank each one for their enthusiasm and belief in this project, and for helping this game reach its full potential. I'm excited to be able to share this game with them and with the rest of the world.

So here it is ... *Dungeon Solitaire: Labyrinth of Souls!*

The cave you fear to enter holds the treasure you seek.

— Joseph Campbell

WORDS OF THE ALCHEMIST

A human being is born without direction, unmarked by a path through life. And yet we know their days will be traced in pain and struggle, wrought with trials and tribulations. To what end then, do we ply our way through time? For what reason do we enter this dungeon of existence, if not for some treasure we seek?

Know then, you wary travelers, you brave adventurers, there is a dark place, lost in the wilderness, whose ancient halls are lined with riches. The wealth of civilizations long dead lies buried in its stony vaults. The tomb hoards of forgotten kings are locked in its secret crypts. But in that dungeon lies a treasure far greater than gold.

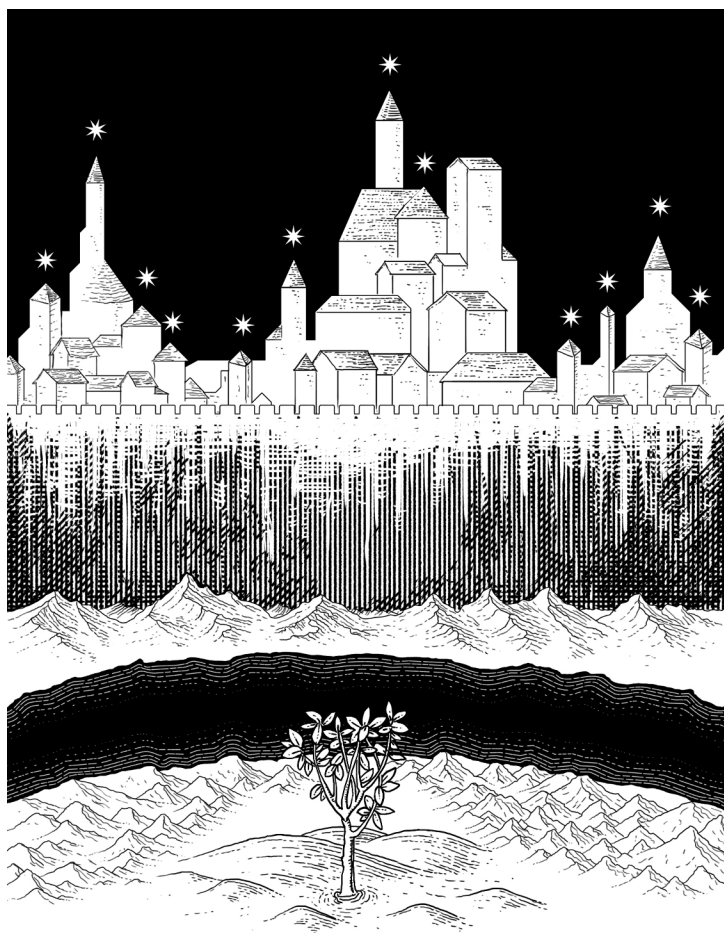
So seek your fame and fortune! Make yours the gift of knowledge, the beauty of awareness, and the joy of friendship. And remember this: hidden away, far from all things familiar, there are three heavenly gems, and whosoever finds them shall be like a god thereafter. Within they shall see the light of ten-thousand worlds. And for this treasure we will pass through doors and mazes, risk any trap, face any monster. For a glimpse of glory, we will gladly wander this Labyrinth of Souls.

— The Alchemist, *Discourses from the Sea of Ektheon*

PART THE FIRST

RULES

Being a recitation of the rules for the core game,
with additional variations and scenarios.



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WALLED CITY

The safety of the wall is only an illusion.

INTRODUCTION

Labyrinth of Souls is a fantasy adventure game played with a deck of tarot cards, with or without a number of special additional cards. With each turn, you defeat monsters, disarm traps, open doors, and navigate mazes as you explore a dark dungeon. Along the way you collect treasure and magic items, gain skills, and gather companions. The dungeon is vast, but death awaits those who linger too long. If all your torches burn out, you will be lost forever in the darkness. If your rations run dry, you will starve or go mad. And the dungeon itself is a force of corruption, threatening all who enter. The objective is to find certain treasures, collect as much additional treasure as possible, and make it out alive.

The game rules are modular, with several levels of complexity to enjoy, as well as a number of alternate rules and game modes. After reading this chapter for an overview of the game mechanics, it is recommended to read through and play the Basic Rules first. This version will be familiar to anyone who has played the original *Dungeon Solitaire: Tomb of Four Kings*. Once you have grasped the basic game, move on to the Expert and Advanced Rules, each of which adds additional elements and challenges. Two-Player, Dragon's Lair, Undead Hordes, Mega-Dungeon, Campaign Mode, and Cartomancy are additional game modes that utilize the Expert and Advanced Rules. Each offers a different or expanded experience, while remaining true to the core mechanics of the game. Finally you may want to add your own house rules, such as new items, unique encounters, and even whole new scenarios.

THE CARDS

Playing cards originated in China as early as the 9th century. Cards and card games spread along the Silk Road to Persia and India, then Egypt, and finally to Europe in the 14th century. The standard playing cards we know today evolved from tarot cards, which first

appeared in Italy during the 15th century. The standard tarot deck has 78 cards with four suits and a series of trump cards. The illustrations for the trumps are often symbolic, illuminating a vision of the cosmos and the human experience. Tarot cards are still used for games in some places, and are frequently interpreted for divination and personal insight.

Labyrinth of Souls uses the complete tarot deck, plus ten additional cards in the advanced game. While any tarot deck can be used, a custom tarot deck is available, exclusively illustrated for the game. The *Labyrinth of Souls* tarot deck includes the ten extra cards used in the advanced game, as well as a title card and a logo card that can be used for house-rules.

The traditional tarot suits are swords, cups, coins, and wands. These suits evolved into the now common French suits of spades, hearts, diamonds, and clubs respectively. Likewise, many tarot decks use other names such as staves or batons for wands and pentacles or disks for coins. The trumps are also called the major arcana, and the four suits the minor arcana. Face cards of the four suits are also called court cards. But the essential nature of the suits and cards remains the same.

Drawing on both the traditional tarot and the French suits, these rules will use the following names and symbols: swords (♠), cups (♥), coins (♦), wands (♣), and trumps (t). The four suits each include four court cards: Page (P), Queen (Q), King (K), and Knight (N). Finally, the ten additional cards in the *Labyrinth of Souls* tarot deck are called the extra arcana (e).

The Quick Reference table shows the cards used for the basic, expert, and advanced version of the game. Each version includes all the preceding cards. The expert game includes all the basic and expert cards. The advanced game includes all the basic, expert, and advanced cards. Card functions are detailed in the rules for each version of the game. The Quick Reference table can also be found at the back of the rulebook and in a print-ready download at matthewlowes.com/games.

QUICK REFERENCE

BASIC CARDS

2-10 of Swords (♠)	Monsters / Actions
2-10 of Cups (♥)	Hit Points
2-10 of Coins (♦)	Traps / Actions / Treasure
2-10 of Wands (♣)	Sealed Doors / Actions
Knight of Swords (N♠)	Go Berserk
Knight of Cups (N♥)	Dodge Blow
Knight of Coins (N♦)	Disarm Mechanism
Knight of Wands (N♣)	Pick Lock
Queens (Q)	Divine Favors
Kings (K)	Tomb Hoards
Aces (A)	Torches
The Fool (0t)	Scroll of Light

EXPERT CARDS

Page of Swords (P♠)	Fighter
Page of Cups (P♥)	Cleric
Page of Coins (P♦)	Thief of Traps
Page of Wands (P♣)	Thief of Doors
The Magician (1t)	Magic-User
2-10 of Trumps (t)	Mazes / Actions
Strength (11t)	Potion of Giant Strength
The Hanged Man (12t)	Blessing of the Murdered God
Death (13t)	Foul Rotting (Corruption)
Temperance (14t)	Potion of Healing
The Devil (15t)	Demonic Possession (Corruption)
The Tower (16t)	Shifting Terrain
The Star, Moon & Sun (17-19t)	Heavenly Gems
Judgement (20t)	Potion of Prescience
The World (21t)	Blessing of the High Goddess

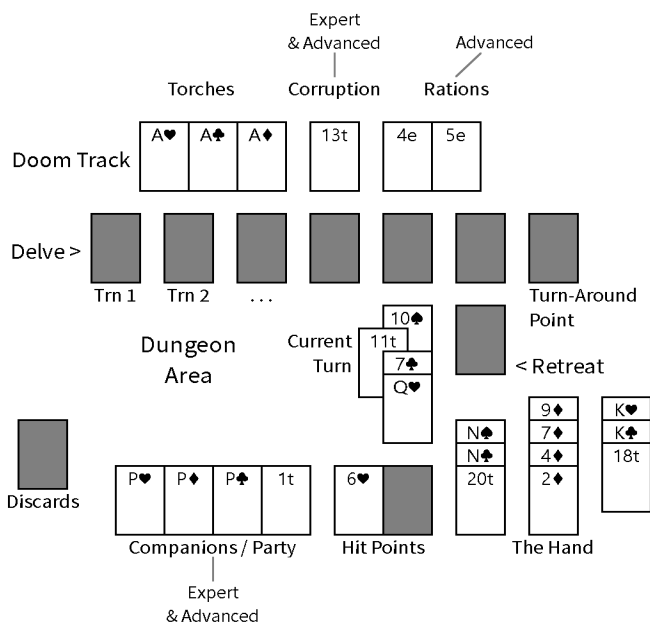
ADVANCED CARDS

Death's Door (1e)	Extra Hit Point
Alchemist Fire (2e)	Extra Torch
3-7 of the Extra Arcana (e)	Rations / Sanity
Holy Water (8e)	Sanctify Body and Mind
The Lich (9e)	Lord of the Undead
The Dragon (10e)	Dragon / Dragon Hoard

THE SPREAD

The layout for the game is called the spread. At the top of the spread is the doom track, an area where you play torch, corruption, and ration cards as they appear. In the middle of the spread is the dungeon area itself. Turns descending into the dungeon, played in a row from left to right, are called the delve. The turns ascending from the depths of the dungeon are played underneath the delve from right to left in a row, with one turn for each turn of the delve, except the turn-around point. This is called the retreat. Below the dungeon area, from left to right are a discard area, a party members area, a hit point counter, and a hand where you collect your treasure, blessings, skill cards, and magic items.

STANDARD SPREAD



OVERVIEW

The fundamental mechanics of the game involve overcoming encounters and collecting treasure. The game is divided into turns. Each turn represents an encounter as you explore the vast and sprawling dungeon.

Each turn generally starts by playing cards from the deck until an encounter card appears, although it is possible to play magic items or blessings from the hand before an encounter appears. Layer the cards in a column while the turn is active. Cards played from the hand should be played offset so they're not collected by mistake if the turn is won. When the turn is over, stack remaining cards face down before moving on to the next turn.

The 2-10 of swords, coins, wands, and trumps represent both encounter cards or action cards, depending on when they appear in the turn. The first one to appear in the turn is the encounter card for that turn. Subsequent ones are action cards. To win an encounter, an action card must be equal to or greater than the encounter card. For encounter cards, the suit determines what type of encounter it is: swords (♠) are guardian monsters; coins (♦) are trapped treasure caches; wands (♣) are sealed doors; and trumps (t) are dungeon mazes. For action cards, only the face value is compared to the encounter card. Companions and magic items can add bonuses to the face value of an action card.

During the turn, you must play cards from the deck or hand until an encounter is resolved. Immediately play any torch cards (A), corruption cards (13t/15t), or ration cards (3-7e) that appear by placing them in the doom track above the dungeon area. Immediately collect any blessings (12t/21t) or skill cards (N) into your hand. A divine favor (Q) automatically wins any encounter. If one appears before the encounter card, keep playing cards until an encounter card appears, then end the turn. Companions (P/1t), heavenly gems (17-19t), tomb hoards (K), magic items, and other treasure are left in the turn and another card is played. A skill (N)

of the same suit as the encounter card, or the blessing of the high goddess (21t) can always be played from the hand to win an encounter.

Encounters can be resolved in a variety of ways. Follow the rules for monsters, traps, doors, and mazes to play out each encounter. When the turn is over, if the encounter was won, you can collect companions into your party and treasure cards into your hand. Treasure includes any coins (♦) that appeared as an encounter or action card, as well as heavenly gems, tomb hoards, and magic items. Stack the remaining cards face down to mark the turn. Note that if the turn contains all treasure, one card must be left behind to mark the turn.

SCORING

If you make it out of the dungeon alive, you can add up all the treasure still in your hand and record your score as outlined in each version of the rules. A blank score record sheet can be found at the back of the rulebook and in a print-ready download at matthewlowes.com/games. You can use this sheet to record your scores, or create your own.

COMPETITIVE PLAY

When playing for points, there are multiple challenges available. To start, simply play to survive with as much treasure as possible. Soon you will want to see if you can win each game. It's not easy. Like most solitaire games, there is some luck involved, and you will only win occasionally, even if you play your cards right. When you want an additional challenge, you can play for total points over a series of three, five, or ten games. This provides incentive to survive, even if you can't win or get a high score in the game.



NARRATIVE PLAY

Dungeon Solitaire can be played as a normal card game, but is perhaps most enjoyable when you imagine the narrative the game creates. Picture yourself standing at the entrance of the legendary Labyrinth of Souls. As you delve its depths, imagine the sprawling dark corridors of the dungeon around you, and picture each battle, each poison arrow or dead-fall trap, each gilded or iron-wood door. Visualize the events as you play each action. Look in wonder at the treasure hoards of old, and rejoice at the divine favors of the goddess. Feel the satisfaction of gaining skills and putting them to good use. Save wayward adventurers and welcome them into your party. Sense the danger around every corner, the risk of death, the horrors of corruption, the creep of madness, and the stark terror should your last torch burn out. Imagine all this and joy will be yours should you just make it out alive, no matter how much treasure you managed to find.

This narrative aspect of the game can be as detailed or as cursory as you desire. Each card can be interpreted for its effect on the narrative and visualized with imaginative detail, or you may only want to summarize events in your mind as you progress from turn to turn. At times, some cards or events may be more difficult to incorporate into the narrative, but there is always a way. The cards are what they are, but the story is yours, and the bounds of the imagination are limitless.



o

THE FOOL

Dare to go where angels dare not.

BASIC RULES

The Basic Rules contain the essential elements of *Dungeon Solitaire*. One purpose of the Basic Rules is to understand the core mechanics before adding the additional cards used in the Expert and Advanced Rules. A winning game walkthrough is included to help you learn. The Basic Rules are essentially the same as the rules for the original *Dungeon Solitaire: Tomb of Four Kings*. The only differences are as follows: the knights of each suit represent the skill cards; the Fool (0t) represents the Scroll of Light; and the Dodge Blow card (N♦) is played on the turn, like other skills, rather than in the hit points area. But the effects are all the same. If you are already familiar with *Tomb of Four Kings*, you may only want to review the Basic Rules and move on to the Expert and Advanced Rules. Otherwise it is highly recommended that you master the Basic Rules before moving on.

To find riches and glory you must risk everything in the Labyrinth of Souls. Between you and the treasure hoards of four ancient kings stand a host of monsters, traps, and sealed doors. But stay in the dungeon too long and you will end up lost in the darkness forever.

BASIC OBJECTIVES

Survive the dungeon while collecting as much treasure as possible. If you survive, all treasure counts toward your total score. However, to win the game you must collect all four tomb hoards (K) and get out alive.



BASIC SETUP

Remove all but the basic cards from the deck, including the pages, all the trump cards except The Fool, and the extra arcana (1-10e), title, and logo cards if you're using the *Labyrinth of Souls* tarot deck. Put these cards aside; they are not used in the basic game. Then pull out the 2-10 of cups (♥) and stack them in order, face up, with the 10 on top. This is your hit point counter. The remaining deck is shuffled and held face down, ready to play cards off the top.

Note: If you do not have the *Labyrinth of Souls* tarot deck, or another tarot deck, you can learn the basic game using a standard deck of 52 playing cards with one joker, keeping in mind the equivalence of suits, and that the jacks are knights, and the joker is The Fool. You will need the *Labyrinth of Souls* deck or another deck of tarot cards to move on to the Expert and Advanced Rules.

THE DELVE

Start your game by playing a card from the deck in the upper left corner of the dungeon area. This is the first turn of the delve. If it is not an encounter card, play additional cards on the turn until an encounter appears. Play until the encounter is resolved, and conclude the turn. The next turn is played immediately to the right of the first turn. The delve represents going deeper and deeper into the dungeon. Continue to play turns from left to right until you decide to turn around and retreat.

HIT POINTS

The 2-10 of cups (♥) are stacked in order and placed face up below the dungeon area with the 10 on top. These are your hit point cards. When you are damaged by monsters or traps, turn over a number of hit point cards equal to the damage. Damage is calculated by subtracting a failed action card from a monster or

trap card. When the 2 of cups is turned over, you're dead and the game is lost.

THE HAND

The hand is where you collect your skills, treasure, and magic items. The hand is placed face up on your right below the dungeon area. Skills, treasure, and magic items can be played from the hand for various effects. If you survive the dungeon, remaining treasure and magic items can be added up for scoring.

TORCHES

The darkness of the dungeon is immense and merciless. The aces in the deck represent your supply of torches. Each one that appears marks the dwindling of your torch supply. When a torch card appears, even as a discard, play it immediately in the doom track above the dungeon area. If the last torch card is played, you are doomed to be lost in the darkness of the dungeon, until you are consumed by monsters or become one yourself. And thus, your game is over.

SCROLL OF LIGHT

The Fool (0t) is a Scroll of Light. If it appears, the scroll remains in the turn and can be collected with treasure if the turn is won. If your last torch appears and you have the Scroll of Light in your hand, you may play the scroll immediately in the doom track and place the last torch on the bottom of the deck. An ethereal light appears in the air above you. Hopefully you can make it out of the dungeon while the spell lasts, for the scroll can only be used once. If you run out of cards and the last torch appears again, it must be played. Your light spell runs out, and again you're doomed to darkness, death, or worse.



SKILLS

The knights (N) of each suit represent a variety skills. Knights are collected immediately into the hand when they appear, and may be played on a turn at any time for the following effects: Go Berserk (N♠) beats any monster; Disarm Mechanism (N♦) disables any trap; and Pick Lock (N♣) opens any door. Dodge Blow (N♥) is played to avoid one instance of damage. Each skill can only be played once. At the conclusion of a turn, used skills get stacked with any remaining cards to mark the turn.

DIVINE FAVORS

The queens (Q) are the divine favors of the goddess. They win any encounter on a turn in which they appear. If any appear before the encounter card, the encounter is automatically won when it appears. If two divine favors appear on a single turn, there is no additional benefit aside from being extra blessed in the encounter. Divine favors can only appear once, and are turned face down with the stack when the turn is concluded.

TREASURE

Normal treasure (2-10♦) and tomb hoards (K) remain in the turn, and can be collected into the hand only if the turn is won.

MONSTERS

As encounters, the 2-10 of swords (♠) are guardian monsters. Any action card defeats the monster if it is equal to or greater than the monster card. If an action card is less than the monster, you take damage equal to the monster minus the action card. To win the encounter, you must continue to play cards, taking damage as indicated, until you defeat the monster with an action card, a divine favor, or Go Berserk (N♠). When you defeat a monster, collect its treasure and end the turn.

Treasure Drop: If you don't think you can beat a monster, you have one chance to escape by dropping a single treasure card from your hand onto the turn. Monsters love treasure and are easily distracted, giving you a chance to run away. The treasure you drop must be equal to or greater than the monster card. This resolves the encounter, but you lose the dropped treasure and cannot collect treasure from the turn.

TRAPS

As encounters, the 2-10 of coins (♦) are treasure traps. You have only one chance to pass a trap, with a divine favor, Disarm Mechanism (N♦), or a single action card. If the trap is passed, the turn is over and you may collect the treasure. Note, however, that if the turn contains only treasure, you must leave one treasure card behind to mark the turn. If the trap is not passed, you take damage equal to the trap minus your action card. The turn is over, no treasure is collected, and any treasure showing must be turned face down in the stack with the rest of the turn.

DOORS

As encounters, the 2-10 of wands (♠) are sealed doors. You can play only one action card when trying to open such a door. If the door is opened, the turn is over and you can collect any treasure inside. If the door is not opened, unless you play Pick Lock (N♠) immediately, you must discard a number of cards from the deck equal to the door minus your action card.

Discards: The discard pile is made to your left below the dungeon area. Look at each discard and play any torches that appear. Then place the discards face down. Once discarded, these cards may not be examined again. Discards are lost and out of play. The turn is over. No treasure is collected if the door remains sealed. Any treasure that appeared must be turned face down in the stack with the rest of the turn.

THE RETREAT

Delve turns are played from left to right as you continue going deeper into the dungeon, but at some point you have to turn around and retreat if you hope to survive. Once a new delve turn is started it must be completed, but you can decide to turn around after any delve turn is complete. The decision to start the retreat or play another turn on the delve must be made before the first card of the next turn is revealed. The first turn of the retreat is played underneath the penultimate turn of the delve, such that no turn is underneath the turning-point. Retreat turns are played the same way as delve turns, but are played from right to left below the delve turns. If you complete a turn below Turn 1 without dying or getting lost in the dark, you have made it out alive.

BASIC SCORING

If you make it out of the dungeon alive, add up all the treasure still in your hand. Tomb hoards are worth 10. The Scroll of Light is worth 6. The 2-10 of coins (♦) are worth face value. A total of 100 points are possible with the Basic Rules. Scores are preceded by “B” for basic and recorded with numbers divided by a slash: # tomb hoards / total points. You must have four tomb hoards to win the game. A perfect game is written as “B 4/100”. You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is difficult to win and sometimes even to survive, but half the fun is just seeing what happens. If you die in the dungeon, instead of recording a final score, you can record the cause of death and the deepest turn reached on the delve. A game in which you were killed by a monster after reaching five turns in on the delve would be written as “B mnst/5”. If you ran out of torches after reaching four turns in, write “B trch/4”. If you were killed by a trap after reaching six turns in, write “B trap/6”, and so on.



QUEEN OF SWORDS

BASIC WALKTHROUGH

The following walkthrough is an example of a winning game played with the Basic Rules. It covers most situations and provides a good example of how to play the game. As you follow the walkthrough, refer to the spread diagram on page 14 as a guide on where to place the cards when played. All cards are played off the top of the deck, unless indicated that they are played from the hand.

If you want to play along, remove the 2-10 of cups (♥), stack them in order with the 10 on top, face up, and put them on the table in front of you. Then stack the deck as follows, top to bottom: 5♦, 3♣, Q♣, N♣, 9♣, A♦, 3♣, 2♦, 4♦, 8♦, 10♣, 9♣, K♣, A♥, 5♣, N♥, 3♦, K♦, 4♣, 0t, 6♦, 5♣, K♣, Q♣, 7♣, 2♣, 8♣, N♦, A♣, A♣, 8♣, Q♦, 6♣, 10♦, K♥, 6♣, 9♦, 2♣, 7♣, 4♣, 10♣, N♣, 7♦, Q♥.

THE GAME

Turn 1: Starting the delve, I turn over the 5♦ and play it in the upper left corner of the dungeon area. The encounter is a treasure trap (2-10♦). I must bypass it or take damage. I play the 3♣ which does not meet or beat the encounter card. Subtracting 3 from 5, I take 2 damage, so I turn over two hit point cards. The 8♥ is now showing on my hit point counter. You only get one chance to bypass a trap, so the turn is over. Since I didn't win the encounter I don't get to collect the 5♦ as treasure. Instead, I turn both cards face down in a stack to mark the turn.

Turn 2: Just to the right of Turn 1, I play the Q♣. The goddess has favored me! I know now that I will win this encounter, but I haven't turned up the encounter card yet, so I play more cards on the turn until an encounter appears. The first card to appear is the

N♣, the Go Berserk skill card. I collect the skill card and place it face up as the first card in my hand. Next I play the 9♣. The encounter is a sealed door (2-10♣). I already have a divine favor in Turn 2, so I open the door with ease, and the turn is over. If there was any treasure I could collect it, but since there isn't, I turn the Q♣ and the 9♣ face down to mark the turn.

Turn 3: At the start of Turn 3, I play the A♦. I'm starting to burn through my supply of torches! I place the A♦ face up above the dungeon area and play another card. It's the 3♣, another sealed door (2-10♣). I try to open it with another card, an action card, but it's the 2♦ and I'm unable to force the door. I only have one shot to open a sealed door with an action card. I don't have the Pick Lock card (N♣), so I must discard. Subtracting 2 from 3, I discard one card from the top of the deck. It's the 4♦. If it was an Ace, it would still count as my discard, but I would have to play it above the dungeon area as another torch card. Instead, I turn the 4♦ face down in my discard area. The turn is over. Since I didn't open the door, I don't get to collect the 2♦ as treasure. I stack the cards face down to mark the turn.

Turn 4: I play the 8♦, another treasure trap (2-10♦). It's a high card but I don't have the Disarm Mechanism skill (N♦), so must hope for a good action card. It's the 10♣! I bypass the trap and can collect the treasure. The turn is over. I collect the 8♦ as treasure and put it face up in my hand. Then I turn the 10♣ face down to mark the turn.

Turn 5: I play the 9♣. It's a really tough monster (2-10♣)! I don't think many nines and tens have been played, but I don't want to risk taking heavy damage. Since I have Go Berserk (N♣) in my hand, I play it on the 9♣ and defeat the monster in a berserk frenzy. I could be in trouble if another tough monster comes up as an encounter, but nevertheless, the turn is over. The monster had no treasure and skill cards can only be played once, so I turn the 9♣ and the N♣ face down to mark the turn. Then I move deeper into the dungeon.

Turn 6: I play the K♣. I found one of the tomb hoards of the four kings! Hoping for an easy encounter to win, I play the A♥. My torch supply continues to burn out, and I place the torch card face up above the dungeon area. Still hoping for an easy encounter, I play the 5♠. It's a monster, but one I think I can beat. I could drop the 8♦ on the turn and run, escaping the monster with a treasure drop, but I would lose the tomb hoard and the treasure I already have. So I play another card from the deck. It's the N♥, the Dodge Blow skill. I collect it and put it face up in my hand. I play another card, the 3♦. The monster hits me and I take damage. Subtracting 3 from 5, I turn over two hit point cards. The 6♥ is now showing on my hit point counter and the fight continues. Next I play the K♦, another tomb hoard! This battle is getting intense! Next I play the 4♠. The monster hits me again. I could play my Dodge Blow skill card (N♥) on the turn to dodge the blow, but for only one point it's not worth it, so I take 1 damage. The 5♥ is now showing on hit points, and the battle continues. I play the The Fool, the Scroll of Light! It stays in the turn as more treasure. Finally I play the 6♦, slaying the monster. It was an epic battle and now there's epic treasure for the taking. I collect the 3♦, 6♦, K♣, K♦, and The Fool (0t) and place them face up in my hand. I turn the remaining cards face down to mark the turn. With the Scroll of Light, I'm not worried about torches any more, but still, it's worth 6 points if I don't have to use it.

At this point, I seriously think about retreating. I've just been through a tough fight, and I have lots of loot. But my early turns were short, so I still have a fair number of cards in the deck, and there are still two tomb hoards to be found somewhere in the dungeon. My lust for adventure and gold win out, and I decide to risk one more turn on the delve before turning around.

Turn 7: I play another delve turn to the right of Turn 6, the first card is the 5♣, a stuck door. Next I play the K♣, another tomb hoard! I don't have the Pick Locks skill card (N♣) in my hand, so I have to play from the deck, hoping for a good action card. It's

the Q♣. The goddess has favored me with fortune again, and a third tomb hoard is mine! I collect the K♣, place it face up in my hand, and turn the remaining cards face down to the mark the turn.

Now I really have to turn around and try to make it out alive. I have three tomb hoards and I still hope to find the other one on my retreat out of the dungeon. I have the Dodge Blow skill (N♥) should I run into trouble, and I have the Scroll of Light (0t) should my remaining torches burn out.

Turn 8: Starting the retreat, I play the first card of Turn 8 beneath the stack of cards marking Turn 6. It's the 7♣, a monster. I play another card, hoping for a high action card or a divine favor. But alas, it's the 2♣. With the 5♥ showing on my hit points, I only have four hit point cards left. That blow would kill me and the game would be over. So I play the Dodge Blow card (N♥) from my hand, placing it offset on the turn, and thus avoid taking any damage from that blow. The fight continues though, and it's still a long journey out of the dungeon. So I drop the 8♦ from my hand onto the turn. The clatter of gold and the glitter of gems catch the eye of the horrible beast, and in that moment I run! My treasure drop saves me. The turn is over, but I lose the 8♦ and must turn it face down with the rest of the turn.

Turn 9: The 8♣ appears. This is bad, another tough monster! Hoping, almost beyond hope, I play a card. It's the N♦, the Disarm Mechanism skill card, and I collect it into my hand. Next I play the A♣, another torch card, and place that face up above the dungeon area. Then the A♣, the last of my torches just flicker out and die when lit! Without the Scroll of Light (0t) I would be lost in the dungeon forever. The game would be over. I would be killed by monsters ... or become one of them. Luckily, I have the scroll, so I play it from my hand face up above the dungeon area and put the A♣ on the bottom of the deck. I still have to deal with this monster though. I don't want to part with my precious tomb hoards, so I play another card. It's the 8♣! The monster is slain!

The turn is over and I turn the 8♠ and the 8♣ face down to mark the turn.

Turn 10: I'm still alive! And I play the Q♦. At last I see the face of the goddess again, and her favor blesses me. Still no encounter though, so I play the 6♣. This monster cowers in fear at the face of the goddess, fleeing into the darkness from which it came. I turn both cards face down to mark Turn 10.

Turn 11: The first card is the 10♦, a wicked treasure trap. I have the Disarm Mechanism skill card (N♦) though, so I play that right away from my hand. Since I won the encounter, I collect the 10♦ as treasure and put it face up in my hand. I turn the N♦ face down to mark the turn.

Turn 12: I play the K♥, the last tomb hoard! I can't yet see the light, but a win suddenly looks possible. Next I play the 6♣, a sealed door. I have one chance to beat it with an action card. I play the 9♦ and open the door. A wealth of treasure lies behind it, and I collect the K♥ and the 9♦ and place them face up in my hand. I turn the 6♣ face down to mark the turn.

Turn 13: I am almost out, but I still have to survive this turn. I play the 2♣, what luck! It's a lightly stuck door. I bash my shoulder against it, playing the 7♣, and knock it wide open. Beyond is a short passage, at the end of which I see the light of day. I've found my way out of the dark dungeon. And I've won the game!

Scoring: I count up the treasure in my hand getting a total score of 68 points with 4 kings. I record my score as B 4/68.

COMMENTS

Very few situations were not covered in this game. The Pick Lock skill card (N♣) was never gained or used. It can be played to open any sealed door, before or after an attempt to open it with a single action card. If I had won a turn with all treasure cards, I would have had to leave one behind. If I had run out of cards and had to play the last ace, I would be lost forever. If I had died or gotten

lost in the dark without any source of light, the game would have ended and the score would be zero, regardless of how much treasure was in the hand.

The Basic Rules are the foundation for every included version of the game. Once you've mastered the basic game, you'll be ready to move on to the Expert and Advanced Rules. After that you can start to explore the additional scenarios and game modes.



I3

DEATH

There is no day without night,
and no night without day.

EXPERT RULES

In the Expert Rules, all the fundamental mechanics of the Basic Rules apply, except for the specific setup, objectives, and scoring rules. You should be familiar with the Basic Rules already. Only the additional Expert Rules elements are covered in this section.

In your search for the three heavenly gems, a variety of magic items can be found in the dungeon, but the corridors twist and turn into mazes, and the terrifying effects of corruption will threaten you constantly. Companions may join you and aid you in your adventure, but they also share your risk, and there is no shortage of danger in the Labyrinth of Souls.

EXPERT OBJECTIVES

Survive the dungeon while collecting as much treasure as possible. If you survive, all treasure counts toward your total score. However, to win the game you must collect all three heavenly gems and get out alive.

EXPERT SETUP

Remove the extra arcana (1-10e), title, and logo cards if you are using the *Labyrinth of Souls* deck. You will be starting with a 78 card tarot deck. Game setup is otherwise the same as in the Basic Rules. Pull out the 2-10 of cups (♥) and stack them in order, face up, with the 10 on top. This is your hit point counter. The remaining deck is shuffled and held face down, ready to play cards off the top.



COMPANIONS

The Labyrinth of Souls is vast, and you are not the first adventurer to enter its deep and sprawling expanse. Along your journey you may come across other explorers in a variety of predicaments. If you win the encounter in which they appear, they will join your party, making you stronger for future encounters. The pages (P) of each suit and The Magician (1t) are all possible companions. If one appears, the card remains in the turn, just as treasure cards do, unless the turn is won. If the turn is won, companion cards are collected and placed face up in the party area starting to the left of your hit point counter and moving leftward. If you collect more than one companion in a single turn, you may choose the order in which they are placed.

The Page of Swords (♠) is a fighter, and grants +1 versus all monsters when in your party. The Page of Cups (♥) is a cleric, and reduces any instance of damage by 1 point when in your party. The Page of Coins (♦) is a thief of traps, and grants +1 versus all traps when in your party. The Page of Wands (♣) is a thief of doors, and grants +1 versus all doors when in your party. The Magician (1t) is a magic-user, and grants +1 versus all encounters when in your party.

Wounds & Death: Party members share the risks of your adventure. Whenever you lose any amount of hit points, one of your companions is subjected to a wound. Who receives the wound is determined by companion card order. Wounds apply to the party member on the far left of the party area. Thus, the most recent companions to join your party are at the greatest risk, and party veterans are the most likely to survive. To show a companion is wounded, tip the card sideways. If a wounded companion is wounded again, they die. Dead companions are moved into the dungeon area and placed horizontally on the turn. When the turn is over, they are stacked face down and buried with any other cards that mark the turn.

MAZES

The 2-10 of trumps, each a named card of the major arcana, function as encounters or action cards. As encounters, the 2-10 of trumps are dungeon mazes, particularly convoluted and confusing sections of the labyrinth where it is easy to become lost and disoriented. If the first action card played on a maze encounter is equal to or greater than the maze card, or if a divine favor appears or the blessing of the high goddess (21t) is played before the first action card, you have quickly found a way through the maze and won the turn. You may collect any treasure, magic items, and companions from the turn before moving on.

If the first action card does not win the turn, you are lost in the maze and must continue to play cards until a card is played that would have won the turn. For each additional failed action card played, you take 1 damage if the card is a monster (2-10♣) or trap card (2-10♦) and must discard 1 card if it's a door card (2-10♠). Once you play a card that would have won, you may end the turn. However, you have been desperately trying to get out, taking incidental damage from monsters and traps along the way, so all companions, treasure, and magic items that appeared in the turn must be left behind.

POTION OF GIANT STRENGTH

Strength (11t) is a Potion of Giant Strength. A potion is treated as treasure if it appears and is collected only if the turn is won. When collected, the potion is placed in the hand and can be played on a turn at any time. The Potion of Giant Strength grants +1 to all action cards in a single turn with a monster or door encounter. Remember to offset played potion cards so you don't re-collect them by mistake if you win the turn. Potions can only be used once. When the turn is over, played potions are turned face down with any remaining cards to mark the turn.

BLESSING OF THE MURDERED GOD

The Hanged Man (12t) is the blessing of the murdered god. Blessings are collected immediately into the hand when they appear and may be played on a turn at any time. The Hanged Man has the effect of inverting the win conditions for the turn, meaning you must play an action card equal or lower to win, and all bonuses subtract rather than add to the value of the action cards.

Blessings have a very important additional effect. Whenever you play a blessing, you can move an in-play corruption card to the bottom of the deck.

FOUL ROTTING

Death (13t), sometimes called the unnamed arcanum, is a corruption card. The Death card represents a force of physical degeneration within the dungeon itself. The flesh begins to rot, and the bones wither. If Death appears, even as a discard, it is played immediately in the doom track, above the dungeon area. If two corruption cards are in play at any one time, the dungeon consumes you, and the game is over.

POTION OF HEALING

Temperance (14t) is a Potion of Healing. A potion is treated as treasure if it appears and is collected only if the turn is won. When collected, the potion is placed in the hand and can be played on a turn at any time. The Potion of Healing restores full hit points or cures a wounded companion. Remember to offset played potion cards so you don't re-collect them by mistake if you win the turn. Note that a healing potion cannot prevent hit point loss. Once a failed action card is played, the resulting damage can only be prevented by the Dodge Blow skill card (N♥). When the turn is over, played potions are turned face down with any remaining cards to mark the turn.

DEMONIC POSSESSION

The Devil (15t) is a corruption card and represents a force of mental and spiritual degeneration within the dungeon itself. The mind gives way to malevolent powers and the soul is bound to a force of evil. If The Devil appears, even as a discard, it is played immediately in the doom track, above the dungeon area. If two corruption cards are in play at any one time, the dungeon consumes you, and the game is over.

SHIFTING TERRAIN

The Tower (16t) is an event card signifying a restructuring of the dungeon environment. It may represent a cave-in, a one-way door, a secret door, tunneling monsters, shifting passages, a magic portal, or a rift in space-time. When The Tower appears, if there are any companions in the party, the one on the left is instantly killed. Additionally, if there are any cards in the discard pile, those cards are shuffled and placed on the top of the deck. Then play continues for good or ill. If there are no companions or discards when The Tower appears, it can be assumed the restructuring event happened in some remote part of the dungeon and did not affect you. Perhaps you only hear a distant rumbling in the darkness.

HEAVENLY GEMS

The Star (17t), The Moon (18t), and The Sun (19t) are the three heavenly gems, legendary jewels of mystical power. They are the ultimate goal of your adventure. If they appear, heavenly gems are left in the turn as treasure, and only collected if the turn is won. Collecting all three is the ultimate boon, bestowing insight and power on whoever possesses them.



POTION OF PRESCIENCE

Judgement (20t) is a Potion of Prescience. A potion is treated as treasure if it appears and is collected only if the turn is won. When collected, the potion is placed in the hand and can be played on a turn at any time. The Potion of Prescience may be played to look at the next three cards in the deck. You may then decide whether to play each of those cards or move it to the bottom of the deck. Remember to offset played potion cards so you don't re-collect them by mistake if you win the turn. When the turn is over, played potions are turned face down with any remaining cards to mark the turn.

BLESSING OF THE HIGH GODDESS

The World (21t) is the blessing of the high goddess. Blessings are collected immediately into the hand when they appear and may be played on a turn at any time. The World has the effect of winning any turn, before or after an encounter card appears. If played before the encounter card, continue to play cards on the turn until an encounter appears, and then end the turn, collecting all companions and treasure. Note that if The World is played on a maze encounter after a failed action card renders you lost, the turn is concluded but you are still unable to collect treasure.

Blessings have a very important additional effect. Whenever you play a blessing, you can move an in-play corruption card to the bottom of the deck.

EXPERT SCORING

If you make it out of the dungeon alive, add up all the treasure still in your hand. Heavenly gems are worth 20. Tomb hoards are worth 10. Magic items are worth 6. The 2-10 of coins (♦) are worth face value. A total of 178 points are possible with the Expert Rules. Scores are preceded by "X" for expert and recorded with numbers

divided by a slash: # heavenly gems / total points. You must have three heavenly gems to win the game. A perfect game is written as "X 3/178". You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is difficult to win and sometimes even to survive, but half the fun is just seeing what happens. If you die in the dungeon, instead of recording a final score, you can record the cause of death and the deepest turn reached on the delve. A game in which you were killed by a monster after reaching five turns in on the delve would be written as "X mnst/5". If you succumbed to corruption after reaching three turns in, write "X crpt/3". If you ran out of torches after reaching four turns in, write "X trch/4". If you were killed by a trap after reaching eight turns in, write "X trap/8", and so on.



21

THE WORLD

Lose yourself and you will find the way.

ADVANCED RULES

In the Advanced Rules, all the fundamental mechanics of the Basic and Expert Rules apply, except for the specific setup, objectives, and scoring rules. You should be familiar with the Basic and Expert Rules already. Only the additional Advanced Rules elements are covered in this section.

You will have an extra hit point and an extra torch on your quest. However, you must now track an extended supply of rations and could just as easily starve to death or go mad in the *Labyrinth of Souls*. And to make matters worse, there is a dragon somewhere in the dungeon, determined to keep its treasures for itself, and an ancient lich, hungry for the souls of all who enter his domain.

ADVANCED OBJECTIVES

Survive the dungeon while collecting as much treasure as possible. If you survive, all treasure counts toward your total score. However, to win the game you must collect all three heavenly gems and get out alive.

ADVANCED SETUP

Use the whole *Labyrinth of Souls* deck, except the title and logo cards. You will be starting with a deck of 88 cards. Pull out the 2-10 of cups (♥) and Death's Door (1e). Stack them in order, face up, with the 10 on top and Death's Door on the bottom. This is your hit point counter. The remaining deck is shuffled and held face down, ready to play cards off the top.

Note: If you don't have the *Labyrinth of Souls* deck, it's possible to play the advanced game with a standard tarot deck by using the 2-10 of cups (♥) as a proxy for the 2-10 of the extra

arcana (e). Just use an alternate method to track hit points, such as a ten-sided die, cards from another deck, or a piece of paper.

DEATH'S DOOR

Death's Door (1e) is an extra hit point, placed on the bottom of your hit point stack. This gives you a full ten hit points. When you are at Death's Door, you have one hit point left. When you turn it face down, you're dead and the game is over.

ALCHEMIST FIRE

Alchemist Fire (2e) functions as an extra torch card. If it appears, even as a discard, play it immediately in the doom track above the dungeon area. If all five torch cards are played, you are doomed to be lost in the darkness, until you are consumed by monsters or become one yourself. And thus, your game is over.

RATIONS & SANITY

Food in the dungeon is scarce and tainted with poison and corruption. The 3-7 of the extra arcana (e) represent your rations. Each one that appears marks the dwindling of your supply. When a ration card appears, even as a discard, play it immediately in the the doom track above the dungeon area. If all five ration cards are played, you are doomed to wander the dungeon until you starve or in desperation consume the tainted food of the underworld. The game is over.

These cards are marked with various terrains: Walled City, Inner Desert, Holy Mountain, Outer Ocean, and Elder Wood. And thus, they also represent the dwindling memories of the over-world, and the forgotten dreams of a life outside the dungeon. As such they are your rations of sanity. Once those memories and dreams are gone, madness follows. You will live out what days are left to you wandering the dark halls of the labyrinth. Either way, the game is over.

Which interpretation you choose within the narrative play of your game is up to you. Choose one or the other, or interpret each card as it appears. In any case, the result is the same if all these cards are played in the doom track.

HOLY WATER

Holy Water (8e) can save you from starvation and madness. If it appears, Holy Water can be collected with treasure only if the turn is won. If your last ration card appears and Holy Water is in your hand, you can play it immediately in the doom track and place the last ration card on the bottom of the deck. Your body becomes a temple of purification and your mind a bastion of sanity. You are able to survive on the food and water of the dungeon without harm. Poisonous mushrooms, slime molds, and tainted corpses become a life sustaining feast. Your mind is filled with hope and lofty visions of the beautiful world that awaits you outside.

You must make it out of the dungeon while the effect lasts though, for Holy Water can only be used once. If you run out of cards and the final ration card comes up again, it must be played and the game is over.

THE LICH

The Labyrinth of Souls houses many dark secrets. One of the worst is an ancient necromancer who defied both life and death. The Lich (9e) is one of the most formidable monsters in the game. The Lich can function as an encounter or an action card. As an encounter, The Lich is a monster with a 9 face value, but has +1 for any companion cards that appear on the turn, and a +1 for any companion who dies on the turn. All companion cards that appear in a lich encounter are undead minions of the lich. Any party member killed during a lich encounter is moved upright into the turn and becomes an undead minion. Furthermore, no divine favor, blessing, skill, or magic item can ensure victory over

the lich. You must win with an action card. You cannot escape with a treasure drop, for the lich covets not treasure, but your soul itself.

During a lich encounter, in addition to the normal bonuses available for a fighter, a magic-user, and the Potion of Giant Strength, you may receive the following additional bonuses. Each divine favor that appears on the turn grants +1 for the turn. Playing Go Berserk grants +1 for the turn. Playing a blessing grants +1 for the turn and returns an in-play corruption card to the bottom of the deck, but The Hanged Man does not invert the win conditions. You must meet or beat the lich's total value with an action card plus bonuses.

If the lich is defeated, its minions are also defeated. Treasure and unused magic items can be collected, but no companions. When defeated, The Lich card is moved to the bottom of the deck, because after all, he's not really dead. To truly destroy the lich you must defeat him in the Undead Hordes version of the game.

THE DRAGON

Within the Labyrinth of Souls there is a terrible dragon determined to keep the dungeon's treasures for itself. The Dragon (10e) is one of the most formidable monsters in the game. The Dragon can function as an encounter or an action card. If The Dragon appears as an encounter, immediately take 2 hit points of damage from fear and dragon fire. The Dragon is a monster card with a 10 face value, but has a +1 for each heavenly gem that appears on the turn or is in your possession. Furthermore, no divine favor, blessing, skill, or magic item can ensure victory over the dragon. To win the turn, the dragon must be beaten with an action card. However, you can escape from the dragon with a treasure drop of 3 heavenly gems or a total of 60 points of combined treasure including any heavenly gems in your possession.

During a dragon encounter, in addition to the normal bonuses available for a fighter, a magic-user, and the Potion of

Giant Strength, you may receive the following additional bonuses. Each divine favor that appears on the turn grants +1 for the turn. Playing Go Berserk grants +1 for the turn. Playing a blessing grants +1 for the turn and returns an in-play corruption card to the bottom of the deck, but The Hanged Man does not invert the win conditions. To defeat the dragon, you must meet or beat the dragon's total value with an action card plus bonuses.

The Dragon Hoard: The dragon always has considerable treasure, including a wealth of minor gemstones pressed into the scales of its belly. If you defeat the dragon, collect The Dragon card as a hoard of treasure worth 16 points.

ADVANCED SCORING

If you make it out of the dungeon alive, add up all the treasure still in your hand. Heavenly gems are worth 20. The dragon hoard is worth 16. Tomb hoards are worth 10. Magic items (including Holy Water) are worth 6. The 2-10 of coins (♦) are worth face value. A total of 200 points are possible with the Advanced Rules. Scores are preceded by "A" for advanced and recorded with numbers divided by a slash: # heavenly gems / total points. You must have three heavenly gems to win the game. A perfect game is written as "A 3/200". You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is difficult to win and sometimes even to survive, but half the fun is just seeing what happens. If you die in the dungeon, instead of recording a final score, you can record the cause of death and the deepest turn reached on the delve. A game in which you were killed by the dragon after reaching five turns in on the delve would be written as "A drgn/5". If you succumbed to corruption after reaching three turns in, write "A crpt/3". If you ran out of rations after reaching four turns in, write "A rtns/4", and so on. Abbreviated causes of death also include mnst, trap, trch, and lich.



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THE LOVERS

... magic to make the sanest soul go mad.

TWO PLAYER

Two-Player *Dungeon Solitaire* is a cooperative version of the game using the Expert or Advanced Rules. You will need two tarot decks, and of course two players. In this version of the game you are delving into the dungeon together. Two adventurers can carry more supplies, and will perhaps bolster each other's courage, allowing them to delve deeper into the dungeon. Twice as many turns can be played, but you will have to help each other win turns and ward off disaster. You will survive or die together in your search for treasure and your quest for glory.

TWO-PLAYER OBJECTIVES

Two-Player objectives are the same as for the single player game, except now you are working together to collect as much treasure as possible and get out of the dungeon alive. Treasure from both players' hands are counted when scoring. With two of each treasure card, double the points are possible. 356 points are possible with the Expert Rules, and 400 points with the Advanced Rules. Either way, you will need six heavenly gems to win the game!

TWO-PLAYER SETUP

The two players sit opposite each other and set up their hit point counters as usual. The two players will alternate starting turns as they explore the dungeon, and then cooperate on how to resolve them. Player one will be laying out their delve turns from left to right as normal. Player two will lay out their delve turns from right to left, mirroring player one's layout and turn progression.

TWO-PLAYER GAMEPLAY

The delve and retreat are played in rounds comprised of two turns, one started by each player.

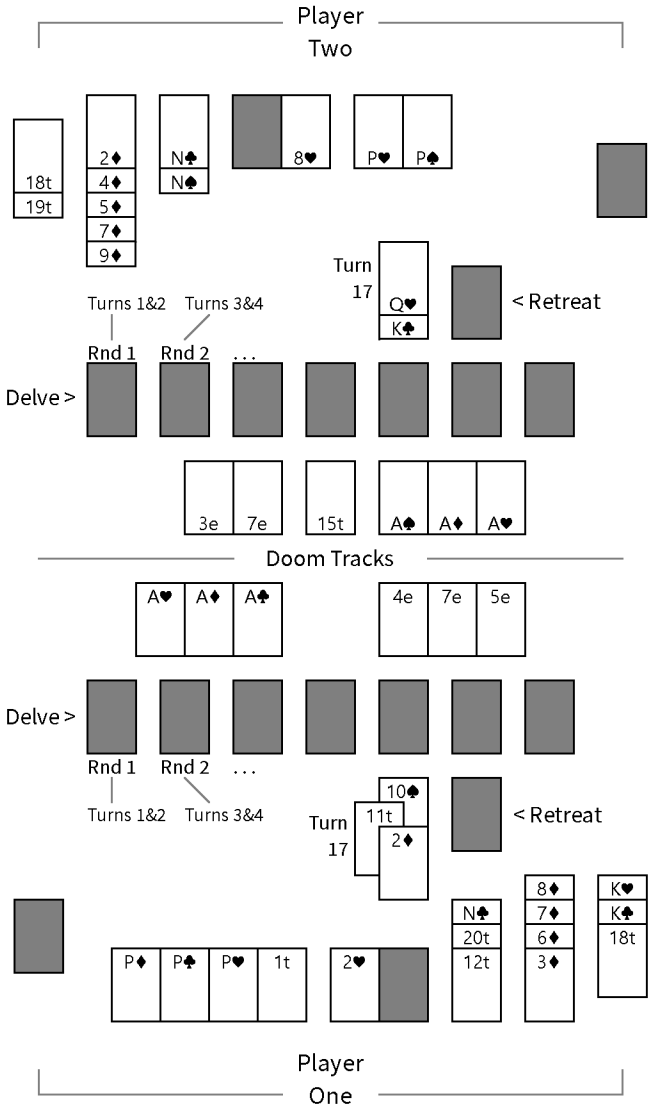
Player one begins the game by playing cards on Turn 1 as usual, until an encounter card appears. After an encounter appears, either player may play the next card as the two players work together to resolve the turn. Player one plays any cards as normal, while player two plays any cards in their dungeon area opposite Turn 1. Any damage taken, discards required, or skills and blessings gained apply to whoever played the card. Companion bonuses only apply to the player they follow. If the turn is won, both players can collect treasure from the cards they played. Then each player turns their remaining cards over in a stack.

Turn 2 is started by player two at the far right of player two's dungeon area, and on top of any cards player two played during Turn 1. This is so there is enough room to play the game with twice as many turns possible. Once an encounter card turns up, again either player can play cards to resolve the turn. Player one plays any Turn 2 cards on top of their Turn 1 cards as well. Turn 2 completes the first round, and play progresses to Turn 3 and the second round.

Turn 3 is started by player one to the right of Turn 1. Turn 4 is started by player two opposite Turn 3, and so on. For the first few rounds, deciding who plays the next card will simply be a matter of alternating card play between players, or continuing card play within the turn. However, as the game progresses and each player gains different resources in their hand, and different pressures in their doom track, the decision making will become more interesting. Players will need to cooperate and strategize to play the best cards available.

A dragon or lich that appears in an Advanced Rules game receives bonuses as usual, from either player's cards, but has a maximum value of 13.

TWO-PLAYER SPREAD



DOOM & DEATH

Players suffer damage incurred and accumulate doom cards, skills, blessings, treasure, and companions from the cards they play individually. Each player keeps their own hit points, hand, companions, and doom track. However, players must both continue to survive. Doom cards are an abstract measure of depleted resources, sanity, and dungeon corruption affecting the entire party. Therefore, if either player reaches 4 (X) or 5 (A) torches, 5 rations, or 2 corruption cards, the entire expedition is doomed and the game is over. Hit points are an abstract measure of personal health. However, the players are partners in the adventure, relying on each other for survival. Therefore, if either one dies, the other is surely doomed, and the game is over.

COOPERATION

In addition to deciding who plays the next card from their deck, players should cooperate to use the combined resources of their hands for the best possible result. Table talk is encouraged, and the more you cooperate on your strategy and card-play, the greater your chances for survival.

Scrolls of Light, Holy Water, and blessings can be played to ward off doom from either player's doom track. A Potion of Healing can restore either player's hit points or heal either player's wounded companion. A Potion of Giant Strength grants +1 on the turn to only a single player, although it can be either player. Similarly, a Potion of Prescience allows only one player to look at the next three cards in their deck and decide to play each one or move it to the bottom of their deck. Skills may be used to win turns started by either player, but Dodge Blow may only be used to prevent an instance of damage to the player who plays it from their hand.



TWO-PLAYER RETREAT

A decision to turn around and retreat can only be made after a complete round, or in other words, after a turn started by player two. Once you decide to turn around, the first retreat turn is played beneath the penultimate round of the delve by player one. The retreat turns are played in rounds the same as delve turns. If a round is completed below the first round (Turns 1/2) you have escaped the dungeon alive and can count up your score.

TWO-PLAYER SCORING

If you both make it out of the dungeon alive, add up all the combined treasure still in your hands. Heavenly gems are worth 20. Dragon hoards are worth 16. Tomb hoards are worth 10. Magic items (including Holy Water) are worth 6. The 2-10 of coins (♦) are worth face value. 356 points are possible with the Expert Rules. 400 points are possible with the Advanced Rules. Scores are preceded by “X²” or “A²” respectively. Record the score as usual, but with double the possible number of heavenly gems and total points. A perfect Two-Player game with Advanced Rules is written as “A² 6/400”. You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is difficult to win and sometimes even to survive, but half the fun is just seeing what happens. If you die in the dungeon, instead of recording a final score, you can record the cause of death and the deepest round reached on the delve. A game in which you were killed by the dragon after reaching five rounds in on the delve would be written as “A² drgn/5”. If you succumbed to corruption after reaching three rounds in, write “A² crpt/3”. If you ran out of torches after reaching four rounds in, write “A² trch/4”, and so on. Abbreviated causes of death also include mnst, trap, rtns, and lich.



10

THE DRAGON

Hope is an obstacle more tenacious than fear.

DRAGON'S LAIR

Dragon's Lair is an alternate scenario utilizing the Advanced Rules. For this scenario the delve is restructured to guarantee a climactic battle if you reach the dragon's lair, deep within the Labyrinth of Souls. Danger is certain, death is probable, but great riches and glory will be yours if you can slay the dragon.

DRAGON'S LAIR OBJECTIVES

Collect as much treasure as you can while descending into the dungeon in an attempt to reach the dragon's lair. Above all, the dragon covets the three heavenly gems, but to win you must have all three heavenly gems, defeat the dragon, and collect the dragon's hoard.

DRAGON'S LAIR SETUP

The Dragon's Lair scenario is played with modified Advanced Rules. Include all the cards you would for an advanced game. Set up your hit point counter as usual. Then remove The Dragon card and set it aside. Shuffle the remainder of the deck and divide it into two equal halves. Shuffle The Dragon into one of the halves and put it on the bottom, with the other half on top. Now you're ready to play.

DRAGON'S LAIR LEVELS

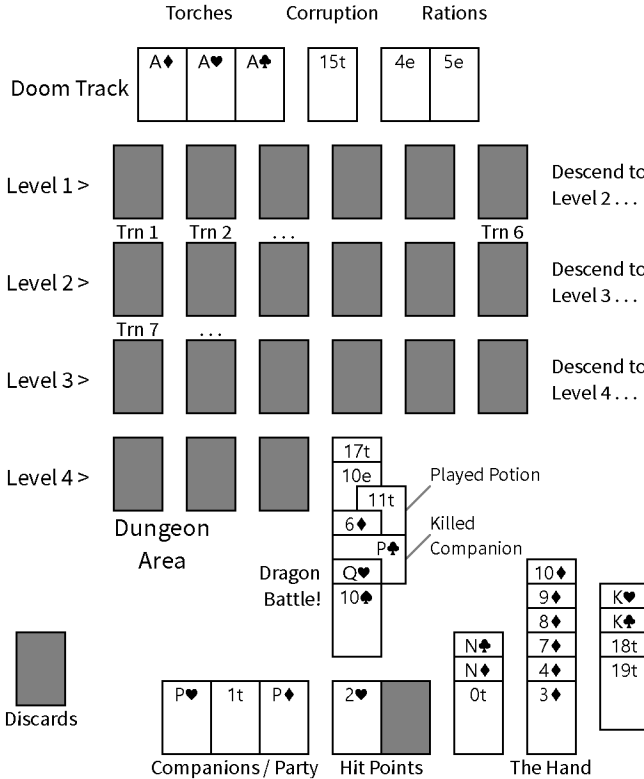
Turns are played the same way as in the Advanced Rules, but instead of a delve and retreat, Dragon's Lair is played out in a series of levels. Each level in Dragon's Lair is six turns played from left to right in the dungeon area, with the turns of each level left

in place as you descend deeper. Level 2 is played below Level 1; Level 3 is played below Level 2; and so on. You must keep going deeper until you meet the dragon!

THE LICH IN DRAGON'S LAIR

In Dragon's Lair, The Lich can function as an action card with a face value of 9. However, The Lich is discarded if it appears as an encounter, and another card is played.

DRAGON'S LAIR



DRAGON BATTLE

Eventually The Dragon card will appear. In Dragon's Lair, whenever you play The Dragon, it immediately becomes the encounter card of whatever turn you are on, no matter what happened in the turn prior to the appearance of The Dragon. If the turn already has an encounter card, that card, and any action cards played against it are now void, although they can still provide bonuses in the dragon battle, and can still be collected as treasure if you defeat the dragon. The rules for fighting the dragon are the same as in the Advanced Rules. However, in Dragon's Lair, the dragon battle is the final turn. If you survive, your escape from the dungeon is assured. You can immediately add up your score.

DRAGON'S LAIR SCORING

If you survive the dragon encounter, add up all the treasure still in your hand. Heavenly gems are worth 20. The dragon hoard is worth 16. Tomb hoards are worth 10. Magic items (including Holy Water) are worth 6. The 2-10 of coins (♦) are worth face value. A total of 200 points are possible in Dragon's Lair. Scores are preceded by "D" for dragon and recorded with numbers divided by slashes: # heavenly gems / total points. You must have all three heavenly gems and the dragon hoard to win the game. A perfect game is written as "D 3/200". You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is difficult to win and sometimes even to survive, but half the fun is just seeing what happens. If you die in the dungeon, instead of recording a final score, you can record the cause of death and the deepest level reached. A game in which you were killed by the dragon after reaching the fifth level would be written as "D drgn/5". If you succumbed to corruption after reaching the third level, write "D crpt/3". If you ran out of torches after reaching the fourth level, write "D trch/4", and so on. Abbreviated causes of death also include mnst, trap, and rtns.



9

THE LICH

There is no life or death ... only this.

UNDEAD HORDES

Undead Hordes is an alternate scenario utilizing the Advanced Rules. For this scenario there are double the number of monsters in the deck, and the delve is restructured to guarantee a climactic confrontation if you reach the lich's lair. Within the Labyrinth of Souls, many ruins are infested with the undead. Behind these unholy hordes is an ancient necromancer, a terrible lich hungry for the souls of the living. To enter his realm, and rid it of evil, is to risk your own damnation. There may be gold and treasure to be had, but only heroes would dare to face this scourge of the undead.

UNDEAD HORDES OBJECTIVES

Collect as much treasure as you can while descending into the dungeon in an attempt to reach the lich's lair. To ensure his immortality, the lich has hidden portions of his soul in the lost tomb hoards of four ancient kings, as well as in his lair. To win you must collect all four tomb hoards and defeat the lich in his lair.

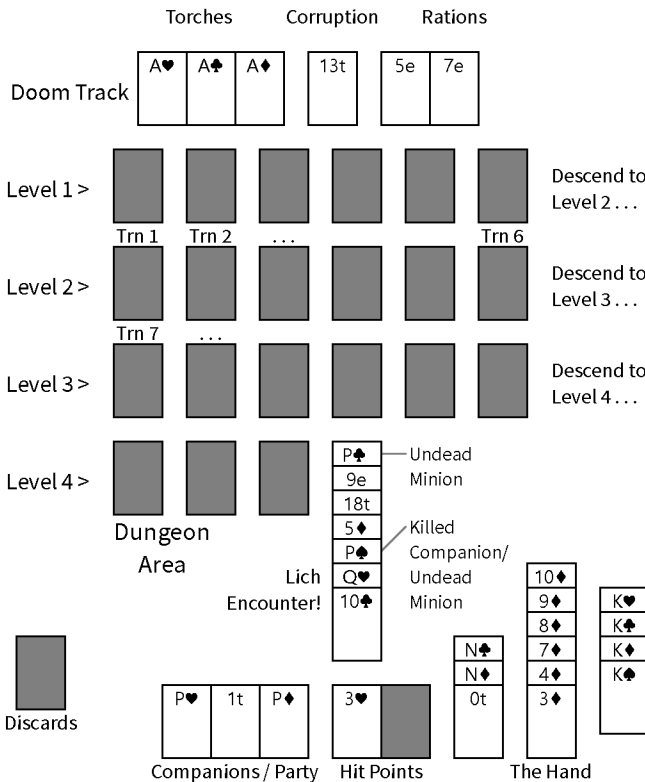
UNDEAD HORDES SETUP

The Undead Hordes scenario is played with modified Advanced Rules. Include all the cards you would for an advanced game. Set up your hit point counter as usual. Then remove The Lich card and set it aside. Shuffle the remainder of the deck and divide it into two equal halves. Shuffle The Lich into one of the halves and put it on the bottom, with the other half on top. Now you're ready to play.

UNDEAD HORDES LEVELS

Turns are played the same way as in the advanced game, but instead of a delve and retreat, Undead Hordes is played out in a series of levels. Each level in Undead Hordes is six turns played from left to right in the dungeon area, with the turns of each level left in place as you descend deeper. Level 2 is played below Level 1; Level 3 is played below Level 2; and so on. You must keep going deeper until you meet the lich!

UNDEAD HORDES



THE HORDES

In Undead Hordes the dungeon is teeming with undead monsters. In addition to the 2-10 of swords (♣), the 2-10 of trumps (t) are also monsters, instead of mazes as usual. That means twice as many monsters in the deck! Furthermore, while the 2-10 of swords (♣) may represent hordes of lowly ghouls and skeletons, the 2-10 of trumps represent the cursed souls of princes and princesses, great rulers, mighty warriors, and powerful clerics. As encounters, these twisted agents of the lich have +1 to their face value, cannot be escaped with a treasure drop, and are placed in the discard pile if defeated.

THE DRAGON IN UNDEAD HORDES

In Undead Hordes, The Dragon can function as an action card with a face value of 10. However, The Dragon is discarded if it appears as an encounter, and another card is played.

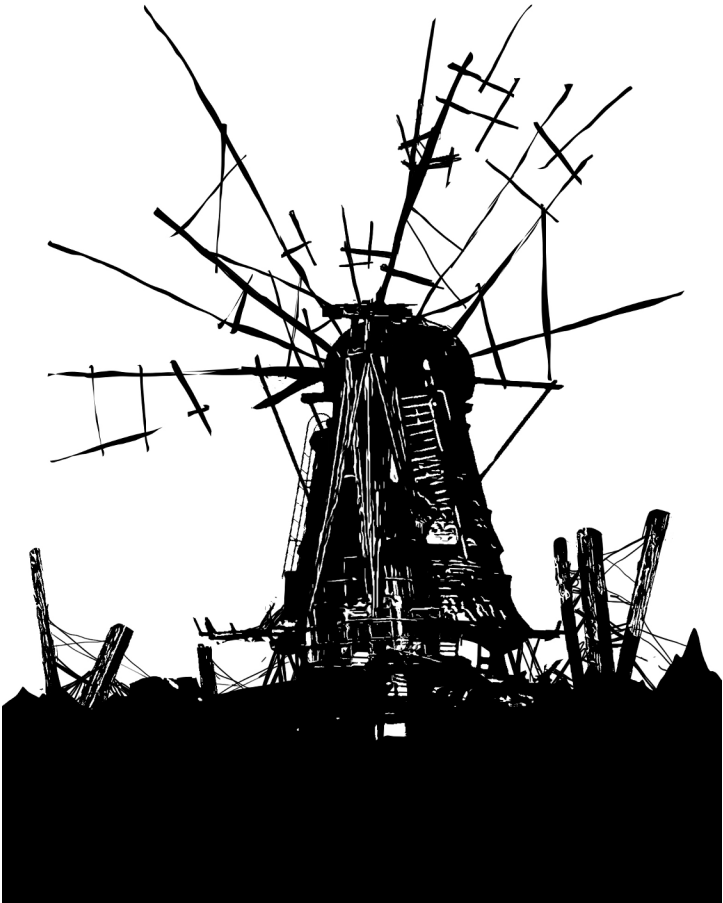
LAIR OF THE LICH

Eventually The Lich card will appear. In Undead Hordes, whenever you play The Lich, it immediately becomes the encounter card of whatever turn you are on. No matter what happened in the turn prior to the appearance of The Lich, you suddenly realize you are in the lich's lair. If the turn already has an encounter card, that card, and any action cards played against it are now void, although they can still provide bonuses in the battle against the lich, and can still be collected as treasure if you defeat the lich. The rules for fighting the lich are the same as in the Advanced Rules. However, if you beat the lich in his lair with all four tomb hordes in your hand, you have finally destroyed him and can collect the card for fame and fortune! The battle against the lich is the final turn. If you survive, your escape from the dungeon is assured. You can immediately add up your score.

UNDEAD HORDES SCORING

If you defeat the lich, add up all the treasure still in your hand. Heavenly gems are worth 20. The Lich is worth 16. Tomb hoards are worth 10. Magic items (including Holy Water) are worth 6. The 2-10 of coins (♦) are worth face value. A total of 200 points are possible in Undead Hordes. Scores are preceded by “U” for undead and recorded with numbers divided by slashes: # tomb hoards / total points. You must have all four tomb hoards and destroy the lich to win the game. A perfect game is written as “U 4/200”. You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is difficult to win and sometimes even to survive, but half the fun is just seeing what happens. If you die in the dungeon, instead of recording a final score, you can record the cause of death and the deepest level reached. A game in which you were killed by the lich after reaching the Level 5 would be written as “U lich/5”. If you succumbed to corruption after reaching Level 3, write “U crpt/3”. If you ran out of torches after reaching Level 4, write “U trch/4”, and so on. Abbreviated causes of death also include mnst, trap, and rtns.



10

WHEEL OF FORTUNE

The wheel offers pleasure and pain,
but nothing without suffering.



15

THE DEVIL

The gates to hell are closer than you think.

MEGA-DUNGEON

The Labyrinth of Souls is vast – some say it has no bounds – and its halls and dungeons stretch for miles and many levels beneath the surface. To explore a larger area of the expanse will require a dangerous, extended journey into the underworld. Great treasure can be found in this vast mega-dungeon, but dangers abound, and the deeper you go, the more dangerous it becomes.

Mega-Dungeon is an alternate game utilizing the Advanced Rules. In this game the delve and return structure are reorganized to evoke more of the sprawling depth of the labyrinth and present an even more epic quest.

MEGA-DUNGEON OBJECTIVES

The fundamental objectives remain the same. Collect as much treasure as possible and get out of the dungeon alive. To win a game of Mega-Dungeon you must survive the tenth level of the dungeon, collect all three heavenly gems, and live to tell the tale. It's definitely not easy. Note that while you can still die in the first turn, Mega-Dungeon is potentially a much longer version of the game. However, even a winning game could be played in a single extended sitting.

MEGA-DUNGEON SETUP

In this version of the game, the heavenly gems are hidden on the tenth level of the dungeon, so remove The Star, The Moon, and The Sun cards and set them aside for now. Additionally, you will need a piece of paper to track your current level and score. If you prefer, you can use a ten-sided die as a more visible level indicator. Otherwise, set up the cards the same as you would for an

Advanced Rules game. Shuffle the deck, mark your level as 1, and you're ready to go.

MEGA-DUNGEON LEVELS

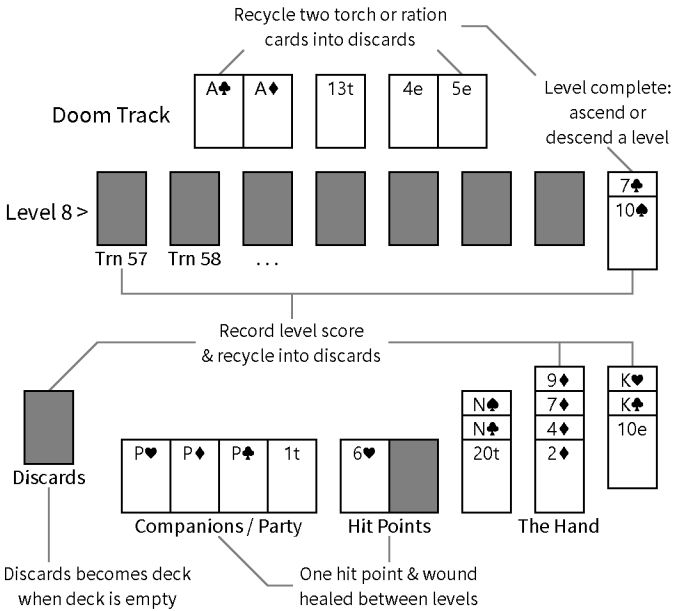
Turns are played the same way as in the advanced game, but the delve and the retreat cover up to ten levels. Mega-Dungeon levels are eight turns long, and each level must be completed before moving on, whether you are delving or retreating.

Because there are so many levels, cards must be recycled as follows. At the end of each level, count up all your treasure cards, excluding magic items, and write down the score for that level. Then gather them together with all the cards in the dungeon area and discard them. You must also discard the Scroll of Light and/or Holy Water if they are in the doom track to represent the finite nature of their effects. And you may discard a total of two torch or ration cards from the doom track to represent finding caches of supplies along the way. Retain in your hand any magic items, skills, and blessings. Restore 1 hit point and one wounded companion to represent natural healing. Then advance the level indicator before playing the first turn of the next level.

Because cards are recycled, any card normally moved to the bottom of deck is moved to the discard pile instead. These include The Lich when defeated, corruption cards cured by a blessing, cards revealed by a Potion of Prescience (20t) and not played, torch cards affected by the Scroll of Light and ration cards affected by Holy Water. As usual, if The Tower appears, the left most companion is instantly killed, and the discard pile is shuffled and moved to the top of the deck. When you run out of cards in the deck, the discard pile is shuffled and becomes the deck.

Levels played as you descend are eight turns played left to right. You must complete the current level before deciding to go deeper or retreat and go up a level. When you decide to retreat out of the dungeon, complete your current level, then move up a level and start your first retreat level, playing now from right to

MEGA-DUNGEON



left. Note that this means when you complete the first level of the delve, you have a choice to immediately exit the dungeon, since you would be moving up and out of the dungeon. Each retreat level is eight turns, just as the delve levels. If you bail out after finishing a Level 1 delve, or if you complete eight turns of a retreat on Level 1, you have made it out of the dungeon alive.

ENCOUNTER DIFFICULTY

As you descend into the deeper levels of the dungeon, the horrors of the labyrinth grow larger, stranger, and more dangerous. On Levels 1-3 encounters are played as normal. On Levels 4-6 all encounter cards have +1 to face value. On Levels 7-9 all encounter cards have +2 to face value. And on Level 10 all encounter cards have +3 to face value!

DELVING LEVEL 10

If you reach the tenth level, after counting your treasure and making your discards, place The Star, The Moon, and The Sun where Turns 6, 7, and 8 would be, on the right of the dungeon area. You're ready to delve the tenth level, and there are the three heavenly gems just waiting to be found. Play the level as usual, remembering that every encounter card has +3 to its face value. If you win Turn 6 you will collect The Star. If you win Turn 7 you will collect The Moon. And if you win Turn 8 you will collect The Sun. If collected, heavenly gems stay in your hand as magic items, and each one you possess grants +1 to the face value of every action card you play for the remainder of the game. It's a good thing too, because you still need to get out alive. Count normal treasure, then recycle cards as usual before beginning your retreat out of the dungeon.

MEGA-DUNGEON SCORING

When moving between levels, add up all the treasure in your hand, excluding magic items which stay in the hand. Dragon hoards are worth 16. Tomb hoards are worth 10. The 2-10 of coins (♦) are worth face value. After scoring, the treasure cards are discarded before the next level. Note that you can subtract from your cumulative score to make a treasure drop in a dragon encounter. If you survive the dungeon, add the remaining treasure in your hand, including magic items and heavenly gems. Heavenly gems are worth 20. Magic items (including Holy Water) are worth 6. Final scores are preceded by "M" for mega and recorded with numbers divided by slashes: # heavenly gems / total points. You must have all three heavenly gems to win the game. You can multiply total points by 100 to calculate the value of your treasure in gold pieces.

Recording Losses: It is extremely difficult to win Mega-Dungeon, but effort matters, and half the fun is just seeing how

far you can get. If you die in the mega-dungeon, instead of recording a final score, you can record the cause of death and the deepest level reached. A game in which you were killed by a dragon after reaching the sixth level would be written as “M drgn/6”. If you succumbed to corruption after reaching the third level, write “M crpt/3”. If you ran out of torches after reaching the tenth level, write “M trch/10”, and so on. Abbreviated causes of death also include mnst, trap, rtns, and lich.



I

THE MAGICIAN

Everything is magic.

CAMPAIGN MODE

The life of an adventurer can be a desperate, dangerous circle. Some small successes only whet the appetite for gold, and a bit of gold can disappear in a night of carousing. To achieve fame and fortune adventurers risk the dungeon again and again, collecting enough loot each time to fund another expedition, and hopefully a little extra, always searching for that one big haul, and the ultimate boon.

Campaign Mode is an expanded extended-play version of the advanced game, allowing you to follow the career of a single adventurer, in and out of the dungeon. More of a solo roleplaying campaign than a one-off adventure, you track your character's fortunes from one expedition to the next and use resources found in one delve to succeed in another.

CAMPAIGN OBJECTIVES

In a campaign, the objective is to survive and thrive over a series of dungeon delves. Each time, you must have enough treasure to carry you over while you heal up in town, to resupply and launch your next expedition, and hopefully to set aside some gold for building that castle you've always dreamed of.

As long as you survive and continue to find treasure, you will gain experience and rank as an adventurer. With enough fame and fortune, you can retire from dungeon delving and live out your days in peace and luxury. This can be considered winning campaign mode, but finding the three heavenly gems is the ultimate boon. It's a monumental task, like scoring a perfect game. Chances are slim of finding one, let alone all three, but achieving it is the greatest victory!

Unlike other versions of the game, the gemstone cards (The Star, Moon, and Sun) in a Campaign Mode game do not necessarily represent the heavenly gems. There are many ordinary gems in the dungeon to be found. Find and collect the gem cards as usual while you are in the dungeon. If you survive, the gems must be evaluated to determine if they are one of the true heavenly gems, and for their worth if they are not. Note, however, that dragons receive their normal bonuses for all gem cards.

CAMPAIGN SETUP

During the campaign, assuming you survive, you will be delving into the dungeon multiple times through a variety of entrances. Setup for each delve is generally according to the Advanced Rules, although after the first delve you may start with some companions, skills, and magic items already.

Character Sheet: You are playing a character over a series of dungeon delves and a career of adventuring. After the first delve, you will need a character sheet to track ongoing stats, wealth, possessions, experience, and companions. A blank character sheet can be found at the back of the rulebook and in a print-ready download at matthewlowes.com/games. Of course, a piece of notebook paper can work just as well. An example of a filled-out character sheet is on page 73.

CAMPAIGN TURNS

Campaign mode progresses back and forth between expeditions into the dungeon and campaign turns, in which you return to civilization to heal up and prepare for the next expedition. Every campaign starts with an expedition played with the Advanced Rules. If you survive, you can move on to the first campaign turn. In subsequent expeditions you may enter the dungeon with some resources already, such as skills, magic items, or companions carried over from previous adventures.

During each campaign turn, you will add up and record treasure and experience from your last expedition. You will also have a chance to heal lost hit points or wounded companions, remove corruption or other curses, make arrangements with companions, and resupply for your next expedition. The character sheet is updated during each campaign turn, and the state of your character is recorded there between dungeon delves. If you finish a game session after a campaign turn, you'll be able to pick up where you left off, even if you put your cards away.

AFTER THE DUNGEON

The cards track your fortune within the dungeon, but if you survive, you'll need to update your character sheet to reflect the finished spread. Start with what skills and blessings are currently in your hand. Erase any skills or blessings still on your character sheet if they're no longer in your hand, and add any skills or blessings you acquired on the expedition if they're still in your hand. Do the same for hit points and corruption. While you have room you can simply cross out used magic items and lost companions, writing in new ones in the space below. Make sure to maintain your party order if you need to erase and rewrite current companions.

Next, score your current delve by writing the number of gemstones collected and the point value of other treasure, excluding magic items and gemstones. A dragon hoard is worth 16. Tomb hoards are worth 10. The 2-10 of cups (♦) are worth face value. The gemstones will need to be evaluated during your campaign turn.

THE CAMPAIGN DECK

Once you've recorded all this information on your character sheet, form the campaign deck by gathering up the cards and making a traditional 78 card tarot deck. You'll use this deck to draw random

results for various things during the campaign turn. When drawing cards from the campaign deck, aces have a face value of 1, and all court cards have a face value of 10.

To avoid shuffling cards in and out of the deck for campaign turns, you can use a second tarot deck for your campaign deck. If you prefer, you can also roll dice for results on the Roll Cards Table found on page 74, at the back of the rulebook, and in a print-ready download at matthewlowes.com/games.

Roll Cards: You will need an eight-sided and a ten-sided die to use with the Roll Cards Table. “Draw” cards by rolling the d8 and d10 together. The d8 represents the tens digit and the d10 represents the ones digit. If the d8 is 8, only read the ones digit, unless the ones digit is 0, in which case the result is 80. Otherwise, the result is as it appears on the dice. Check off results as they come up. Re-roll for 79, 80, or any repeat result. To restore and “reshuffle” a full deck, erase all the check marks. You can use the table as an alternate campaign deck or just to randomly draw cards without a tarot deck.

TREASURE & EXPERIENCE

Treasure in gold pieces is a measure of your wealth and acquired experience. All treasure that is converted into gold pieces counts for an equal number of experience points (XP). The value of various treasure cards is worth their normal point value times 100, except for gemstones, the value of which must be determined. Magic items and heavenly gems are not counted as gold as long as you keep them.

To evaluate gemstones from your last delve, draw a card from the campaign deck for each one. If the drawn card is The Star, The Moon, or The Sun, and you don’t already possess that heavenly gem, you have found it! Mark the heavenly gem as found on your character sheet, but do not add it to treasure points. If the drawn card is any other card, or a heavenly gem you already possess, add the face value of the card to your points from the last delve. Once

Name: Peran

XP: 24,600

Rank: 2 / Robber

Gold: 10,000

Loyalty: 7

Class: Ranger (+1mzs)

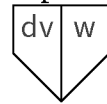
Hit Points



S K I L L S



Crrpt/Blss



x

x



Star



Moon



Sun

Score

1/25



Delves

INVENTORY

Holy Water

~~Light~~

Strength

~~Judgement~~

Light

Judgement

COMPANIONS

~~Magic-user~~

~~Thief/doors~~

~~Magic-user~~

~~Fighter~~

Thief/doors

CAMPAIGN REFERENCE

CAMPAIGN TURN

Update character sheet & score latest delve

Evaluate gems (draw = points or heavenly gem)

Add gold/XP (points x 100 = gp/xp) & check for advancement

Rest and Recover (100gp/hp + wound & 1000gp/crrpt or curse)

Maintain Party (F/T 1000gp, C 1500gp, M 2000gp, 500gp/+1 draw)

Pay Expenses ((draw+rank) x 100gp = incidentals & 1000gp = resupply)

ROLL CARDS TABLE

Mark results & re-roll repeats & results > 78 (erase to reshuffle)

#	Card	#	Card	#	Card	#	Card
1	A♠	21	A♦	41	P♠	57	0 / The Fool
2	2♣	22	2♦	42	Q♠	58	1 / The Magician
3	3♣	23	3♦	43	K♠	59	2 / The High Priestess
4	4♣	24	4♦	44	N♠	60	3 / The Empress
5	5♣	25	5♦	45	P♥	61	4 / The Emperor
6	6♣	26	6♦	46	Q♥	62	5 / The Hierophant
7	7♣	27	7♦	47	K♥	63	6 / The Lovers
8	8♣	28	8♦	48	N♥	64	7 / The Chariot
9	9♣	29	9♦	49	P♦	65	8 / Justice
10	10♣	30	10♦	50	Q♦	66	9 / The Hermit
11	A♥	31	A♣	51	K♦	67	10 / Wheel of Fortune
12	2♥	32	2♣	52	N♦	68	11 / Strength
13	3♥	33	3♣	53	P♣	69	12 / The Hanged Man
14	4♥	34	4♣	54	Q♣	70	13 / Death
15	5♥	35	5♣	55	K♣	71	14 / Temperance
16	6♥	36	6♣	56	N♣	72	15 / The Devil
17	7♥	37	7♣			73	16 / The Tower
18	8♥	38	8♣			74	17 / The Star
19	9♥	39	9♣			75	18 / The Moon
20	10♥	40	10♣			76	19 / The Sun
						77	20 / Judgement
						78	21 / The World

you've done this for each gemstone, you can convert all points to gold and add the total to both gold and XP.

$$\text{Points} \times 100 = \text{Gold/XP}$$

Note: Magic items and heavenly gems are not usually counted for gold pieces and experience, since you will probably want to hang on to them. However, should you ever feel you need to sell a magic item, or even a heavenly gem, you can give up the item in exchange for its value in gold pieces and equal experience. Each magic item is worth 600gp and each heavenly gem, although priceless, will fetch 2000gp in a suspicious and unbelieving market. Heavenly gems are one of kind though, so if you sell one, you can never find it again.

GAINING RANK

You start the game as a lowly fool, willing to risk life and limb in the Labyrinth of Souls. As you accumulate experience points, you will gain rank and renown as an adventurer. Once each experience threshold is met, you automatically gain a rank and any associated abilities. Rank advancement is as follows.

CHARACTER RANKS

RANK	XP	TITLE	ABILITY	LOYALTY
1	0	Fool	None	8
2	10,000	Robber	+1 class bonus	7
3	30,000	Explorer	Recruit T	6
4	60,000	Captain	+1 class bonus	5
5	100,000	Knight	Recruit F/C	4

Classes: Note that at second rank you can choose a class and receive a class bonus accordingly. At fourth rank you can increase your current class bonus or take on a second class. Classes are as follows.

CHARACTER CLASSES

CLASS	BONUS
Fighter	+1 vs Monsters
Ranger	+1 vs Mazes
Thief	+1 vs Traps & Doors

Noble Ranks: You can retire a character whenever you wish, and if you have attained the title of Knight, you are certainly a famous adventurer who could rest on your laurels with some position in the local hierarchy. But if you want to risk it all and continue adventuring, the following noble ranks are available. Nobles have been given a land grant by a local ruler or claimed some bit of the wilderness as their own, where they grow in influence and power as they continue their quest for the three heavenly gems. All nobles can recruit magic-users, and have free rest and resupply. However, they must pay for castle building and upkeep each campaign turn. Future expansions may offer nobles additional ways to gain experience.

NOBLE RANKS

RANK	XP	TITLE	CASTLE	LOYALTY
6	150,000	Laird	2500gp	3
7	220,000	Master	2000gp	3
8	300,000	Potentate	1500gp	2
9	390,000	Regent	1000gp	2
10	500,000	Monarch	500gp	1

REST & RECOVERY

To heal, you and your companions must rest at an inn until you've recovered from your exhaustion and wounds. The cost is 100gp per hit point recovered, and for each hit point recovered you may also heal one wounded companion.

If you are infected with dungeon corruption or some other curse or disease, you can see a high ranking cleric to cure you. Such healing costs 1000gp to remove each affliction. You can also use a blessing to remove the taint of corruption.

MAINTAIN PARTY

Each of your companions must decide whether to continue adventuring with you. There are many factors to consider: the promise of reward, your skills as a leader, and the possibility of death or worse should they risk the dungeon again. The chances of them continuing in your employ are affected by your loyalty score, indicated by rank, and how much gold you offer in exchange for their services. You may dismiss any companion you choose, otherwise you must make an offer of payment to accompany you on your next expedition. You must offer at least the standard rate or be refused.

STANDARD RATES

TYPE	RATE
Fighter	1000gp
Thief	1000gp
Cleric	1500gp
Magic-user	2000gp

Offering more will increase the chances they accept by granting a bonus on the draw for that companion, at a rate of 500gp/+1. Once you decide on offers, draw a card from the campaign deck for each companion. If the face value of the card is equal to or greater than your loyalty score, they accept. Subtract the payment from your gold. Companions who decline offers move on with their lives. Either way, make sure your character sheet reflects any changes in the party.



Recruiting: You can recruit companions if you are of sufficient rank and have gold to pay for the expenses of posting notice and hiring a town crier, or of meeting the right people and making appropriate donations. You must be 3rd rank or above to recruit thieves, 5th rank or above to recruit fighters and clerics, and a noble to recruit a magic-user. It will cost half the standard rate just to find an applicant. You will still need to make an offer and draw against loyalty to determine if the applicant accepts it. Whether or not an offer is accepted, the recruiting money is lost.

INCIDENTAL EXPENSES

Draw a card from the campaign deck. Add 1 to the face value for each rank you have attained, and multiply by 100 for incidental expenses while you're in town. Subtract the total from your gold. Every adventurer needs to blow off a little steam, and this covers nights of carousing, lavish meals, unexpected encounters with old friends, lazing the days away, and extra rest. It also covers paying local taxes, bribing officials, banking fees, the work of thieves and con-artists, and all manner of unexpected delays.

RESUPPLY

Before you set out for your next expedition you must also repair equipment, arrange logistics, and resupply with fresh torches, rations, and a variety of small sundries that come in handy, such as iron spikes, rope, and empty sacks to fill with treasure. This resupply invariably costs 1000gp that must be subtracted from your gold before you can launch your expedition.

GOING BROKE

If you're unable to pay for your incidental expenses or fund your next expedition, you can borrow sufficient funds to get you off on your next adventure. However, dungeon delving is a risky business, and the people willing to invest in such a venture want a

return, so the interest is 100%. After your next delve, you must pay back double what you borrow! If you are unable to do so, you end up in debtor's prison or murdered by angry investors. Either way, your campaign is over. Of course, if you don't want to borrow money, you can always retire and live out your days in peace as lowly peasant.

NEW EXPEDITION

Once everything is accounted for, set up your next delve according to your character sheet. Your hit point counter should reflect current hit points; your hand should reflect current skills, blessings, and magic items; and your party should reflect current companions. Once you're set up, you can put your character sheet aside until your next campaign turn. The cards themselves will be your guide within the labyrinth.



2

THE HIGH PRIESTESS

In you is hidden the treasure of treasures.

CARTOMANCY

Drawing on their symbolic nature, tarot cards have long been used for glimpses into the human psyche, understanding patterns of spiritual development, and gaining insights into the influences and possibilities of the past, present, and future. The cards are a kind of symbolic language. To read them is to delve the dungeon of the soul, to seek gold and gemstones amongst the monsters and mazes of existence, amongst the traps of time, and the doors of perception.

The reading of tarot cards is a deep subject with numerous complex theories and systems for interpreting various spreads and patterns of cards. The cartomancy version of the game creates a spread to read through game play. The structure of the spread provides context for the cards that appear. Some basic interpretations of the individual cards are provided. However, this is only a starting place. The possibilities are much deeper than a few choice words. And the cards should be read not only individually, but in relation to each other, and in concert with your own intuition and understanding. If tarot cards are new to you, and you wish to develop the skill of reading them, it will require additional reading, a lot of practice, and maybe even some soul searching.

CARTOMANCY OBJECTIVES

Pose a question to the cards, and descend into the dungeon, passing through three short levels to complete a total of nine turns. Each turn is preceded by a face down contested card, and you must turn up as many contested cards as you can by winning turns. The more contested cards you turn up, the more complete

the spread will be, and the more cards you will have to interpret for insight into your question.

CARTOMANCY SETUP

You will need the standard 78 cards in the deck. If you're using the *Labyrinth of Souls* deck, remove the extra arcana cards and set them aside. Then shuffle the entire remaining deck, including the 2-10 of cups (♥) normally reserved for the hit point counter. For your hit point counter use the ten extra arcana cards, an ace through 10 from a spare deck of cards, or a ten-sided die. With the standard 78 tarot cards in the deck and a hit point counter, you're ready to play.

Questions: Usually, the person consulting the cards poses a question about themselves they are seeking insight into. There are no rules about the kinds of questions you ask, but the more personal and profound the question, the more interesting the results and the greater the opportunity for personal insight.

CONTESTED CARDS

At the beginning of each turn, place one card face down where the turn will be played. This is the contested card, the source for possible insights and interpretation. However, you must win the turn in order to reveal this card. Play the turn as usual. If the turn is won, collect treasure and conclude the turn as usual with one exception. Any remaining cards are removed from the game except the contested card, which is revealed face up to mark the turn. If the turn is lost, conclude the turn as usual, again with one exception. All remaining cards are removed from the game except the contested card, which is left face down to mark the turn.



ILLUSIONS

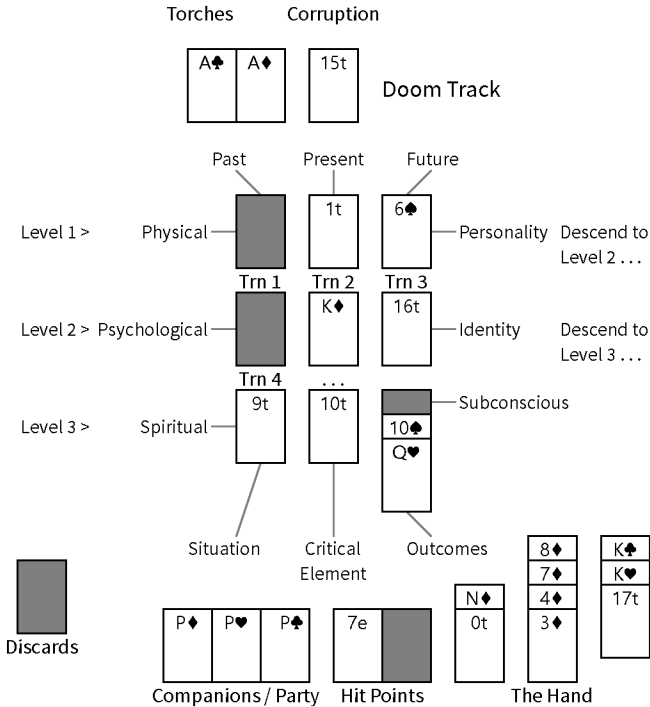
The 2-10 of cups (♥) function as encounter or action cards. As encounters they are dangerous illusions conjured by the labyrinth itself. You have up to three chances to recognize the illusion for what it is. Play up to three action cards. If any of the cards is an action card equal to or greater than the illusion card, you have recognized the illusion for what it is and win the turn. For any failed action cards you suffer consequences based on the action card. If a failed action card is swords or coins, you take damage as if the illusion were a monster or a trap. If the failed action card is wands, you must discard as if it were a door. Cups and mazes have no consequence. Unfortunately, even winning an illusion yields no treasure. If you win the turn, all the would-be treasure cards and magic items are discarded instead of collected into the hand. If you lose the turn, they remain with the stack. Divine favors and blessings have their usual effect.

CARTOMANCY LEVELS

To create a spread of cards for interpretation, turns are played as usual, with the addition of the contested cards. But instead of a delve and retreat, Cartomancy is played out over three short levels. Each level is three turns played from left to right in the dungeon area, with the contested cards from each level left in place as you descend deeper. Level 2 is played below Level 1, and Level 3 is played below Level 2. As you journey deeper into the dungeon, you are also delving deeper into the psyche. If you survive the third level, you will have up to nine cards to interpret. If you don't survive, the game is lost, but your efforts are not in vain. You can still interpret whatever contested cards you managed to reveal.



CARTOMANCY



CONSULTING THE ALCHEMIST

If you survive all three levels, you may trade any treasure or magic items in your hand for a consultation with the alchemist. The knowledge of the alchemist can unveil hidden secrets of the labyrinth, and contested cards from lost turns can be revealed for a fee. 20 points (2000 gold pieces) worth of treasure will reveal one contested card. You may reveal as many as you can afford.



READING THE SPREAD

Each card in the resulting spread represents a point of insight on a journey of self discovery. The levels represent a descent into the psyche. Level 1 reflects external factors affecting the issue in question, or how the subject presents themselves to others. Level 2 reflects the conscious personality, or how the subject sees themselves. Level 3 represents the subconscious mind or the essential self. The vertical columns from left to right represent the progression of time and relationships of cause and effect. The first card of each level reflects the past, formative influences on the subject, or the present circumstance. The second, middle card of each level reflects the current state of the subject or the present crux of the issue in question. Finally, the third card of each level reflects future possibilities or a possible solution to a given problem.

Contested cards which remain face down reflect dark places on the map of the soul. A dark card may simply mean the cards have no insight into that position on the spread, but it could also be an indication to reflect deeply on these places and any adjacent cards. Search yourself for any internal insights into the dark spot. It may hold some hidden revelation pertaining to the question.

Although all the intricacies of card reading cannot be covered here, newcomers can use key words and phrases for a start when interpreting the spread. A card reference can be found on pages 86-87, at the back of the rulebook, and in a print-ready download at matthewlowes.com/games. Pay particular attention not just to the meaning of an individual card and its location in the spread, but also its relationship to adjacent cards. Relationships between cards are read from left to right, primarily within each individual level. However, sometimes relationships may become apparent from left to right on the diagonals between the levels. Certain pairs of cards may have additional symbolic or numerological significance when appearing together.

MAJOR & MINOR ARCANA

MAJOR ARCANA

0	The Fool	Freedom, Potential, Energy, Starting-off
1	The Magician	Beginning, Talent, Choice, Mastery
2	The High Priestess	Faith, Knowledge, Sanctuary, Secrets
3	The Empress	Fertility, Creativity, Abundance, Nurturing
4	The Emperor	Stability, Rationalism, Order, Authority
5	The Hierophant	Wisdom, Ideals, Mediation, Guidance
6	The Lovers	Choice, Ambiguity, Emotions, Relationships
7	The Chariot	Action, Triumph, Spirit, Willpower
8	Justice	Balance, Closure, Valor, Composure
9	The Hermit	Solitude, Experience, Light, Contemplation
10	Wheel of Fortune	Change, Enigma, Cycle, Fate
11	Strength	Courage, Creativity, Rebirth, Wildness
12	The Hanged Man	Meditation, Suspension, Sacrifice, Devotion
13	Death	Transformation, Ending, Destruction, Change
14	Temperance	Protection, Patience, Healing, Moderation
15	The Devil	Temptation, Passion, Fear, Difficulty
16	The Tower	Opening, Shock, Liberation, Upheaval
17	The Star	Sanctification, Inspiration, Truth, Optimism
18	The Moon	Intuition, Dreams, Mystery, Illusions
19	The Sun	Passage, Awareness, Success, Abundance
20	Judgement	Call, Emergence, Transcendence, Forgiveness
21	The World	Realization, Soul, Ecstasy, Completion

HOUSE OF CUPS

Page of Cups	The emotions both tempt and terrify.
Queen of Cups	The deepest emotions are well guarded.
King of Cups	All emotions flow into the world.
Knight of Cups	Emotions become a physical reality.

HOUSE OF COINS

Page of Coins	The world is an uncertain place.
Queen of Coins	The world is filled with things to cling to.
King of Coins	Wealth facilitates ease and action in the world.
Knight of Coins	The imagination is a world without limits.

TAROT CARD REFERENCE

CUPS

A♥	holds the heart	A♠	stirs the mind
2♥	longs for another	2♠	prepares for possibilities
3♥	finds first love	3♠	explodes with ideas
4♥	rests in stability	4♠	considers everything
5♥	swoons in ecstasy	5♠	sparks new thoughts
6♥	cherishes joy	6♠	blossoms like a flower
7♥	loves the world	7♠	serves the world
8♥	dwells in peace	8♠	realizes emptiness
9♥	mourns lost love	9♠	wakes from a dream
10♥	bears divine love	10♠	completes the picture

SWORDS

COINS

A♦	binds the world	A♣	wields vital energy
2♦	seeks a settlement	2♣	builds motivation
3♦	sees initial results	3♣	boils with enthusiasm
4♦	means a healthy home	4♣	achieves success
5♦	embraces new interests	5♣	carries new desire
6♦	enjoys worldly things	6♣	surrenders to pleasure
7♦	joins body and spirit	7♣	opens to action
8♦	fills all needs	8♣	shows effortless power
9♦	gives birth	9♣	destroys the ego
10♦	looks beyond the horizon	10♣	moves on

WANDS

HOUSE OF SWORDS

Page of Swords	The intellect must be sharpened before use.
Queen of Swords	The embodied intellect swells with ideas.
King of Swords	The power of the intellect is in taking action.
Knight of Swords	A full intellect must journey beyond itself.

HOUSE OF WANDS

Page of Wands	Creative hesitation prompts indecision.
Queen of Wands	Satisfaction lies in creative exercise.
King of Wands	A creative master commands two worlds.
Knight of Wands	The creative path is not a path.

EXTRA ARCANA REFERENCE

1

Death's Door

Threshold, Change, Entering & Exiting

2

Alchemist Fire

Intellect, Ingenuity, Rationality

3

Walled City

Ego, Personality, Social Life & Constructs

4

Inner Desert

Self, Identity, Subjective Experience

5

Holy Mountain

Enlightenment, Epiphany, Awakening

6

Outer Ocean

The Other, Illusion, The Outer World

7

Elder Wood

Family, Ancestry, Biological Life & Constructs

8

Holy Water

Spirituality, Emotions, Sensuality

9

The Lich

Ambition, Occultism, Power, Lust

10

The Dragon

Strength, Passion, Greed, Rage

INTERPRETING THE EXTRA ARCANA

Whether you are using the extra arcana from the *Labyrinth of Souls* deck for hit points, or some alternate method, you can select an extra arcana card for interpretation if you so choose. At the conclusion of your game, simply shuffle the ten extra arcana cards together and draw a card or roll a ten-sided die to select an extra arcanum. Interpreting the extra arcana is not necessary, but if taken into account, this card can be read as a resonating or clarifying card for the main spread. The extra arcana card may suggest where to focus your attention on the spread, or may strengthen the influence of a card by a resonating theme.



5

HOLY MOUNTAIN

The final realization cannot be explained.

HOUSE RULES

Labyrinth of Souls is well suited to creating new variations and house rules to add variety to your games. These alternate rules can be as simple as adding a new magic item, to as complex as creating whole new scenarios for adventures, with new dungeon structures, new objectives, even new interpretations of the various suits and trumps.

Be aware that the addition of new items and events will alter the balance of the game. That's not necessarily a bad thing. You may want a better chance for survival, or a more merciless challenge. Add beneficial or detrimental rules as desired, or balance a beneficial rule with a detrimental one.

To get you started with house ruling, here are eight ready made things you can easily add to your games. These events and magical items can take the place of other cards, or be added in using the title card or logo card included in the *Labyrinth of Souls* tarot deck.

PORTAL

If this card comes up on a turn before an encounter card, you have discovered a magic portal twisting through the time-space matrix of the dungeon. You may immediately choose a single stack of an already played turn and extract any treasure and magic items in it. You cannot examine the stacks before choosing. You must go by your memory of what turns you lost, and how big the stacks look. Once you have collected any treasure and magic items, return the remainder of the stack to its place, face down. Then continue with your current turn. There must still be at least one card to mark the turn, even if you have to leave a treasure card

behind. If the portal appears on a turn after the encounter card, the portal card is discarded.

GOBLIN MARKET

If this card comes up before an encounter card, you have found, hidden within the depths of the labyrinth, a strange marketplace run by a group of enterprising goblins. Here you may purchase various items collected by the goblins. Each purchase must be made with a single treasure card. Prices represent minimums. You can use a higher treasure card, but don't expect to get change. Chalk any overpayment up to ruthless goblin bartering. Choose from the following inventory and services.

Torch Supply: 4♦ moves one torch from the doom track to the bottom of the deck.

Bread Fungus: 4♦ moves one ration card from the doom track to the bottom of the deck.

Healing Poultice: 6♦ restores up to 3 hit points by virtue of a vile-smelling but effective goblin healing poultice.

Remove Corruption: 10♦ moves one corruption card from the doom track to the bottom of the deck, thanks to the services of a raving goblin cleric.

MOG'S SWORD OF MONSTER SLAYING

Mog was a fighter of great renown, who in ages past delved into the labyrinth and never returned. His magic sword must now be counted among the dungeon's numerous treasures. If Mog's Sword appears before the encounter card, treat it as a treasure or magic item and collect it into your hand if you win the turn. Mog's Sword grants +1 versus all monsters when it's in your hand. If it appears after the encounter card, it is discarded.

RIZAR'S TEN-FOOT POLE OF TRAP REMOVING

Rizar was a famous thief who disappeared in the labyrinth years ago. Rumor has it that Rizar had a charmed ten-foot pole he used to disarm traps he encountered. His skills as a thief were legendary. If he died in the dungeon, surely he must have been killed by monsters, and his ten-foot pole must still be down there. If Rizar's Pole appears before the encounter card, treat it as a treasure or magic item and collect it into your hand if you win the turn. Rizar's Ten-foot Pole grants +1 versus all traps when it's in your hand. If it appears after the encounter card, it is discarded.

DUNGEON PLAGUE

If this card comes up before an encounter card on any turn, you have contracted dungeon plague, a terrible disease spread through monster filth. Take 1 point of damage and place the dungeon plague card in the doom track. As long as the dungeon plague card remains in play, you will take 1 point of damage at the beginning of each turn. You can be cured of dungeon plague by playing a healing potion, a blessing, or Holy Water. If cured, move the dungeon plague card to the discard pile. If the dungeon plague card appears on a turn after the encounter card, it is discarded without coming into play.

THE DARK STAR

The Dark Star is a cursed gemstone that mimics the three heavenly gems. If The Dark Star appears in a turn before an encounter card, you must immediately collect it into your hand as treasure. What luck! It seems you found a heavenly gemstone just lying on the dungeon floor. However, as long as The Dark Star remains in your hand, you may not collect any true heavenly gems, as you will overlook them under the influence of the false gem's magic. You

may only rid yourself of The Dark Star by playing a blessing, at which point you come to your senses and The Dark Star is discarded.

HOUSE RULED CAMPAIGNS

There are many ways to house-rule Campaign Mode to make your campaigns easier or harder, or more varied. Increasing the costs of your in-town expenses will make your campaign more difficult and put more pressure on you to delve deeper and find more treasure with each delve. You could add a random additional magic item or event to the dungeon for each delve to add variety. You could draw a card or roll on a table of random events that occur en route to the dungeon to add flavor to the campaign, with effects such as gaining or losing party members, gold, magic items, or hit points. Below are four ready made ways to house-rule a campaign.

MAGIC-USER CLASS

To play a magic-user, add it as a possible class. Each time you select magic-user as a class, you gain access to two spells. The spells are represented by four-sided dice. To cast a spell, roll a die to grant +1d4 for the turn. Each spell can only be cast once per venture into the dungeon. Spells are regained automatically with rest and recovery during your campaign turn.

THE MONTY HAUL

With the standard Campaign Mode rules it is only ever possible to have a single magic item of any given type at a time, since the card itself represents the item. Instead, at the beginning of each venture into the dungeon, return all magic item cards to the deck, and use the inventory on your character sheet as part of your hand. In this way, you can gain multiple magic items of a given type. You can do the same with skills and blessings if you like. But

beware, this type of rule risks making your character ridiculously powerful, and rendering the game itself unchallenging.

RESURRECTION

With the standard rules, death and doom in the dungeon is permanent and everlasting. However, if the sting of death is too great for you, or you long to see your character reach higher ranks despite their untimely demise, you can employ this resurrection rule. Returning to life is not without cost though. Death concludes the current turn. All your current companions are also dead and cannot be revived. No treasure, magic items, or companions can be collected from the turn, and the contents of your hand are discarded. Your character is miraculously returned to life with full hit points and may continue with the next turn. However, they lose one rank. Such is the price of miracles. Reset experience points to the beginning of the previous rank and adjust all your abilities to reflect this new rank. Note, this means a first rank character cannot be resurrected. And again, beware, as this rule will change the tone of the game, and soften the merciless nature of the dungeon.

MEGA-DUNGEON CAMPAIGN

Play all your expeditions according to the Mega-Dungeon rules. In such a campaign the ultimate goal is to find all three heavenly gems where they are hidden on Level 10. You don't need to draw a card to evaluate the gems. If you acquire a heavenly gem on Level 10, it's yours to keep.



HALLS OF ILLUSION

The Halls of Illusion is a house-rules version of the advanced game. The dungeon is filled not only with monsters and traps, mazes and doors, but also with dangerous illusions to waylay adventurers and lead them to their doom. The Labyrinth of Souls is not a static ruin, but a living dungeon, a sprawling and mythic underworld. It is dynamic and ever changing, and you will need all your wits to get out alive.

This version of the game requires the entire 90 card *Labyrinth of Souls* tarot deck, including the title card and logo card, and a ten-sided die or some other method to track hit points. The rules draw on multiple sections of the rulebook and can be played as individual games with standard delve and return rules, as the dungeon delves for a challenging campaign, or even as a Mega-Dungeon crawl. It can be played with Two-Player rules, or as an alternate version of Dragon's Lair or Undead Hordes.

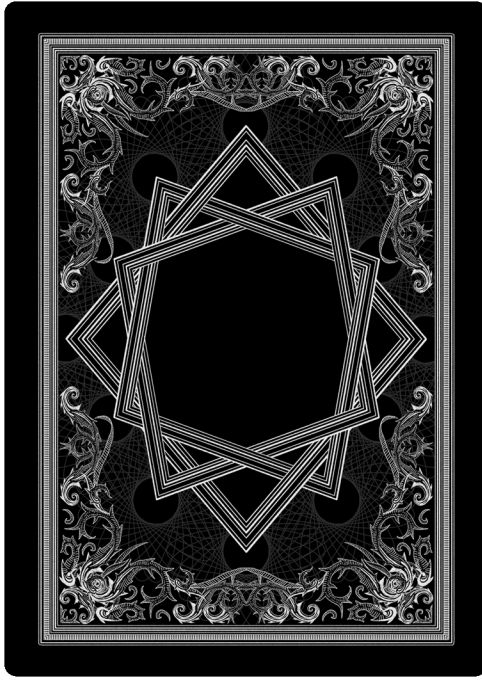
SETUP & GAMPLAY

Shuffle together all 90 cards of the *Labyrinth of Souls* tarot deck, including the 2-10 of cups (♥), as well as the title and logo cards. Set your hit point counter to 10, and you're ready to play.

Play and score according to the Advanced, Mega-Dungeon, or Campaign Mode rules, with the following additions. The 2-10 of cups (♥) are a suit of illusions and may appear as encounters or action cards, according to the Illusions rules in Cartomancy. The card Death's Door functions as Dungeon Plague, according to the Dungeon Plague rules in House Rules. The title card functions as a Portal, according to the Portal rules in House Rules. The logo card functions as The Dark Star gemstone, according to The Dark Star rules in House Rules.

FINAL COMMENTS

This concludes the *Dungeon Solitaire: Labyrinth of Souls* rules. There are endless possibilities for gaming and my hope has always been to create a classic game you can come back to again and again through the years, with little more than a deck of cards and your imagination. Only time will tell if we have achieved that, but if the interest is there, I have ideas for further expansions and similar games. I hope you enjoy the rich world of the Labyrinth of Souls. Be sure to check out matthewlowes.com/games for print-ready game materials, and good luck on all your adventures!



The

LABYRINTH OF SOULS

TAROT CARDS

ILLUSTRATED BY JOSEPHE VANDEL

matthewlowes.com/games

PART THE SECOND

ARCANA

Being a presentation of
the major, minor, and extra arcana, fully illustrated
with key words and phrases for interpretation.



5

THE HIEROPHANT

Wisdom is found within.

THE MAJOR
ARCANA

THE FOOL

0

Freedom

Potential

Energy

Starting-off





THE MAGICIAN

1

Beginning
Talent
Choice
Mastery



THE HIGH PRIESTESS

2

Faith
Knowledge
Sanctuary
Secrets

**THE
EMPRESS**

3

Fertility
Creativity
Abundance
Nurturing



**THE
EMPEROR**

4

Stability
Rationalism
Order
Authority





**THE
HIEROPHANT**

5

Wisdom
Ideals
Mediation
Guidance



**THE
LOVERS**

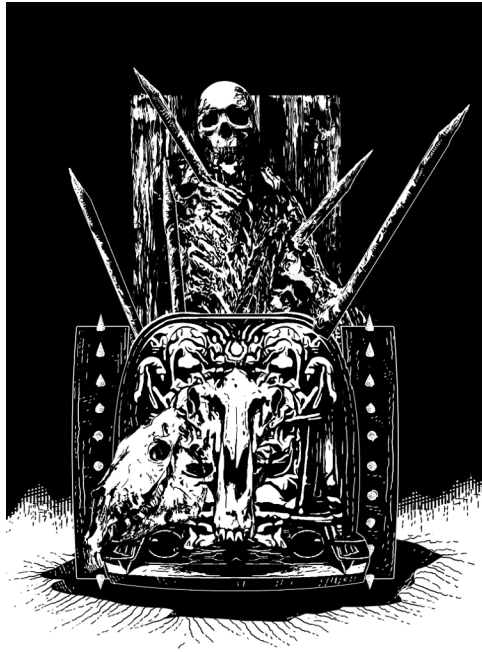
6

Choice
Ambiguity
Emotions
Relationships

THE CHARIOT

7

Action
Triumph
Spirit
Willpower

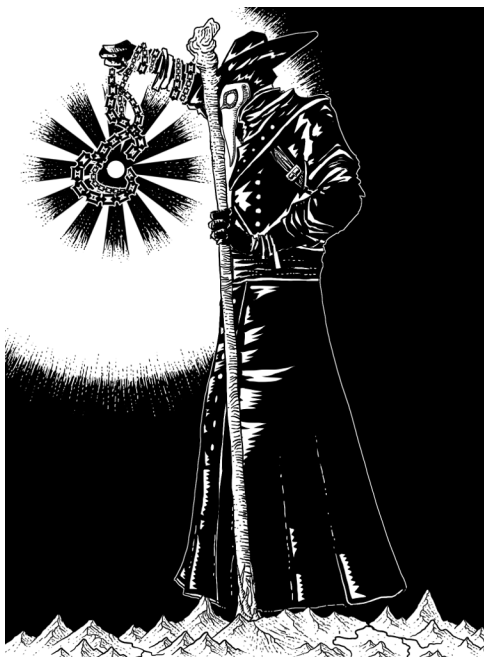


JUSTICE

8

Balance
Closure
Valor
Composure

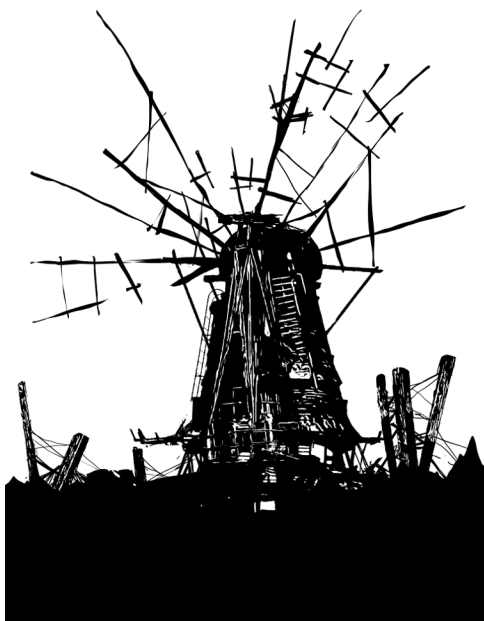




**THE
HERMIT**

9

Solitude
Experience
Light
Contemplation



**WHEEL OF
FORTUNE**

10

Change
Enigma
Cycle
Fate

STRENGTH

11

Courage
Creativity
Rebirth
Wildness



THE HANGED MAN

12

Meditation
Suspension
Sacrifice
Devotion





DEATH

13

Transformation

Ending

Destruction

Change



TEMPERANCE

14

Protection

Patience

Healing

Moderation

THE DEVIL

15

Temptation
Passion
Fear
Difficulty



THE TOWER

16

Opening
Shock
Liberation
Upheaval





THE STAR

17

Sanctification
Inspiration
Truth
Optimism



THE MOON

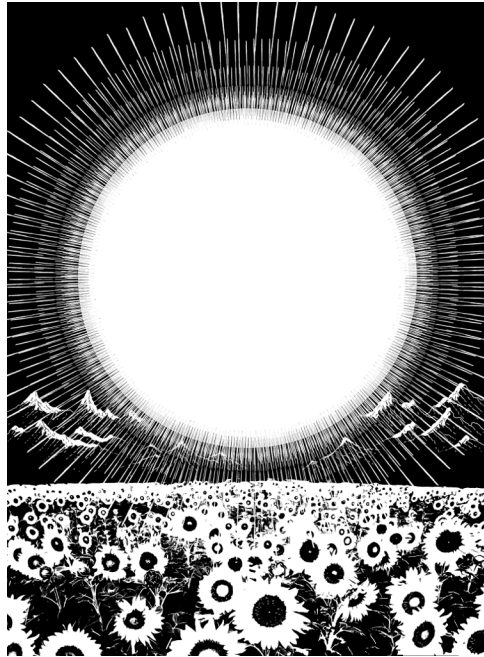
18

Intuition
Dreams
Mystery
Illusions

THE SUN

19

Passage
Awareness
Success
Abundance



JUDGEMENT

20

Call
Emergence
Transcendence
Forgiveness





THE WORLD

21

Realization

Soul

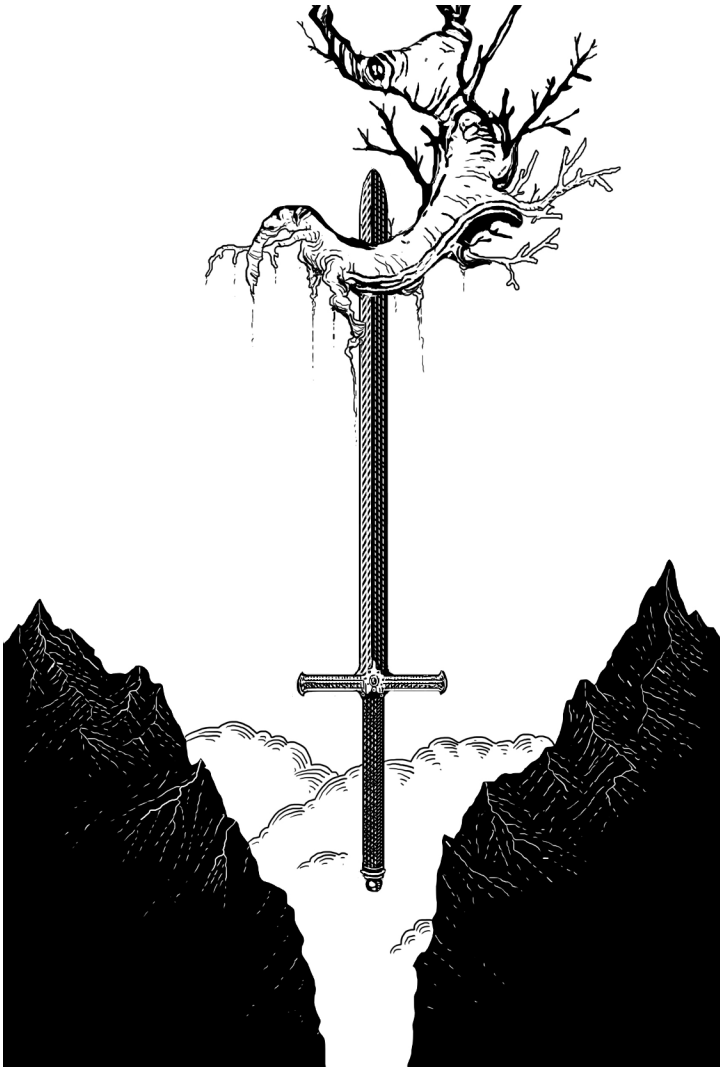
Ecstasy

Completion



KNIGHT OF COINS

THE MINOR
ARCANA



HOUSE OF SWORDS

Intellect & Action

SWORDS



The ace of swords stirs the mind.
The two of swords prepares for possibilities.
The three of swords explodes with ideas.
The four of swords considers everything.
The five of swords sparks new thoughts.
The six of swords blossoms like a flower.
The seven of swords serves the world.
The eight of swords realizes emptiness.
The nine of swords wakes from a dream.
The ten of swords completes the picture.

**QUEEN OF
SWORDS**

Q

The embodied
intellect swells
with ideas.



**PAGE OF
SWORDS**

P

The intellect must
be sharpened
before use.





KING OF SWORDS

K

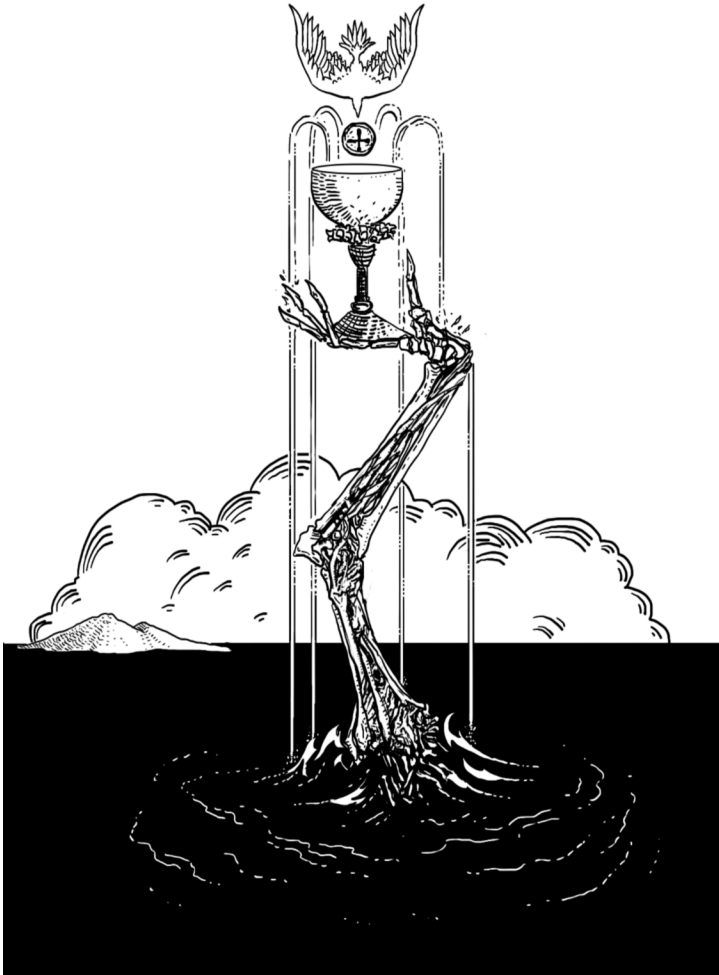
The power of the
intellect is in taking
action.



KNIGHT OF SWORDS

N

A full intellect must
journey beyond
itself.



HOUSE OF CUPS

Love & Emotion

CUPS

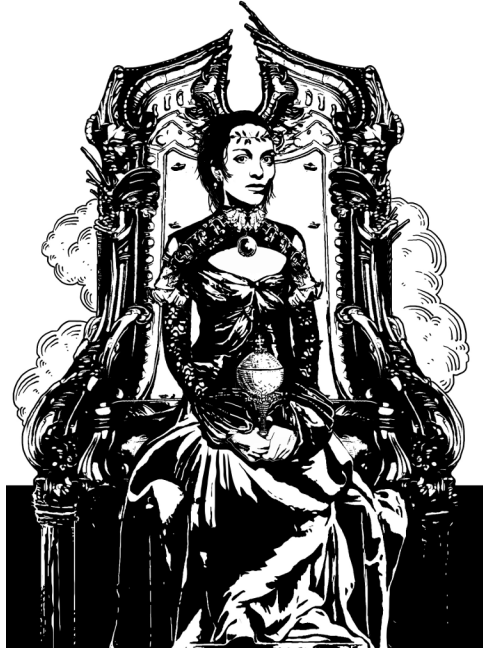


The ace of cups holds the heart.
The two of cups longs for another.
The three of cups finds first love.
The four of cups rests in stability.
The five of cups swoons in ecstasy.
The six of cups cherishes joy.
The seven of cups loves the world.
The eight of cups dwells in peace.
The nine of cups mourns lost love.
The ten of cups bears divine love.

**QUEEN OF
CUPS**

Q

The deepest
emotions are well
guarded.



**PAGE OF
CUPS**

P

The emotions both
tempt and terrify.





**KING OF
CUPS**

K

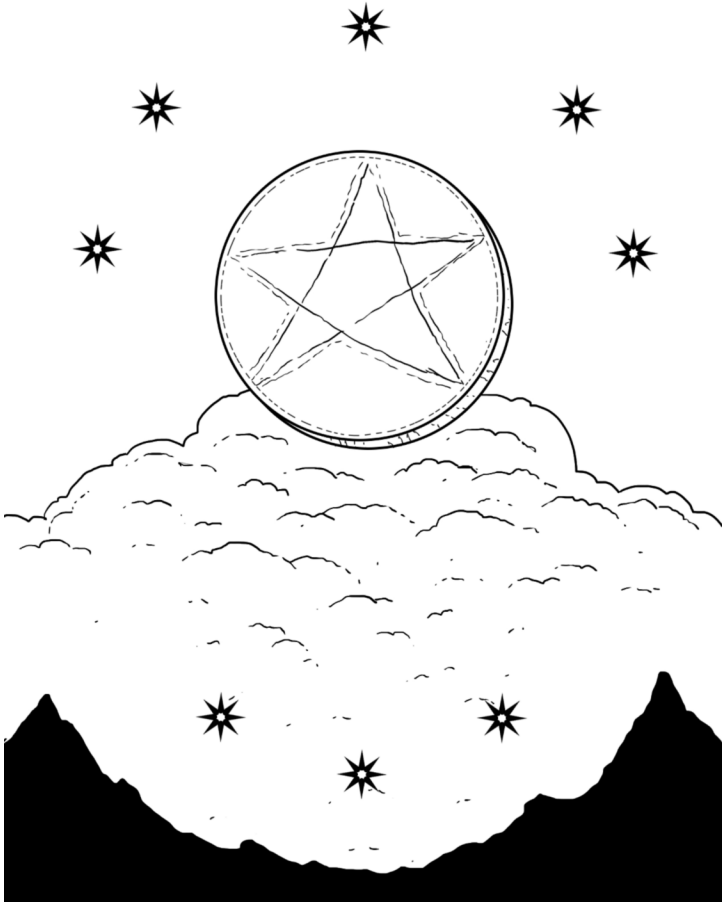
All emotions flow
into the world.



**KNIGHT OF
CUPS**

N

Emotions become a
physical reality.



HOUSE OF COINS

Health & Home

COINS



The ace of coins binds the world.
The two of coins seeks a settlement.
The three of coins sees initial results.
The four of coins means a healthy home.
The five of coins embraces new interests.
The six of coins enjoys worldly things.
The seven of coins joins body and spirit.
The eight of coins fills all needs.
The nine of coins gives birth.
The ten of coins looks beyond the horizon.

**QUEEN OF
COINS**

Q

The world is filled
with things to
cling to.



**PAGE OF
COINS**

P

The world is an
uncertain place.





**KING OF
COINS**

K

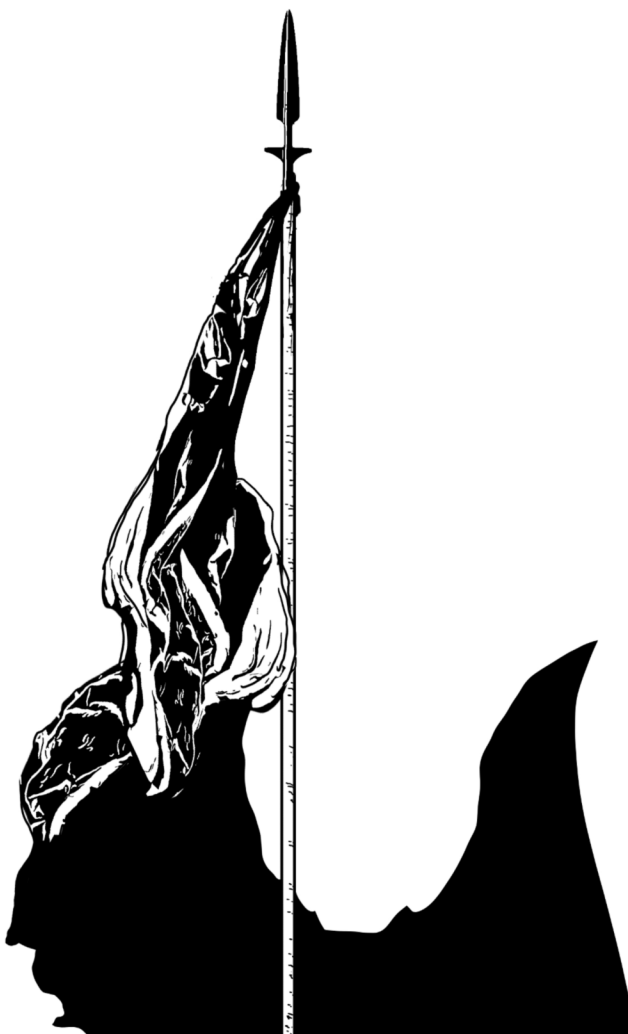
Wealth facilitates
ease and action
in the world.



**KNIGHT OF
COINS**

N

The imagination is
a world without
limits.



HOUSE OF WANDS

Vitality & Creativity

WANDS



The ace of wands wields vital energy.

The two of wands builds motivation.

The three of wands boils with enthusiasm.

The four of wands achieves success.

The five of wands carries new desire.

The six of wands surrenders to pleasure.

The seven of wands opens to action.

The eight of wands shows effortless power.

The nine of wands destroys the ego.

The ten of wands moves on.

**QUEEN OF
WANDS**

Q

Satisfaction lies in
creative exercise.



**PAGE OF
WANDS**

P

Creative hesitation
prompts indecision.





**KING OF
WANDS**

K

A creative master
commands two
worlds.



**KNIGHT OF
WANDS**

N

The creative path is
not a path.



6

OUTER OCEAN

Inside and outside commune in sameness.

THE EXTRA
ARCANA

DEATH'S
DOOR

1

Threshold
Change
Entering
& Exiting

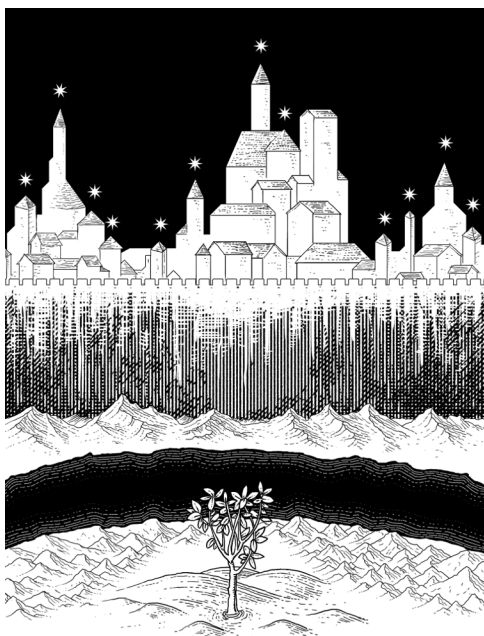




**ALCHEMIST
FIRE**

2

Intellect
Ingenuity
Rationality



**WALLED
CITY**

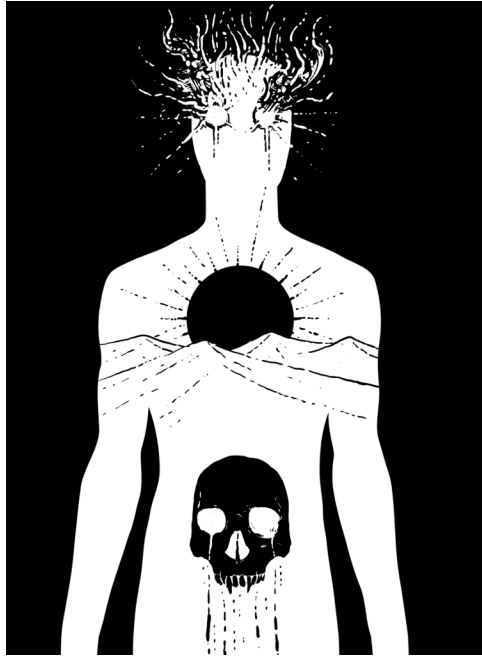
3

Ego
Personality
Social Life
& Constructs

**INNER
DESERT**

4

Self
Identity
Subjective-
Experience



**HOLY
MOUNTAIN**

5

Enlightenment
Epiphany
Awakening





**OUTER
OCEAN**

6

The Other
Illusion
The Outer World



**ELDER
WOOD**

7

Family
Ancestry
Biological Life
& Constructs

**HOLY
WATER**

8

Spirituality
Emotions
Sensuality



THE LICH

9

Ambition
Occultism
Power
Lust



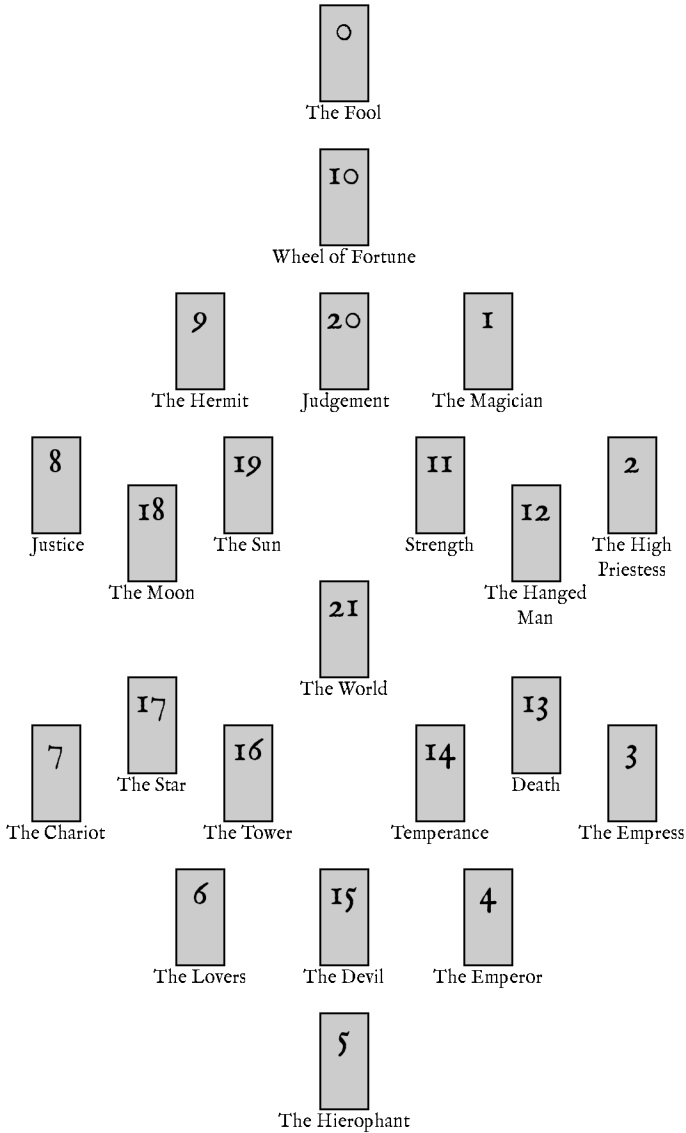


THE DRAGON

10

Strength
Passion
Greed
Rage

The Major Arcana



PART THE THIRD

REFERENCES

Being a collection of game references
and related materials.

MAJOR & MINOR ARCANA

MAJOR ARCANA

0	The Fool	Freedom, Potential, Energy, Starting-off
1	The Magician	Beginning, Talent, Choice, Mastery
2	The High Priestess	Faith, Knowledge, Sanctuary, Secrets
3	The Empress	Fertility, Creativity, Abundance, Nurturing
4	The Emperor	Stability, Rationalism, Order, Authority
5	The Hierophant	Wisdom, Ideals, Mediation, Guidance
6	The Lovers	Choice, Ambiguity, Emotions, Relationships
7	The Chariot	Action, Triumph, Spirit, Willpower
8	Justice	Balance, Closure, Valor, Composure
9	The Hermit	Solitude, Experience, Light, Contemplation
10	Wheel of Fortune	Change, Enigma, Cycle, Fate
11	Strength	Courage, Creativity, Rebirth, Wildness
12	The Hanged Man	Meditation, Suspension, Sacrifice, Devotion
13	Death	Transformation, Ending, Destruction, Change
14	Temperance	Protection, Patience, Healing, Moderation
15	The Devil	Temptation, Passion, Fear, Difficulty
16	The Tower	Opening, Shock, Liberation, Upheaval
17	The Star	Sanctification, Inspiration, Truth, Optimism
18	The Moon	Intuition, Dreams, Mystery, Illusions
19	The Sun	Passage, Awareness, Success, Abundance
20	Judgement	Call, Emergence, Transcendence, Forgiveness
21	The World	Realization, Soul, Ecstasy, Completion

HOUSE OF CUPS

Page of Cups	The emotions both tempt and terrify.
Queen of Cups	The deepest emotions are well guarded.
King of Cups	All emotions flow into the world.
Knight of Cups	Emotions become a physical reality.

HOUSE OF COINS

Page of Coins	The world is an uncertain place.
Queen of Coins	The world is filled with things to cling to.
King of Coins	Wealth facilitates ease and action in the world.
Knight of Coins	The imagination is a world without limits.

Dungeon Solitaire: Labyrinth of Souls

TAROT CARD REFERENCE

CUPS

A♥	holds the heart	A♠	stirs the mind
2♥	longs for another	2♠	prepares for possibilities
3♥	finds first love	3♠	explodes with ideas
4♥	rests in stability	4♠	considers everything
5♥	swoons in ecstasy	5♠	sparks new thoughts
6♥	cherishes joy	6♠	blossoms like a flower
7♥	loves the world	7♠	serves the world
8♥	dwells in peace	8♠	realizes emptiness
9♥	mourns lost love	9♠	wakes from a dream
10♥	bears divine love	10♠	completes the picture

SWORDS

COINS

A♦	binds the world	A♣	wields vital energy
2♦	seeks a settlement	2♣	builds motivation
3♦	sees initial results	3♣	boils with enthusiasm
4♦	means a healthy home	4♣	achieves success
5♦	embraces new interests	5♣	carries new desire
6♦	enjoys worldly things	6♣	surrenders to pleasure
7♦	joins body and spirit	7♣	opens to action
8♦	fills all needs	8♣	shows effortless power
9♦	gives birth	9♣	destroys the ego
10♦	looks beyond the horizon	10♣	moves on

WANDS

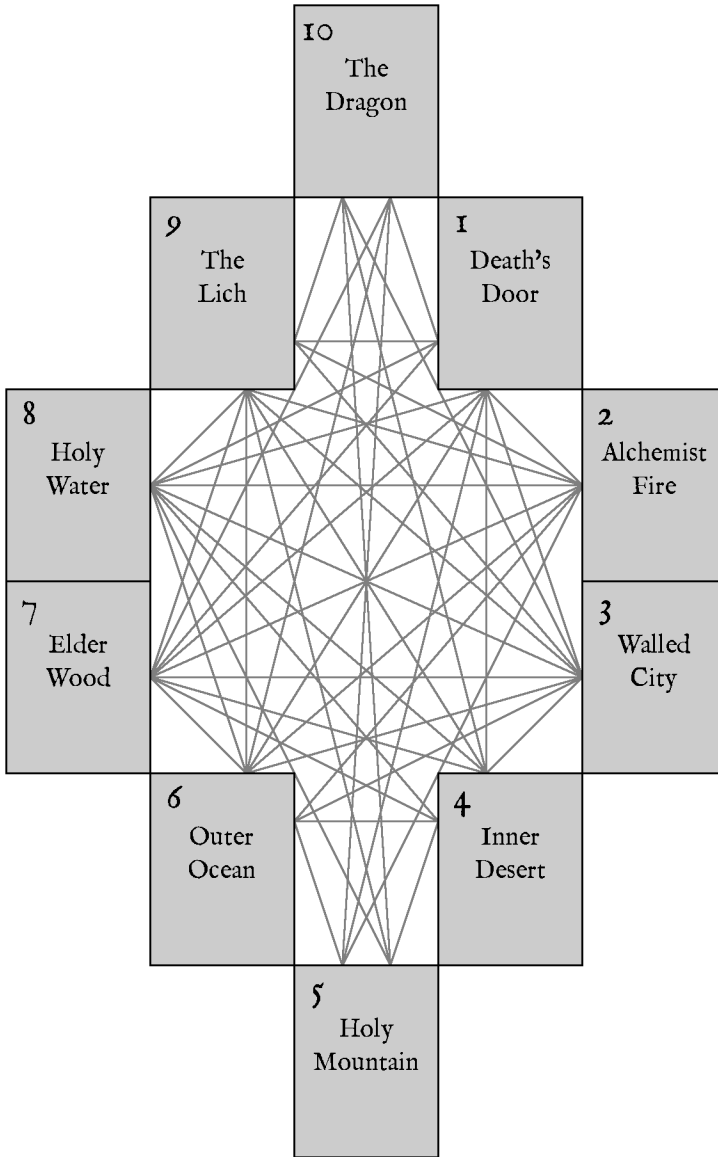
HOUSE OF SWORDS

Page of Swords	The intellect must be sharpened before use.
Queen of Swords	The embodied intellect swells with ideas.
King of Swords	The power of the intellect is in taking action.
Knight of Swords	A full intellect must journey beyond itself.

HOUSE OF WANDS

Page of Wands	Creative hesitation prompts indecision.
Queen of Wands	Satisfaction lies in creative exercise.
King of Wands	A creative master commands two worlds.
Knight of Wands	The creative path is not a path.

The Extra Arcana



EXTRA ARCANUM REFERENCE

1

Death's Door

Threshold, Change, Entering & Exiting

2

Alchemist Fire

Intellect, Ingenuity, Rationality

3

Walled City

Ego, Personality, Social Life & Constructs

4

Inner Desert

Self, Identity, Subjective Experience

5

Holy Mountain

Enlightenment, Epiphany, Awakening

6

Outer Ocean

The Other, Illusion, The Outer World

7

Elder Wood

Family, Ancestry, Biological Life & Constructs

8

Holy Water

Spirituality, Emotions, Sensuality

9

The Lich

Ambition, Occultism, Power, Lust

10

The Dragon

Strength, Passion, Greed, Rage

CAMPAIGN REFERENCE

CAMPAIGN TURN

Update character sheet & score latest delve

Evaluate gems (draw = points or heavenly gem)

Add gold/XP (points x 100 = gp/xp) & check for advancement

Rest and Recover (100gp/hp + wound & 1000gp/crrpt or curse)

Maintain Party (F/T 1000gp, C 1500gp, M 2000gp, 500gp/+1 draw)

Pay Expenses ((draw+rank) x 100gp = incidentals & 1000gp = resupply)

ROLL CARDS TABLE

Mark results & re-roll repeats & results > 78 (erase to reshuffle)

#	Card	#	Card	#	Card	#	Card
1	A♠	21	A♦	41	P♠	57	0 / The Fool
2	2♠	22	2♦	42	Q♠	58	1 / The Magician
3	3♠	23	3♦	43	K♠	59	2 / The High Priestess
4	4♠	24	4♦	44	N♠	60	3 / The Empress
5	5♠	25	5♦	45	P♥	61	4 / The Emperor
6	6♠	26	6♦	46	Q♥	62	5 / The Hierophant
7	7♠	27	7♦	47	K♥	63	6 / The Lovers
8	8♠	28	8♦	48	N♥	64	7 / The Chariot
9	9♠	29	9♦	49	P♦	65	8 / Justice
10	10♠	30	10♦	50	Q♦	66	9 / The Hermit
11	A♥	31	A♣	51	K♦	67	10 / Wheel of Fortune
12	2♥	32	2♣	52	N♦	68	11 / Strength
13	3♥	33	3♣	53	P♣	69	12 / The Hanged Man
14	4♥	34	4♣	54	Q♣	70	13 / Death
15	5♥	35	5♣	55	K♣	71	14 / Temperance
16	6♥	36	6♣	56	N♣	72	15 / The Devil
17	7♥	37	7♣			73	16 / The Tower
18	8♥	38	8♣			74	17 / The Star
19	9♥	39	9♣			75	18 / The Moon
20	10♥	40	10♣			76	19 / The Sun
						77	20 / Judgement
						78	21 / The World

QUICK REFERENCE

BASIC CARDS

2-10 of Swords (♠)	Monsters / Actions
2-10 of Cups (♥)	Hit Points
2-10 of Coins (♦)	Traps / Actions / Treasure
2-10 of Wands (♣)	Sealed Doors / Actions
Knight of Swords (N♠)	Go Berserk
Knight of Cups (N♥)	Dodge Blow
Knight of Coins (N♦)	Disarm Mechanism
Knight of Wands (N♣)	Pick Lock
Queens (Q)	Divine Favors
Kings (K)	Tomb Hoards
Aces (A)	Torches
The Fool (0t)	Scroll of Light

EXPERT CARDS

Page of Swords (P♠)	Fighter
Page of Cups (P♥)	Cleric
Page of Coins (P♦)	Thief of Traps
Page of Wands (P♣)	Thief of Doors
The Magician (1t)	Magic-User
2-10 of Trumps (t)	Mazes / Actions
Strength (11t)	Potion of Giant Strength
The Hanged Man (12t)	Blessing of the Murdered God
Death (13t)	Foul Rotting (Corruption)
Temperance (14t)	Potion of Healing
The Devil (15t)	Demonic Possession (Corruption)
The Tower (16t)	Shifting Terrain
The Star, Moon & Sun (17-19t)	Heavenly Gems
Judgement (20t)	Potion of Prescience
The World (21t)	Blessing of the High Goddess

ADVANCED CARDS

Death's Door (1e)	Extra Hit Point
Alchemist Fire (2e)	Extra Torch
3-7 of the Extra Arcana (e)	Rations / Sanity
Holy Water (8e)	Sanctify Body and Mind
The Lich (9e)	Lord of the Undead
The Dragon (10e)	Dragon / Dragon Hoard

The Original
DUNGEON SOLITAIRE
Tomb of Four Kings

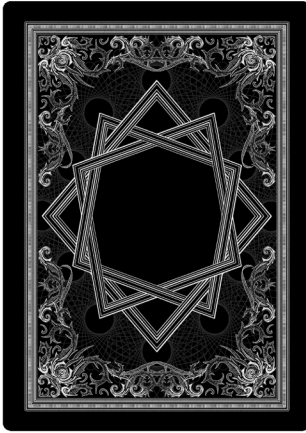


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DARE TO ENTER THE LABYRINTH OF SOULS

Dungeon Solitaire: Labyrinth of Souls is a fantasy game for tarot cards. Defeat monsters, disarm traps, open doors, and navigate mazes as you explore a dangerous dungeon. Collect treasure and magic items, gain skills, and gather companions. But beware, the dungeon is vast, and death awaits those who linger too long. If your torches burn out you will be lost forever in the darkness. If your rations run dry, you will starve or go mad. And the dungeon itself is a force of corruption, threatening all who enter.

Includes Basic, Expert, and Advanced Rules, as well as six game variations: Two-Player Cooperative, Dragon's Lair, Undead Hordes, Mega-Dungeon, Campaign Mode, and Cartomancy.

For one or two players.

Playable with any tarot deck.

Labyrinth of Souls tarot cards are available for purchase through matthewlowes.com/games.

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