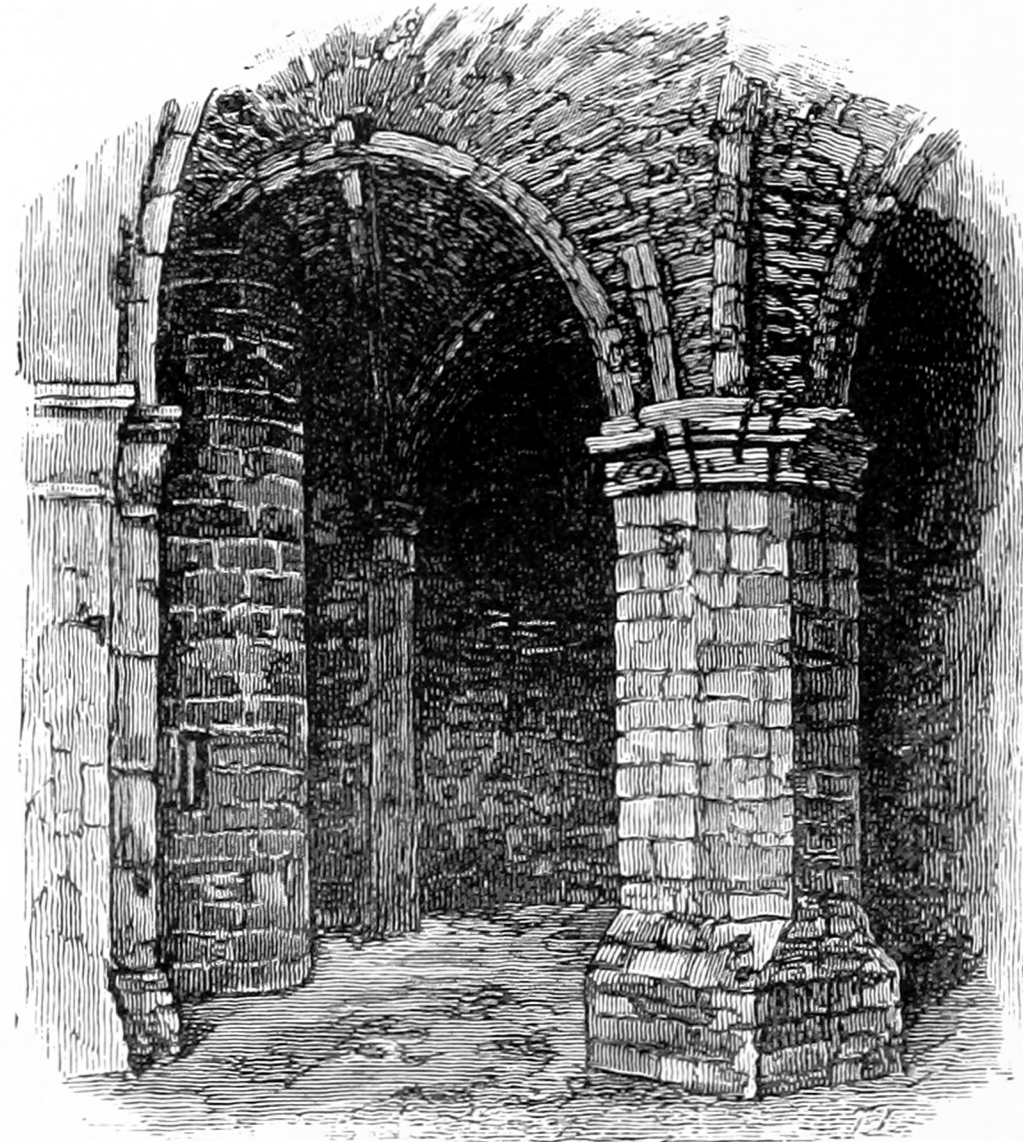
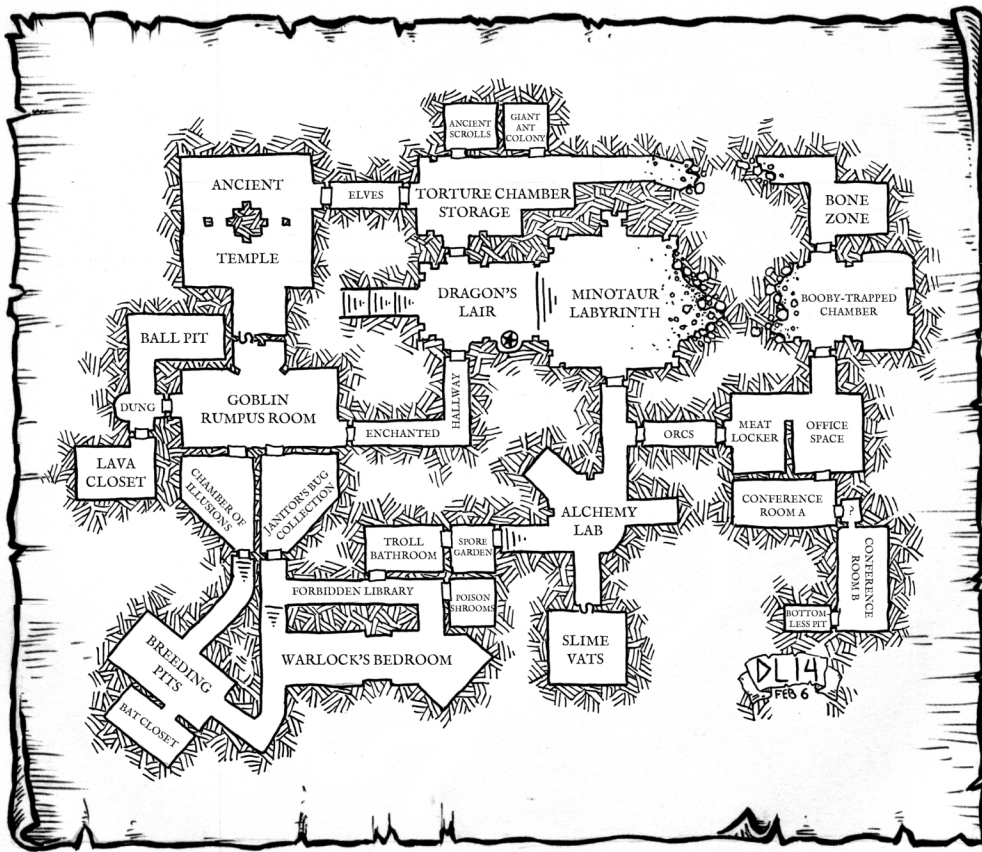


DUNGEON JANITOR'S APPRENTICE



THE MAP is here just to provide ideas for some places the Dungeon Janitor might want to send the Apprentice. It is by no means intended to be in any way representative of the layout of the dungeon in your game. Keep it in a visible location while you play to help when you need inspiration!

DUNGEON JANITOR'S APPRENTICE is a game by anna anthropology, 2015. Image credits: The cover image is from an illustration of Richmond Castle's dungeon made available to the public domain by the British Library. The banner and scroll are by Luigi Castellani and the map is by Dyson Logos. These were made public domain by Kevin Crawford as part of the Scarlet Heroes Art Pack. The typeface is Kingthings Exeter by Kevin King.

Enormous thanks to Max and Patrick for playtesting and feedback!



Visit www.sorrynotsorry.biz for more games!

A TWO-PLAYER
STORYTELLING GAME

THE DUNGEON JANITOR'S BEEN DOING THIS JOB FOR EIGHTY YEARS, AND IF THERE'S ONE THING THE DUNGEON JANITOR DOESN'T HAVE TIME FOR, IT'S GETTING SOME KID UP TO SPEED ON HOW TO KEEP A DUNGEON SPOTLESS. BUT THAT'S OKAY, BECAUSE AS DUNGEON JANITOR'S APPRENTICE, YOU INTEND TO DO AS LITTLE WORK AS POSSIBLE.

DUNGEON JANITOR'S APPRENTICE is a two-player storytelling game. You'll need some sort of little tokens, as many as nine, and a friend, exactly one.

TO START, one player should read aloud the Dungeon Janitor's background, and then the other player should read the Dungeon Janitor's Apprentice's background.

THE DUNGEON JANITOR is old. They've been mopping the dungeons as long as they can remember, and it's the one thing they're really good at. They alone understand how things in the dungeon are supposed to operate, how to keep a dungeon running smoothly. And now they have to babysit this kid. They never asked for an apprentice.

The Dungeon Janitor's primary motivation is to ensure things get done as quickly as possible.

THE DUNGEON JANITOR'S APPRENTICE is still just a kid. They want to be out doing cool things like catching fairies in bottles, sneaking into taverns and making out with people their own age in the haunted forest. But now they're stuck in this dark, damp dungeon with this curmudgeonly old janitor. They never asked for this job.

The Dungeon Janitor's Apprentice's primary motivation is to do as little work as possible.

Now that the players are acquainted with both characters, decide who's going to play the Dungeon Janitor and who's going to play the Apprentice. (You don't have to play the character whose background you read!)

A ROUND OF THE GAME goes like this: First, the Dungeon Janitor comes up with a task for the Apprentice:

"Make sure all the slime in the slime pit is mopped up!"

Then, the Apprentice attempts to forestall their task by introducing an obstacle that would keep them from doing it.

"But I don't know where the mop is!"

Next, the Dungeon Janitor attempts to come up with a solution to that problem.

"It's in the broom closet at the far end of the lava pits, on the left!"

The Apprentice, in response, tries to create an obstacle to completing THAT task.

"But it's pitch dark in the lava pits! What if I step in lava?"

The Dungeon Janitor now tries to solve THIS problem.

"The lava glows! Just walk where it's not glowing!"

The round goes back and forth like this until one player calls out the other. You can call out the other player if:

- »» They're unable to formulate a coherent response. (Give them a few seconds before you call them out.)
- »» They responded with an exclamation instead of an assertion, like "Come on!" or "Really?" or "You're joking."
- »» They repeated an obstacle, task, or solution they've already said.
- »» Their response didn't introduce a new obstacle (as the Apprentice) or a solution to the previous obstacle (as the Janitor).

SOME EXAMPLES OF CALL-OUT FODDER: **"But I did that yesterday!"** doesn't introduce an obstacle because it implies the Janitor got what they wanted.

"Yes, you can." (in response to **"I can't get into the bugbear pits because the orcs are playing a drunken game of Blackjack outside the door - with real blackjacks!"**) That's simple contradiction. It doesn't move the story forward.

REPETITION: If the Apprentice claimed they couldn't navigate the labyrinth because the minotaurs were on strike, they can't later claim they can't get into the dungeon lockers because the Minotaurs (who have the only keys) are still on strike.

BASICALLY: Everything either player says should (A) add something new to the dungeon and (B) escalate the argument between the Janitor and Apprentice.

When one player calls out the other, the round is over, and the player who called out the other wins a token.

IF THE DUNGEON JANITOR WON A TOKEN, it means the Apprentice ran out of excuses and begrudgingly performed the required task.

IF THE APPRENTICE WON A TOKEN, it means the Dungeon Janitor ran out of patience and skulked off to perform the task themselves.

WHEN A PLAYER HAS FIVE TOKENS, they win! If the Dungeon Janitor is the winner, it means they were able to retire, forcing the Apprentice to take over maintenance of the dungeon. If the Apprentice is the winner, it means they forced the Dungeon Janitor to fire them, so they can get back to their faries and taverns and make-outs. The game is over!

Otherwise, the next round starts with a new task from the Dungeon Janitor.

OPTIONAL VARIANT: Disregard scoring and just play until you get bored.