

Rogue Risus

A roguelike dungeon game for Risus by Dan Suptic ©2006

A note about Risus

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

What's a Roguelike Dungeon?

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

So Rogue Risus...

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

What you'll need to play

The Character sheet in this document

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

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

An opaque bag with identical tokens numbered 1 to 14

Your Character

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

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

Fighter

Fire mage

Ice mage

Lightning Mage

Fighters start with a sword and basic armor.

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

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

pumping the fighter cliché).

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

Fighter – Physical

Fire Mage – Fire

Ice Mage – Ice

Lightning Mage – Electricity

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

Equipment

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

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

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

The Mage's armor bonus dice start at zero.

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

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

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

W = Wands, C = Cups, P = Pentacles

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

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

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

Usable Items

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

Starting the game

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

Reaching level 20

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

Exploring the dungeon

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

Swords

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

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

Cups

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

Pentacles

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

Wands

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

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

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

Resting

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

Go and explore, adventurer

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

Item Roster Information

First is the effect number

Second is the item name

Third is the item effect

Monster Roster Information

First is the Swords card the monster corresponds to

Then, their name and combat cliché level

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

Finally, any resistances or weaknesses are listed.

Effect Number Lists

-Potions-

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

-Scrolls-

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

-Wands-

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

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

Major Arcana Equipment List

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

Otherwise, the bonus is just +1

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

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

The Empress – Ring of Warmth – You gain ice resistance

The Emperor – Ring of Coolness – You gain fire resistance

The Hierophant – Ring of Grounding – You gain electricity resistance

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

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

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

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

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

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

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

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

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

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

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

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

The Moon – Polar Ring – Your opponents lose ice resistance

The Sun – Solar Ring – Your opponents lose fire resistance

Judgement – Storm Ring – Your opponents lose electricity resistance

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

Dungeon Level 1 – The Entrance Caves

AS – Rat (1/2) P

2S – Bat (1/2) P

3S – Small Snake (1/2) P – IW

4S – Poison Spider (1/2) P – PW

5S – Baby Alligator (1/2) P – EW

6S – Polar Bear Cub (1/2) P – FW

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

Dungeon Level 2 – The Goblin Caves

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

Dungeon Level 3 – The Spacious Tunnels

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

Dungeon Level 4 – The Gnoll Camp

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

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

Dungeon Level 5 – The Orcish Mines

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

Dungeon Level 6 – The Lair of Beasts

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

Dungeon Level 7 – The Necropolis

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

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

Dungeon Level 8 – The Watery Passage

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

Dungeon Level 9 – The Ogre Caverns

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

Dungeon Level 10 – The Hive

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

Dungeon Level 11 – The Dark Elf Dungeons

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

Dungeon Level 12 – The Underground Forest

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

Dungeon Level 13 – The Elemental Fissures

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

Dungeon Level 14 – The Factory

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

Dungeon Level 15 – The Slime Pits

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

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

Dungeon Level 16 – The Maze

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

Dungeon Level 17 – The Giant’s Fortress

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

Dungeon Level 18 – The Forgotten Pit

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

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

Dungeon Level 19 – The Dragon’s Lair

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

Dungeon Level 20 – Hell

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

Sample Character Sheet

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

3+, get 1 scroll

-Wands-

5+, fight a monster

4+, get a wand w/ 3 charges

Resting

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

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

Monster Stuff

If they have a $\frac{1}{2}$ as their cliché level, roll the die and divide the result by 2 (rounded up)

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

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

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

Resistance and Weakness

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

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

Equipment

Mages carry no weapon.

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

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

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

Usable Items

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

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