

Board Dungeon Delving - A Roguelike Adventure

By Eric Edwards

Main Idea

Dungeon Crawler (RPG/Exploration)

Dungeon map made by placing tiles, the tiles are all interchangeable and you draw them for a shuffled stack. Main Idea: Dungeon will be different every game you play. (Roguelike)

Each tile may have an interactable, IE: Items, An Enemy, or a Boss

Setup - Everyone takes turns drawing tiles, until # tiles have been placed (based on # of players). Once the number has been reached, it's time to explore.

Character - Each player draws a character card which they use to determine health and damage and any passive abilities.

Exploring - Each turn players get 2 actions, you can interact with interactables as an action or you can move (movement is restricted to one movement a turn) So 1 action has to be interacting (unless you can't interact in which case it's wasted)

Interactables - **Items** are found in chests. Items can be treasure (only worth points), passive items (worth a small amount of points but has a passive effect) or active items (worth a lot of points, and has an effect you can use at the cost of the item). **Enemies** can be killed for points, however you may lose health fighting them. **Bosses** are very strong enemies that will take a lot of planning and possibly teaming up with other players to defeat, however the rewards are massive. **Events** are randomized interactions, including enemies, bosses, items, and traps.

Combat - Roll a die based on your character's damage and use items on your turn. After your turn enemies will fight based on their damage die (draw for enemy when landing on an enemy tile, enemies will have a few values on their card: Damage, Health, Passive and Point Value). If you die, any items on you drop and you are out of the game. Any items you deposited in a drop location are saved and count to your final point total. Enemies defeated points you keep upon death.

Deposit Points - Super rare tile that can only be used once or on every boss tile after the boss is defeated (unlimited uses if on boss tile)

End - After a set amount of turns or after everyone dies, tally up points. Whoever has the most points at the end wins.

Items (69 cards):

Active Items (31 cards):

-Obsidian Tablet- a perfectly smooth stone tablet. A cacophony of whispers emanates from its heart, saying only one thing: Mors Mihi Lucrum...

Activate item to immediately kill another player regardless of their location, hp, armor, or items, at the cost of your own life. Cannot be activated during combat. Point Value: 7 (1 card)

-Mushroom Stew- A bowl of impossibly fresh, and pristine mushroom stew.

Activate item to heal 3 health instantly. Point Value: 1 (7 cards)

-Health Potion- A boldly red concoction, looks refreshing.

Activate item to heal 6 health instantly. Point Value: 3 (5 cards)

-Phoenix ashes- A pile of dust? It's oddly warm.

Activate item to revive a monster, or enemy player. If a player dies with Phoenix Ashes, they will automatically be revived the next turn unless Phoenix Ashes are stolen. Point Value: 7 (1 card)

-Gauntlet of Greed- A single gauntlet, clad in gold and gems. Despite the impeccable craftsmanship, something about it feels fragile.

Activate item to steal either 1 item, or 2d4 amount of treasure from player of your choice, Item chosen at random. Point Value: 4 (1 card)

-Potion of Glass Skin- A sealed jar with nothing inside? It sure is heavy though.

You Become undetectable to monsters and unattackable by players for a turn. Any room you pass through that has enemies in it will not require you to stop and fight. Point Value: 3 (3 cards)

-Sack of Rocks- When you don't have a sock, a sack will do.

Sock your target over the head with a sack of rocks, dealing 2 damage. Point Value: 1 (5 cards)

-Summoners Rune- Gotta catch em all!

Capture an enemy by activating the item. Reactivate it to drop the enemy in any adjacent tile or the tile you're on, causing it to attack any player in the same tile. Point Value: 4 (2 cards)

-Bag of Musty Air- Why is this an item?

Release the air inside to subtract 1 point from the item's value. Point Value: 1 (3 cards)

-Torch- Warm, but the dungeon is already lit up.

Activate to light on fire, if used on a player or enemy, enflames for 1 turn.

Point Value: 1 (3 cards)

Passive Items (16 cards):

-Whirlwind Grieves- Provides a +x bonus to movement per turn, Point Value: 2 (2 cards)

-Heart Locket- Provides a small health bonus, Point Value: 2 (2 cards)

-Tainted Vile- Attacks apply a poison debuff (poison -x health per turn for x turns), Point Value: 3 (2 cards)

-Fanny Pack- Provides 3 extra inventory slots, Point Value: 2 (2 cards)

-Oddly Cool Amulet- Lowers cooldown by 1 turn, Point Value: 2 (2 cards)

-Circlet of Relief- Immunity to all debuffs, Point Value: 4 (2 cards)

-Magnifying Monocle- Gives sight of adjacent tiles + all cards besides event cards in said tiles, Point Value: 3 (2 cards)

-Sword of Double Hit- Gives player an extra attack action every turn, Point Value: 5 (2 cards)

Treasure (22 cards):

- Gold Coin- worth 1 point (10 cards)
- Gold Bar- worth 3 points (7 cards)
- Fancy Jewel- worth 5 points (5 cards)

Enemies (47):

-Stony Slime- 4 HP, 1d2 Damage, Passive: All incoming damage reduced by 1, Point Value: 1, Description: A rough, spherical creature, scraping across the dungeon floor with a subtle, yet fervorous hunger. (9 cards)

-Stony Slime Swarm- 12 HP, 1d6 Damage, Passive: All incoming damage reduced by 1, Point Value: 3, Description: A group of 3 stony slime (5 cards)

-Skeleton Brawler- 8 HP, 1d6 Damage, Passive: guaranteed lowest damage to deal is 2, Point Value: 2, Description: An animated skeleton with bones thicker than usual, clad in metal gauntlets. (6 cards)

-Skeleton Ranger- 6 HP, 1d8 Damage, Passive: guaranteed lowest damage to deal is 2, Point Value: 2, Description: An animated skeleton with a frail frame, covered in ragged clothes and rusted armor, and wielding an old crossbow. (6 cards)

-Skeleton Lich- 4 HP, 1d10 Damage, Passive: Every attack silences you for 1 turn (Silence: Your ability is disabled), Point Value: 3, Description: An animated skeleton with a large cloak draped over it. Its eyes glow a soft green, and wields a staff with several skulls attached to the tip. (5 cards)

-Skeleton Swarm- 18 HP, 2d6 Damage, Passive: guaranteed lowest damage to deal is 2 and every attack silences you for 1 turn, Point Value: 7, Description: A trio of a Skeleton Brawler, Skeleton Ranger, and Skeleton Lich (3 cards)

-Earth Troll- 12 HP, 1d6 Damage, Passive: Heal for $\frac{1}{3}$ the damage dealt, Point Value: 5, Description: A short, pudgy creature with twisted, jagged branches in place of its forearms. (5 cards)

-Fiery Salamander- 10 HP, 1d8 Damage, Passive: Every attack enflames for 2 turns (enflame: deal 1d4 damage), Point Value: 5, Description: A roughly human sized lizard lies in a dark corner, when approached, the tail ignites, and lights the entire body ablaze. (5 cards)

-Dungeon Sentry- 15 HP, 1d10 Damage, Passive: Can attack multiple targets, Point Value: 7, Description: A hulking figure, wielding an impossibly large sword. Strangely, it doesn't feel alive. (3 cards)

Bosses (5 cards):

-Boss 1- Slime King (2 cards)

20 HP - 1d8 Damage, Passive: All incoming damage reduced by 2, heals for 2 hp if no damage is taken, Point Value: 12, Drops: 2 items, Description: A gelatinous blob, swaying back and forth. A crown on its head and a boulder on its back. BEWARE!!!

-Boss 2- Skeleton King (2 cards)

25 HP - 1d8 Damage, Passive: Guaranteed Lowest damage to deal is 3, Can't be affected by debuffs, Point Value: 15, Drops: 3 Items, Description: The Clinking of bones can be heard tiles away. A giant sword in hand and a cape following its stride. BEWARE!!!

-Boss 3- Dungeon Guardian (1 card)

30 HP - 1d10 Damage, Passive: Will survive on 1 hp until it has completed an attack, Can attack multiple targets, Point Value: 20, Drops: 4 items, Description: A single red eye dispels the shadows. Its heavy limbs echo and screech with every movement. There is nothing feared more than it. BEWARE!!!

-Event Boss- The Snatcher (1 event card)

20 HP - 1d6 Damage, Passive: will always start combat, will pull anyone in within a tile over dealing 1d6 damage, Point Value: 12, Drops: 1 item, Description: Chains scrape on the floor, as it prowls the dungeon. If you see it, it's too late, for you've been snatched. BEWARE!!!

Characters (9 cards):

-The Berserker-

20 HP, 1d8 Damage, Passive: guaranteed lowest damage to deal is 2, Ability: Rage!!!: can attack twice on their turn but takes 2x damage for 1 turn 4 turn cooldown, Description: Blood boiling and muscles flexed, the berserker is always out for blood.

-The Trickster-

15 HP, 1d4 Damage, Passive: Trap Avoidance: Can see what event an event space has when adjacent to the tile, Ability: Illusion: You can dodge a turn of damage by replacing yourself with an illusion, 3 turn cooldown, Description: Trick or treat, but every trick is a treat for the Trickster.

-The Malpractitioner-

25 HP, 1d6 Damage, Passive: Self Care: guaranteed to heal self when using ability, Ability: Malpractice: flip a coin, heads heals for 6 hp, tails deals 1 damage per 5 total HP 3 turn cooldown, Description: Devoted to saving lives, the Malpractitioner found other methods to get their anger out.

-The Alchemist-

15 HP, 1d8 Damage, Passive: immune to negative status effects and doubles healing amount from consumables, Ability: Concoction: Craft a makeshift health potion (value: 0), it heals you or your target 3hp 3 turn cooldown, Description: Brewing and Stewing, the Alchemist is practically a master chef.

-The Purloiner-

20 HP, 1d6 Damage, Passive: +1 Movement for your turn, Ability: Frisk: Guaranteed to steal a random item from a player of your choice 3 turn cooldown, Description: Sleight of hands and a silver tongue, everything is fair game for the Purloiner

-The Ferreter-

20 HP, 1d4 Damage, Passive: free interact action every turn, Ability: Ferrets!: shoot out a ferret to scout along a 5 tile path with no backtracking, you can see all cards besides event cards in those tiles 2 turn cooldown, Description: what's better than a crossbow? A FERRET!!! The Ferreter is a friend to these furry fluffy creatures.

-The Warmonger-

30 HP, 1d4 Damage, Passive: Sacrifice: can sacrifice 4 hp to roll 1d6 damage or 6 hp to roll 1d8 damage on your attack turn, Slow: -1 to movement, (minimum 1), Ability: Last Stand: use all of your actions and negate all damage for a round 4 turn cooldown, Description: A bastion of great stature, nothing can get through the Warmonger.

-The Seer-

25 HP, 1d6 Damage, Passive: You can see the cards of a player you are in the same room with, Ability: Trap Card: disable 1 card of your choice in another player's hand in the same room for 1 turn 1 turn cooldown, Description: They know all and see all. The seer is a master of the mythical and uses their sight to create a more prosperous future.

-The Delver-

20 HP, 1d6 Damage, Passive: All incoming damage reduced by 1, Passive 2: David: Upon killing a boss, upgrade your damage dice by 1 and increase your max hp by 5, healing to full hp as well, Description: From zero to hero, one said to be the average of the bunch. But the Delver truly defines David when facing Goliath.

Combos:

-Torch + Bag of Musty Air- Makeshift Flamethrower

Spew out fire, enflaming all creatures besides the user in a room for 4 turns.

-Mushroom Stew + Tainted Vile- Suspicious Stew

Secretly poison the stew, causing anyone to drink it to be poisoned for 2 turns instead of healing.

-The Purloiner + Gauntlet of Greed- Master Thief

If the Purloiner has the Gauntlet of Greed in inventory, their ability gets upgraded, allowing you to choose which card to take.

-The Seer + Magnifying Monocle- All knowing Gaze

If the Seer has the Magnifying Monocle in inventory, they can see the cards of anyone playing.

-The Ferreter + Fanny Pack- Ferret Holder

If the Ferreter has the Fanny Pack in inventory, ferrets can sleep in the fanny pack, letting them rest better, lowering their cooldown by 1 turn.

-The Warmonger + Heart Locket- Healthy Body

If the Warmonger has the Heart Locket in inventory, they gain a passive +1 HP regen per turn.

-The Malpractitioner + Circlet of Relief- It's Basically a Doctorate

If the Malpractitioner has the Circle of Relief in inventory, they are guaranteed to heal anything when using their ability.

-The Trickster + Whirlwind Grieves- After Image

If the Trickster has the Whirlwind Grieves in inventory, their ability cooldown is lowered by 1 turn.

-The Berserker + Sword of Double Hit- Double Edged Sword

If the Berserker has the Sword of Double Hit in inventory, they can attack 4 times in a turn, but they take half of the damage they deal.

-The Alchemist + Tainted Vile- Lingerin Poison

If the Alchemist has the Tainted Vile in inventory, Poison damage from attacks is doubled.

-The Delver + Any Boss Card- Borrowed Strength

If the Delver has Any Boss Card in inventory, they gain the first passive of that boss.

Events (20 cards):

Treasure Event: Draw an Item Card (6 cards)

Enemy Event: Draw an Enemy Card (3 cards)

Boss Event: Spawn the Snatcher (1 card as stated before)

Unique Event:

Rat Swarm: take 2 damage for every turn you are in the room, this event is indefinite (2 cards)

Spike Trap: Take 3 damage (2 cards)

Flamethrower Trap: Become enflamed for 3 turns (2 cards)

Coin Rain: get 3 points (4 cards)

Tile Art + Card Art:

 tiles.docx  Card Fronts.docx

Possible website if I want to self publish

<https://www.boardgamesmaker.com/print/custom-black-border-poker-sized-playing-cards.html>