

Roguelike Board Game Guidebook

By RJ lol

Basic Terminology:

- **Player:** That's YOU. The player. As in, not the character you move around the board.
- **Character:** The construct you move around the board. Characters die and come back as different characters. Character as in, not you, the player.
- **Permanent:** Something that persists throughout the game. Even if you die, you the player will still have every permanent thing you gained in the previous life.
- **Temporary:** Something that only lasts the character's lifetime. When the character dies, the temporary thing is also lost and may not be used in the next life.
- **Buff:** An additional 1 point, unless stated to be a different number of points.

Starting the game

Decide turn order. Everyone must roll their stats just once.

Remember, every time you die you must reroll your stats just once and give yourself one wisdom.

Stats

Major Stats

All major stats are rerolled with a new character.

- **Strength**
 - May be interpreted as constitution/physical strength.
- **Speed**
 - May be interpreted as agility/physical speed.
- **Intuition**
 - May be interpreted as wit/magical ability.

Special Stats

- **Health**
 - Every character has the same amount of health, 5hp, regardless of rerolls. When the character reaches 0hp, they die.
- **Luck**
 - Luck is the only special stat rolled with a new character.

- Allows you to challenge an encounter.
- **Wisdom**
 - Every time your character dies, you get a permanent point of wisdom. Narratively, this point might represent your new character's memory of their past life, but it can be anything you imagine.
 - Enough wisdom may also enable the character to take shortcuts.
 - One wisdom counts as one shield against an attack by an enemy in a Full Party encounter. This does not deplete your permanent wisdom, instead it drains your wisdom for that encounter only.

Tiles

All across the board, there are tiles which the character traverses via a dice roll. When a character lands on the tiles described below, they are required to draw from the corresponding cards.

- Encounters

These cards demand the character to face a life-or-death situation. If the character does not fulfill the requirements of the card, they will die.

Challenging an Encounter Card

There is a way to get out of an encounter even if you don't have the required stat to pass. You may spend individual points of luck to temporarily raise your stat. If you have enough to reach the minimum asked by the card, you may pass. After that, your luck points are depleted.

- Items

Items are things you may or may not be able to keep through resurrections. These are added to your inventory and may give you a buff to your stats. There is a permanent inventory as well as a temporary inventory.

Permanent

These items will stay in your inventory even when you die.

Temporary

These items will go away when you die, you have to delete them from your inventory and remove them from your modifiers manually.

- Shortcuts

There are some areas on the map that will only allow access to a character that has the required amount of certain stats. When taking a shortcut, you skip over the shortcut tile itself. It does not count as a dice roll.

Full Party Encounters

There are spots on the map which will activate a Full Party Encounter. These are detours which pause everyone's progress on the map and throw everyone into a fight. In this fight, the goal is to defeat an enemy. However, it's also possible to attack your teammates. FPEs are organized into rounds.

Every Round

- Players always move first in the order decided at the start of the game.
- The enemy does 1 point of damage to all characters on its turn.
- Every major stat you possess that is above 5 does 1 point of damage, unless the enemy description says otherwise. You may choose to direct this damage to the enemy or to another character, but damage to other players is only ever 1.
- If you have no major stats above 5, you can do no damage.
- Every point of wisdom a character possesses counts as one shield against an enemy's attack. Your wisdom is not depleted permanently, only for this encounter.
- If you're not on the board, you can still be pulled into an encounter.

1v1 (v1v1) Encounters

If you land directly on another player, you can initiate a fight. A fight will start with the same rules as a Full Party Encounter. If both players do not want to fight, a fight will not start. However, if even one player involved wants to fight, a fight will start. You have to fight the other person before you do whatever the tile you landed asks. 1v1 encounters can also include more than 2 players if another player lands on the tile. Players can team up if they decide they do not want to attack each other, allowing the encounter to end once all who remain are the agreed upon team.