

MINI ROGUE



DEPTHS OF DAMNATION

Did you believe that you had explored the entire dungeon? It holds many more secrets that only a seasoned adventurer would dare to unravel.

Should you take your chance, there will be no turning back. Open your eyes and trust no allies, or you will meet your demise.

The depths of damnation await you.

COMPONENTS

- This rulebook
- 2 Boss cards
- 3 Character cards
- 7 Room cards
- 26 Lore cards

SETUP

1. Set up the game as per the standard rules, using all the cards from the base game and from this expansion.
2. Shuffle all the Lore cards and place them in a pile facedown near the Room card deck.

ROOM CARDS

New rooms have been added to this expansion.



BANDIT

*A failed knight? A forgotten squire?
Whoever he may be, this bandit cares
more for resources.*

The Bandit is not a bloodthirsty Monster like the others: he would much prefer that you pay the toll, in Gold or Food, instead of having to risk his life in a duel against you. To resolve this card, simply pay the Gold or Food toll as indicated on the card, or enter a fight. It's your choice.



CURSED RELIC

“One may find artifacts cursed, oft deadly so, by hands non-human or godlike. Take care to avoid them.”

*- Excerpt from **Of the Unknown***

This Item card **must** be picked up when resolving it and **replaces** any other Item in the player’s inventory, if applicable.

When the Character picks up the Cursed Relic, they becomes Cursed, and **cannot** use a Holy Potion or a Blessing to cure themselves from this Affliction. You cannot replace this Item with another one.

To get rid of the Cursed Relic, sell it to an unsuspecting **Merchant**, appeal to the Old Gods for release at the **Shrine** or wash the curse off at the **Fountain**.





TRAP


Gears, spikes, chains, oil, and of course the unmistakable scent of dried blood...

This Trap card is a bit different from the others: instead of rolling the Dungeon die to determine which trap you are facing, the Trap depends on the Floor you are located on, just like with Monsters.



SECRET PASSAGE

Step into the unknown...

The Secret Passage leads you to a hidden location. To resolve the Secret Passage card, or any time a  must be resolved, draw a Lore card and resolve it. Once the Lore card has been resolved, the Secret Passage card is also resolved. Discard the Lore card faceup: you will never get this card again during the current play session.

LORE CARDS

Lore cards are tiny incursions into the narrative world of Mini Rogue. They often offer a choice to the player and confront them with a peculiar situation. They can be a deadly trap, an encounter with a lost merchant or a face-off against a vicious enemy.

To resolve Lore cards, draw the first card from the Lore deck. Simply read the story, then choose one of the available options. Some options are associated with Character tokens symbols: this means the action can only be performed by a Character of the corresponding class.









*Two Lore cards, **Friend or Foe?** and **An Old Warning**, were written by two of our backers, Andrew Garnett and Daniel Winograd-Cort respectively. We are proud of your contribution to Mini Rogue!*

LORE CARD EXAMPLE

The Adventurer

- 1 You find a dead adventurer, lying on their face. Upon closer inspection, you see a food ration stuck beneath their body, and a gold pouch. You then realise that the adventurer lies on a pressure plate. Looking around, you find rows upon rows of square holes on the walls. It's a trap!

What will you do?

- 2 Take the gold.
You need it more than the dead. +2 
- 2 Take the food.
The trap doesn't spring. +1 
- 3  Carefully remove the armor.  4
- 4  *Skillful handling.* +1 
- 4  *You moved too fast, the trap springs.* -2 

1. This is the card's story. Read it first!
2. These are the options you can choose from. You may only pick one option. Once you have chosen, you must update your stats as shown in the right column of the card.
3. You can only choose this option if your Character symbol matches the one on the card. In this example, only a Rogue or Thief Character may pick the option. Other Characters cannot choose it.
4. This option corresponds to a Skill Check. If you choose an option with a Skill Check, the result (success/failure) are indicated below. In this example, performing a Skill Check would either grant one piece of Armor (✓), or make the Character lose two HP (✗).



CREDITS

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