

MINI ROGUE



MOUNTAIN OF TORMENTS

You, helpless adventurer, are entering a place full of terrors. With or without help, you are not prepared for what's coming. The King has entrusted you with a mission: find out what happened to the Champion sent before you, and retrieve the Og's Blood.

Now, step forth and delve into the domain of the zealot of the Old Gods.

COMPONENTS

This rulebook

1 Boss card

1 Character card

7 Room cards

19 Delving cards

6 Scroll cards

3 Torment cards

3 Cursed Jewel cards

This expansion provides new ways to alter the difficulty of Mini Rogue, by introducing seven modules. You can use them in any combination, and you can also combine them with modules from other expansions; they are all compatible.

MODULE OVERVIEW

Delving: increases difficulty significantly.

Mountain of Torments: increases difficulty moderately.

The Tormented Rooms: increases difficulty slightly.

Cursed Jewelry: lowers difficulty significantly.

Scrolls: lowers difficulty slightly.

The Condemned: no change in difficulty.

Zealot of the Old Gods: no change in difficulty.

NEW ICONS

▲ **Anguish:** Increase torments by 1 if playing with the Mountain of Torments module *and* the Tormentor has yet to be defeated. Otherwise lose 1 ♥.

▼ **Relief:** Decrease torments by 1 if playing with the Mountain of Torments module *and* the Tormentor has yet to be defeated. Otherwise gain 1 ♥.

✂ **Savage:** If the Enemy rolls a **5**, they add -3 ♥ to their attack.

 **Swarm:** You face 3 of the current Enemy simultaneously, which means you will have to kill it 3 times. Roll the Dungeon die once per Enemy remaining when they attack. When you kill an Enemy, any remaining damage is transferred to the next one. Track how many Enemies are left using a cube. *For example, you face Murder of Crows with 3 ♥ and dealing -1 ♥. You attack the first crow. It doesn't die so you are attacked by 3 crows, each doing its damage (-1 ♥ x 3). As you have 1 ♣, you only ignore 1 ♥ and still get -2 ♥. Next attack, you kill the first one: only the remaining crows will attack you (-1 ♥ x 2).*

Using a Frost or Poison potion only affects the current Enemy.

 **Magic Protection:** The Enemy cannot be targeted by Potions or Scrolls.

 **Decay:** Lose 1 . If you have no , lose 1 ♥.

 **Ranged:** In combat, after rolling your dice pool, resolve the Enemy's attack first, then your attack second.

 **Dodge:** In combat, on a **5**, the Enemy dodges and your attack misses. If you have several Character dice, only the highest die is ignored.

DELVING

Set up the game as per the standard rules, using all the cards from the base game and from this module. Shuffle all Delving cards to form the Delving deck. Place them in a pile facedown near the Dungeon mat.

DELVING CARD EXAMPLES



Sometimes you will have Skill Checks to perform, sometimes not, depending on your luck and choices. When playing with the Delving module, add a step during the Delving Phase between steps 8 and 9 (see *the rules from the base game p.9*):

- 8a. Draw the first two cards from the Delving deck and read them. Discard one of the cards and

resolve the other, either by simply applying its effects or by performing a Skill Check then applying the corresponding result, depending on the card you chose. **If you are Blinded when drawing Delving cards**, only draw the first card from the Delving deck and resolve it. If there are no more cards, reshuffle the discarded Delving cards to form a new pile.

Multiplayer variant

If you are in a multiplayer game, the two cards drawn are faced by every player and each must select one that will apply to them independently. All players may choose the same card, or different players may choose different cards.

Harder variant

During setup in either a single-player or multiplayer game, you can increase the difficulty by removing the **Settlement Ruins** from the Delving deck.

Roguelike variant

If you wish to further increase the difficulty, you may play with the following rule: gain no rewards on a successful ☒ when resolving Delving cards.

MOUNTAIN OF TORMENTS

When you play with this module, set up the game as usual, but add a Torment card. You can choose it or select it randomly. Place it under your Character mat, hiding all of the Torments lines (see the example below).



Torment Progress

When you meet the conditions written after the ▲ or ▼ icon on the Torment card, slide your card one step in the same direction (▲ is up, ▼ is down).

Sometimes, it will only be an empty line, but if something is written you will have to take it into account for as long as it is revealed. When you encounter the ▲ and ▼ icons during the game (for example as rewards in some Rooms), increase or decrease your Torments accordingly.

Torments

Torments have a variety of effects. For example, they can increase the Ghost's power, prevent some abilities, make you always roll 1 Character die during Skill Checks (no matter your level), and much more. But all Torments have something in common: after resolving a card, if you are at the last Torment step, flip the card and begin a fight against your Tormentor. The fight has two phases, just like the fight against Og's Remains. Once the Tormentor is defeated, you do not draw a new Torment card, and the ▲ icon makes you lose 1♥, and ▼ heals by 1♥.

When you defeat your Tormentor, discard its card. You are no longer affected by the Torments during this game.

Multiplayer Variant

If you are in a multiplayer game, each player takes a Torment card and sets it up as usual. When you face your Tormentor, if you are in the same room as another player, that player faces your Tormentor beside you.

THE TORMENTED ROOMS

This module consists of the seven Room cards included in this expansion. When you set up the game, shuffle all Room cards from this expansion into the Room deck. The new Rooms are designed to work in synergy with the Mountain of Torments module. Therefore, it is recommended to always include this module when playing with Mountain of Torments for an enhanced gaming experience.



THE HORROR

Tales of an unspeakable, lurking creature are whispered throughout the region...

The Horror is a unique type of monster: it cannot be defeated. When you encounter it on the first three floors, you must flee and face the consequences of being in such close proximity to it. If you encounter

it on the fourth floor, you will be required to perform a Skill Check. If you succeed, you escape unharmed. However, if you fail, the consequences can be dire. You certainly wouldn't want that to happen. Please note that, even though the Horror cannot be defeated, it still counts towards any bonuses related to Treasures.



ABYSSAL VEIL

Some traps are best avoided.

This is a Trap like any other, but with a twist: if you fail, you are **required** to pick up the card. This means that if you possess another Item, you must discard it to acquire the Abyssal Veil, unless the other Item also requires you to pick it up. In such a specific circumstance, you may carry multiple Items even without an effect that would allow you to do so (e.g. the Bracer of Might from the Cursed Jewelry module).

While ensnared in the Abyssal Veil, your Torments will increase each time you refresh your Skills. You have the option to discard this card in any Shrine Room .



CURSED JEWELRY

*“The merchant said **nothing** about the strange voices in my head, nor the itching...”*

To play with the Cursed Jewelry module, select a Cursed Jewel or pick one randomly at the beginning of the game and place it beside your Character mat, faceup.

You can use your Cursed Jewel's skills the same way you use your own skills: after using it, flip the card over. Note that the Cursed Jewel's skills are independent from your Character's skills, which means once you have used your Character skills you still have your Cursed Jewel's and vice versa.

Cursed Jewel's skills don't refresh at Bonfires or when you encounter this icon . You can only refresh them during the Delving Phase, when refreshing your Character Skills, by paying the cost indicated on the back of the card or in the Cursed Jewel's banner.



You can't lose your Cursed Jewel, but if you neglect to refresh its skills, it won't be very useful. Remember to gather the required resources to use the skills.

Multiplayer Variant

In multiplayer games, each player can have a Cursed Jewel at the start of the game, and they function the same way as if you were playing solo.



SCROLLS

True magic! Immemorial pieces of reality-altering knowledge, lost until now...

If you play with the Scrolls, shuffle them at the beginning of the game and place them in a pile facedown near the play area.

When you would receive any Potion (it can be a 🍷, 🌿 or even 💧 — any Potion is valid), you may, if you want, draw a Scroll instead. Draw the first Scroll from the deck. You can carry a maximum of 1 Scroll at a time.

You can play a Scroll whenever you are able to apply its effects. When you play it, choose the part that suits you best. One part has no cost, but the other has a cost. If you choose the part without a cost, simply apply the effect and discard the Scroll. But if you choose the part with a cost, pay it, apply the Scroll's effect, and then discard it (a Scroll always vaporizes when you cast one of its spells).

If you ever run out of Scrolls in the deck, shuffle the discarded Scrolls together to create a new deck.



Some expansions, such as The Council, introduce enemies with armor. Just like Potions, Scrolls ignore enemies' armor.

Multiplayer Variant

Each player may carry, individually, a maximum of 1 Scroll. You can exchange, give or take them when you are in the same Room as another player.

Overlord Variant

We suggest deciding with the Overlord player if Scrolls are hidden from the Overlord when drawn. Playing with hidden Scrolls adds tension and can surprise the Overlord player.



THE CONDEMNED

Once a mage apprentice, they had to adapt quickly to the harsh reality of being masterless after a lethal accident.

The Condemned is a Character card included with this expansion. When you set up the game, you may choose to play as this new Character (it works best with the Mountain of Torments module), or you can shuffle all the Character cards you own, and select one at random.



ZEALOT OF THE OLD GODS

The King's Champion defeated Og, but instead of returning the Og's Blood, the Champion claimed it for themselves. Now you are tasked with bringing back the relic.

The Champion's Remains is a final Boss, just like Og's Remains. At the beginning of the game, instead of placing Og's Remains at the bottom of the Boss cards deck, you have two options: you can choose to swap it with the Champion's Remains or shuffle all final Bosses you own and randomly place one facedown at the bottom of the deck without looking at it.

The Champion's Remains plays differently from Og's Remains. It doesn't have phases but features sequential attacks. On the first turn of combat, it executes a venom attack. We recommend placing a free cube (e.g., a light grey Item card cube) on the numbered square to help keep track of it.

50 / 100		OG'S BLOOD	
ATTACKS		DMG	
1	Venom	-8	♥️ 🌿 🩹
2	Recover	-3	♥️ 🛡️ 🩹 🩹
3	Flank	-5	♥️ 🎯 🩹
4	Lunge	-7	♥️ 🗡️
	1	2	3

On the second turn, it recovers its health, and this cycle continues in the same manner, progressing from one attack to the next until the fourth attack is executed. Once it completes its fourth attack, it returns to the first one.

Multiplayer Variant

Similar to a standard combat, each of your turns constitutes a new combat round. Consequently, when a player attacks the Champion's Remains, the enemy's attack is distinct from its previous attack against a different player.

CREDITS

Game Design: Johan Sancho Vittrup, Paolo Di Stefano, and Gabriel Gendron

Game Development: Johan Sancho Vittrup, Paolo Di Stefano, and Yohann Hériot

Graphic Design: Paolo Di Stefano, and Gabriel Gendron

Illustrations: Gabriel Gendron, and Prashanka Mawalagedara

Proofreading: Johan Sancho Vittrup, Carolyn Gates, Yohann Hériot, Andrew Lynch, Marco Poutré, and Scott Moore



PUBLISHING

Nuts! Publishing

118 avenue de Fouesnant, 29950, Bénodet, France

© 2025 Paolo Di Stefano and Gabriel Gendron

© 2025 Nuts! Publishing

Icons made by: Lorc, Delapouite, Skoll, Quoting and DarkZaitzev. Available on <https://game-icons.net>.

Licensed under **CC BY 3.0**

TABLE OF RESOLUTIONS



If playing with the **Mountain of Torments** module, increase your torments by 1 if the Tormentor has yet to be defeated. Otherwise lose 1 ❤️.



If playing with the **Mountain of Torments** module, decrease your torments by 1 if the Tormentor has yet to be defeated. Otherwise gain 1 ❤️.



If the Enemy rolls a **5**, they add -3 ❤️ to their attack.



Fight the same Enemy 3 times. Live enemies combine their attacks against you.



Immunity to Offensive potions (🔥, 💧, 🌿) and Scrolls.



Lose 1 Food.



Resolve the Enemy's attack before yours.



On a **5**, your attack misses. If you have several Character dice, only the highest die is ignored.