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. One more step, and you will delve into the kingdom of a tormented king.

COMPONENTS

This rulebook
1 Boss card
1 Character card
6 Room cards

18 Delving cards
6 Scroll cards
3 Torment cards
1 Cursed Jewel card

This expansion provides new ways to alter the difficulty of the game, by introducing seven modules. You may play each module separately or together with one or multiple other modules, as well as with other expansions and modules from those; they are all compatible.

MODULE OVERVIEW

Delving: increases difficulty significantly.
Mountain of Torments: increases difficulty moderately.
The Horror Below: 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 are facing 3 Enemies. You have to kill the Enemy 3 times. Roll the Dungeon die once per Enemy remaining when they attack. When you kill an Enemy, the remaining damage do not pass to the other Enemies. To keep count of such enemies, put a cube on the number corresponding to how many there are left. *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).*

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 were Blinded at the beginning of the Delving Phase**, 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.

If you fall during the Delving Phase, instead of taking the current Room and placing it on the Start (top-left) position, just setup the Area as usual. Skip step 9 of the Delving Phase and consider the first Room of the Area (the one you start on) as already resolved.

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. Everyone may then choose the same card or a different one.

MOUNTAIN OF TORMENTS

When you play with this module, setup the game as usual, but take a Torment card with you. 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 them 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. In the same way, when you encounter these icons during the game as rewards in some rooms for example, increase or decrease your Torments accordingly.

Torments

There are various 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 King's Remain. 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 more 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 HORROR BELOW

This module consists of the six 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, nothing adverse occurs. 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.

PSYCHIC WEB

Having your mind trapped in this ensnared is not something you are looking for...

This is a Trap like any other, but with a unique 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 Psychic Web, unless the other Item also requires you to pick it up. In such a specific circumstance, and only then, you may carry multiple Items, **except** if playing with the Cursed Jewelry module; the Bracer of Might lets you carry a second Item.

While ensnared in the Psychic Web, your Torment 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 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 usage, 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 your Cursed Jewel's skills during the Delving Phase by paying the cost indicated at the back of the card or in the Cursed Jewel's banner.

RADIANT AMULET   -1 ◎ ⊘

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.

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 should receive any Potion (it can be a 🏆, 🔵 or even 🟣. Any Potion is valid), you may, if you want it, draw a Scroll instead. If you do, do not take the Potion and 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 side that suits you best. One side has no cost, but the other has a cost. If you choose the side without a cost, simply apply the effect and discard the Scroll. But if you choose the side 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 and form a new pile with them.

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 advise you not to show your Scroll to the Overlord, to surprise them.

THE CONDEMNED

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

This module consists of the Character card included in this expansion. When you set up the game, you may choose to play as this new Character, 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 Og's Blood, the Champion claimed it for themselves and became the new sovereign of the Dungeon. Now you are tasked with bringing back the Og's Blood.

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 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 the 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.

	ATTACKS	DMG		
1	Venom	-8 ♥	🟩	🔵
2	Recover	-3 ♥	🟢🟡	❤
3	Flank	-5 ♥	⌒	
4	Lunge	-7 ♥	⫻	

1	2	3	4

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

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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 3 times the same enemy. 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.