

MINI ROGUE

CAMPAIGN



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CAMPAIGN MODE

Mini Rogue's solo Campaign mode involves a series of branching Chapters shedding light on the Og's Blood. Each Chapter includes instructions to set up the game. It is an endless loop of trial and error: death is not the end.

How to Play: Choose a Character, then start reading from Chapter 1 and follow the instructions under the story blurb. Whenever you set up a Chapter, use the **Roguelike** difficulty mode: you begin with nothing more than your **starting stats**, the skills you might have unlocked and the relics you may carry. After a Chapter, everything else is set back to its starting value. If you **die**, you must restart the current Chapter, unless specified otherwise. If you want to change the Character you chose at the beginning of the campaign, you have to start the campaign all over again. You will unlock skills gained during your campaign using **Perk Points** that you will earn. Keep trying until you win on the final Chapter!

Perk Points: Perk Points (◆) are attributed depending on your performance in the scenario. These Perk Points can be spent to unlock permanent Skills. Each unspent Perk Point is recorded on your Campaign sheet on the back of the unused Character Mat.

How to Gain Perk Points: You will gain a certain amount of Perk Points between Story Chapters or when dying. You will earn 1 Perk Point for each completed Floor. Completing a Chapter counts as completing the current Floor. Additionally, you will earn 1 Perk Point for each Level you have reached. For example, dying on the fourth Floor (3◆) while Level 3 (2◆) would net you 5 Perk Points. If you would have survived, completing the Chapter would add one additional Perk Point.

Skill Tree: The Skill Tree features three main paths: Exploration, Survival and Combat. Each Skill unlocked by spending Perk Points will give you a **permanent passive bonus** throughout each game and access to more powerful Skills. Place a cube on the Skills that you have unlocked. Always apply these bonuses in each of your following games. You may not unlock more than two paths, and you can only unlock one branch per path. In other words, once you have unlocked a rank 2 Skill in a path, you cannot unlock the other rank 2 Skill in the same path.

Relics: Each time a scenario grants you a Relic, place a cube on your Campaign sheet to indicate that it is in your possession. Relics do not count towards your Item limit, and are not lost when dying. If you pause between adventures, make sure to keep track of the Relics, Skills and Perk Points collected.

CHAPTER EXAMPLE

Let's pretend you are on Chapter 8. You read the story blurb, and look at the instructions underneath, which read:

Setup: Use the **Dungeon** side. Add the Curse (☠️) and Poison (🧪) dice to your dice pool. If you defeat the Boss at the end of the second Floor, go to **11**. If you are killed by the Boss at the end of the second Floor, go to **4**.

In order, you will do the following:

1. Use the Dungeon side of the Dungeon mat.
2. Add the Curse and Poison dice to your dice pool.
3. Set all your stats to their initial values, depending on your chosen Character. Don't forget to apply the Roguelike difficulty mode. For a Rogue, this would look like 8 HP, 2 Food and 2 Gold.
4. Start playing as usual, and try to defeat the Boss at the end of the second Floor. If you managed to defeat the Boss on the second Floor, gain 2 Perk Points because you have completed both the first and second Floor. Add 1 Perk Point per Level reached. Let's pretend you managed to get to Level 2. That means 1 Perk Point. In total, you have gained 3 Perk Points.

If you didn't defeat the Boss because you died before facing it, or while facing it, you have failed. Let's pretend you didn't gain a Level, and died on the second Floor. In total, you have gained only 1 Perk Point.

5. This Chapter ends at the second Floor. If you face a 🍀 result and are already on the second Floor, only lose HP but remain on the current Floor. You cannot go lower than the last Floor of a Chapter.
6. You can now unlock Skills, by spending your Perk Points.
7. Now, you can go to the Chapter respective to your Chapter result: for success on Chapter 8, go to Chapter 11. If you died while facing the Boss, go to Chapter 4. If you died before that, restart the Chapter. In all cases, set your stats to their initial values and apply the Roguelike difficulty mode.
8. Read the new Chapter's story blurb and instructions, and play. If you have unlocked Skills, remember to look them up from time to time. They are passive, so they always apply. The same applies for Relics.

1

“BY THE KING’S DECREE, THE ELECTED CHAMPION OF THE CITY WILL TRAVEL NORTH TO RETRIEVE THE *OG’S BLOOD*. MAY THIS CHAMPION RETURN SAFE AND SOUND WITH THE PRIZED POSSESSION OF THE KING.”

The King gloomily stares at you, with sorrow in his eyes while you receive his blessing. Around the King’s neck, you catch a peek of a captivating amulet reflecting the fire of the torches. It is masterfully crafted and encrusted with a black obsidian stone. A dim other-worldly shimmer emanates from the King...

The time has come, you leave the City and its comforting walls to start your journey. If you choose to play as a Rogue or Crusader, go to **8**. If playing as a Cleric or Mage, go to **10**.

2

Resisting the powerful temptation, you travel back to the City. A great carnival is thrown to celebrate the heroic return of the only Champion who succeeded. Seeing you bring him not only the fabled *Og’s Blood*, but also the Eye of Constantine, the King marvels at the wonders you brought back from your journey.

Not in the mood for celebration, you are roaming the streets when the King’s elite guards ambush you. They beat you and mercilessly send you to prison.

It is rumored that the relics you brought to the King have turned him into a god, but not the merciful kind. All hope of escaping has left you. Imprisoned in the deepest cell of the Palace’s dungeon, you did not expect your life to end this way. Or... will it?

3

Standing tall over *Og’s Remains*, you can see that it is not dead yet: defeated, broken down, cut and sliced, but not dead. As you crouch down to take the *Og’s Blood* from its neck, you notice its wounds are healing. A shiver courses through its undead body as you violently pull the *Og’s Blood*. It seems that the ruby gave it regenerative powers.

Now that your hands surround the ruby, you realize it is in fact a relic: a small round blood-filled glass vial. Puzzling over the mean-

ing of all this, you hear a voice from inside your body: “WEAR THE BLOOD OF THE TRAITOR.”

If you heed the disincarnate voice and put the Og’s Blood around your neck, go to 7. If you instead decide to honor your word and bring back the relic to the King, go to 2.

4

You wake up in a hut, an old man tending to your wounds with care. “*Good thing young Eddar followed you down into the sewers. Cultists had their way with you and left you for dead after draining your spirit.*” You get dressed and pick up your equipment. It seems your potions were smashed when you were saved from the sewers, as only shards remain. The old man looks at you for a minute then sighs and says “*Take this relic, it’s the Pilgrim’s Flesh. Eddar found it where you were lying. If you’re the Champion, let me tell you this: you will not be able to find the Og’s Blood on your own, you will need the Eye to find it...*” The old man leads you outside the shack and slowly points at a gigantic black tower slicing the horizon.

Setup: Use the **Tower** side. Remove the **Cursed Dragon** from the game. Gain the Pilgrim’s Flesh Relic. You must defeat the Boss of the third Floor. If you are playing a Rogue, go to 6. If playing a Crusader, go to 9.

5

You wake up in a hut, a man is tending to your wounds. “*Well well well, if it isn’t the Champion?*” he says mockingly. “*You think a dragon is a joke? It has protected this village from City fools like you for a long time.*” You are tied up. “*You’ll make a splendid sacrifice. To the pyre!*”

The flames roar and burn your clothes. At the height of your panic, your eyes glaze over and you start chanting words you’ve never heard in a language unknown to you. The last words you catch before feeling the cold hard ground on your face are “*Is it the Chosen one?*”

Setup: Use the **Tower** side, starting on the second Floor. Remove the **Cursed Dragon** from the game. You must defeat the Boss of the third Floor. If you are playing a **Mage**, go to 6. If playing a **Priestess**, go to 9.

6

Upon defeating the horror in front of you, you find a small round relic, the Eye of Constantine. It supposedly grants clairvoyance to whom would seek the Og's Blood. However, weakened by the fight, you cannot resist its lure. Whispers inside your head grow loud and the temptation to use the Eye in search of your inner power becomes overwhelming.

Abandoning yourself, you feel it scouring at your deepest vices, merging them into a relentless strength. You hear godly voices echoing in your body as you gently touch the floor below: "THE OROA IS PLEASED. FIND THE TRAITOR'S HEART. TAKE IT. YOU WILL BE REWARDED."

Setup: Use the **Dungeon** side. If you have the *Pilgrim's Flesh*, set HP to 12, otherwise set HP to 10. If you have the *Bone of Ernazar*, gain 1 XP. Gain the *Relic Eye of Constantine*. Defeat *Og's Remains* on the last Floor. Once completed, go to 3.

7

Your wounds start healing, but your skin itches.

"WE ARE OND'INOR, REJ'KAMER, OLB'ERON, ALP'ALACHIUS. YOU'VE PRAYED MANY TIMES AT OUR SHRINES AND PERSEVERED THROUGH BOONS AND CURSES. WE ARE NOT GODS OF PITY, ALTRUISM OR CONSIDERATION. WE FAVOR THE WICKED, THE DISHONEST AND THE PAINFUL REMINDERS OF HOPELESSNESS. AND YET, THROUGH IDIOCY OR WASTED BRAVERY, YOU'VE COME TO DEFEAT OUR TRAITOROUS BROTHER IN HIS OWN DOMAIN, RISKING YOUR USELESS LIFE IN PURSUIT OF SOMEONE ELSE'S DREAMS OF ETERNITY."

You scratch your skin but only find bones under your nails! What have you become? "HIS LIFEBLOOD IS NOW YOURS; YOUR LIFE, OURS." Your mind grinds to a halt as your questions are all answered: you have become Og.



8

You saddle your horse and head straight to where you believe the Emerald Tower is located. You should reach it by the end of the night, but the path ventures into the Murky Forest. You feel lucky as the night sky is clear and the moon is full.

Suddenly, two black robed figures emerge from the groves, scaring your horse! You abruptly fall to the ground and fail to reach your weapon when the two shades close in on you! You wake up, weak and shaking. Where are you? Dimly lit torches give off an otherworldly green-hued light. It looks like you've been mugged and thrown for dead into an old sewer. You must find your way out!

Setup: Use the **Dungeon** side. Add the Curse (☠️) and Poison (🦟) dice to your dice pool. If you defeat the Boss at the end of the second Floor, go to **11**. If you are killed by the Boss at the end of the second Floor, go to **4**.

9

Upon defeating the horror in front of you, your eyes stop upon a small round relic, the Eye of Constantine. It supposedly grants clairvoyance to whom would seek the Og's Blood. Picking it up with reverence, you can feel malicious energy flowing from it.

A voice resonates out of the dead guardian on the floor: "THE OROA HAS WATCHED YOU. YOU WILL BE SPARED IF YOU RETRIEVE THE TRAITOR'S HEART." You backtrack across the tower and return to the entrance. The door is ajar. Your horse is waiting for you, eager to leave this place.

Guided by the Eye, you go to the dungeon where resides the object of your quest: the Og's Blood.

Setup: Use the **Dungeon** side. If you have the *Bone of Ernazar*, gain 1 XP. Gain the Relic *Eye of Constantine*. Defeat the *Og's Remains* to go to **3**.

10

You saddle your horse and gallop through the Ivory Plains. By the end of the day, a village should be in sight, before a small wooded area. The plains are foggy and strangely difficult to navigate. The path is unclear and the plains are slowly turning into a swamp.

Through the fog, you can see an old derelict tower. Vines are growing all over its worn-out walls. Arriving at the gates, you push the giant doors and step into the old tower. You stop as you are overwhelmed by an oppressive feeling. A strong gust of wind emerging from all sides shuts the doors, sealing you inside. You must get out of this place!

Setup: Use the **Tower** side. Set the **Cursed Dragon** as the second Boss. Add the Curse die (☠) to your pool. If you defeat the Cursed Dragon, to go **11**. If you are defeated by the Cursed Dragon, go to **5**.

11

You open your eyes and look around the small wooden cabin. Feathers, wriggling potted plants, rocks and centuries-old bones surround you.

A frail-looking woman greets you, her faded eye-patch and missing fingers contributing to her mystery. “Strong enough to smite my mighty guardian, yet too weak to endure the pain”, she croaks. “I’ve brought you to my home.” She stares at you for a second, then her eye opens up in surprise. She picks up an amulet on a shelf and hurries back to your side: “They want you to have this. It’s the Bone of Ernazar.” You fasten it around your neck, too groggy to understand what is happening.

While you are still in bed with your eyes closed, she begins chanting strange words at an unfamiliar cadence, then stops to answer your unspoken question: “They want you back, they want you to finish what you’ve started.” As you are transported through the portal, you notice the woman’s eye-patch is on her other eye...

Setup: Use the **Tower** side, starting on the second Floor. Remove the **Cursed Dragon** card from the game. Gain the Relic *Bone of Ernazar*. Defeat the Boss of the third Floor. If you do so as a Rogue or Mage, to go **6**. If you do so as a Priestess or Crusader, go to **9**.

