

THE UGLY GOBLIN'S

MECHANICS

FOR

ROGUELIKE



BY GABRIEL GALWAY

DISCLAIMERS

This is Playtest Content! As such, it might change in time, this is not a final release.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of its author.

This product is a work of fiction.

ENCOUNTERS

Floor 1

Room 1: 2X Giant Rats (Beast)

Room 2: X Dretches (Fiend)

Room 3: 3 Shadows (Undead)

Room 4: 1 Animated Armour & 2 flying swords (Construct)

**X = Number of Players in Party*

Boss 1: Ogre (Giant)

Floor 2

Room 1: X Magmins (Elemental)

Room 2: Half X Lions [rounded up] (Beasts)

Room 3: Yeti (Monstrosity)

Room 4: Mummy (Undead)

Boss 2: Brass, Bronze, Copper Dragon Wyrmlings (Dragon)

Floor 3

Room 1: Grell (Aberration)

Room 2: Half X (rounded up) Gelatinous Cubes (Ooze)

Room 3: X Myconid Adults, 1 Myconid Sovereign (Plant)

Room 4: Half X Will-o'-Wisps, Zombie Ogre (Undead)

Final Boss:

- Phase 1: Bheur Hag (2900xp), X Ice Mephrits (400xp), Yeti (700xp)
- Phase 2: Annis Hag (2300xp)
- Phase 3: Night Hag (1800xp), Half X Wights

COLLECTABLES

Heal after each boss (short rest) (regain stamina + can spend hit die to recover spells)

Basic Items:

- Hit dice flask (recover 1 hit dice)
- Potion of healing
- Potion of mana recovery
- Potion of stamina

Types of Doors

- Healing Room: Recover half HP
- Weapon Upgrader
- God Powers (Boons) (Classless Skill Tree)
- Shop (spend gold to choose from 3 (boons, upgrades or magic items)
- Gold (gain gold equal to floor you're on x 100)

Killing monsters:

- Has 25% chance to drop a Basic Item (roll 1d4 for chance, roll 1d4 for item)
- Drops Gold = xp given
- Grants XP
- Each Party member can harvest 1 material each

After each room, increase hp by 5, Stamina by 2 or Mana by 2

TYPES OF GODS/ BOONS

Heal after each boss (short rest) (regain stamina + can spend hit die to recover spells)

Types of Boons:

- **Combat:** Magical, Technical, Physical
- **Crafting:** Smithing, Alchemy, Runecraft, Tools, Spell scrolls

Types of Weapon Upgrades

- **Material** (roll d12 for monster material) upon entry to each player
- **Can create one refined material here and apply it to their weapon.**
- **OR can upgrade an applied material to next rarity.**

Each Floor increases rarity of their forge too.

Gods:

- **Gaia (Body)**
- **Morrigan (Killing)**
- **Arkana (Magic)**
- **The Mother Doe (Healing)**
- **Newt (Crafting: Smithing) (Chance to get rp buff like flash genius)**
- **Icosa (Luck Based)**
- **Shekinster (Alchemy)**
- **Ramses (Runecraft: High gold cost)**
- **Demu (Protection & Buffs)**
- **Xakryell (eldritch rp buffs and psychic things)**
- **Amor-Fryo (Love, RP auras and bardic inspo)**

Shop: Gadgets & Spell Scrolls