

THE UGLY GOBLIN'S

MECHANICS
FOR
ROGUELIKE



SAMPLE

BY GABRIEL GALWAY

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THE FULL 28 PAGE PDF CONTAINS:

*10 Gods & Their Boons
Unique Artwork
Room Descriptions
Sample NPCs
List of Curses
17 Sample Encounters
Meta Progression Options*



INTRODUCTION

The Story

The party have been captured by a coven of hags and have been sent to the depths of a dungeon they have designed to siphon the powers from any individual who dies within it.

However, death is but a temporary hiccup here. Should one of these victims die, they are simply sent back to the beginning of the dungeon, losing all progress and items earned along the way.

With each death, the hags grow ever more powerful rising into power at such speeds that even the gods have become wary.

And so, even though limited by repelling arcane sigils made by these hags, the gods have managed to reach out to the party to grant them minor boons for their journey ahead.

But of course, this is all part of the coven's plan. With each death, the hags now siphon even the powers of the gods themselves.

But for what? Why would they need such vast amounts of power?

HOW IT WORKS

*This randomised dungeon has been designed to recreate the experience of Roguelike games, taking heavy inspiration from Supergiant's: **Hades**.*

The party has 3 lives (shared between them) to defeat all 3 Bosses in order to escape the dungeon.

3 LIVES 

The party shares 3 lives between them. Should 1 member fall to 0 hit points, 1 life is immediately used up and that player immediately restores half of their hit points.

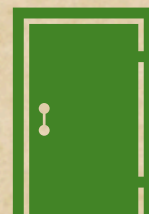
Should the party lose all 3 lives, everyone is sent back to the start of the dungeon.

*When this happens they **lose Everything**:*

All items, abilities and levels gained on their journey as well as all of their experience and gold.



ROOM PROGRESSION



The progress through this dungeons goes as follows:

1. Players **Choose a Room** to enter (from a choice of 2)
2. If it contains an encounter the party **fight the creatures inside** (*Otherwise skip to 4*).
3. Party **increases their HP, Mana or Stamina, harvest 1 material** from 1 creature each and collect other rewards dropped by creatures (XP, Gold etc.)
4. Party then **gain benefits of this Room** (based on Room Type)
5. After progressing through 4 rooms the party reaches the **Boss Room** of the current Floor.
6. Party fight Boss.
7. On defeating Boss, the party can loot the room as usual (harvest materials, gain gold and XP etc.)
8. Party then regains HP and can take a short rest. **After defeating a Boss any current magical effects end** (eg. *Concentration on spells, Curses from Cursed Boons, Magical Transformations, Summons & Familiars etc.*)
9. Progress to the next floor.
10. If the Party defeats the Final Boss, they “win” and escape the dungeon.

CHOOSING A ROOM

Before entering a new Room, players will be presented with 2 different doors. Dms will roll on the “Room Type Table” twice to determine what lies behind each door.

Consider having each door have different symbols on it to represent the Room Type or have players make skill checks to determine what lies beyond each door. Each door offers unique rewards but be warned, certain rooms will always have a collection of monsters guarding them (See Encounters).

Room Types:

- **God Boons:** Random God offers up a random Boon. (Hold Encounters)
- **Dungeon Denizen:** Engage with an NPC. (Potential Encounters)
- **Smithy:** Present Materials to upgrade gear.
- **Ramshacks' Shop:** Spend gold on any 3 Randomised options: God Boon, Refined Material or a Magic Item.
- **Treasury:** Gain gold equal to floor's level x 200 (Hold Elite Encounters)
- **Healing Spring:** Recover half HP

As the DM, roll on the table below (3 times) to determine what Room Types are available to your players after each encounter.



ROOM TYPE TABLE

ROOM TYPE	D20 RESULT
God Boons	1-10
Dungeon Denizen	11-12
Smithy	12-14
Ramshacks' Shop	15-17
Treasury (If already explored this floor roll again)	18-19
Healing Spring	20



REWARDS



Rooms are not the only rewards that can be found within these twisting dungeons.

Monsters slain can provide many resources to a player. And with each encounter cleared, players will steadily increase their HP, Mana and Stamina.

Upon Killing monsters:

- They have a **25% chance to drop a Basic Item** (roll 1d4 for drop chance, then roll 1d4 for Basic Item found.)
- They always grant **XP**
- They always drop **Gold equal to the XP given**
- Each party member can **harvest 1 Material each, per encounter.**

Basic Items:

1. **Hit dice flask:** Recover 2 Hit Dice.
2. **Potion of healing:** Restores 10 HP.
3. **Mana Potion:** Restores 3 MP.
4. **Stamina Potion:** Restores 5 Stamina.

After each Encounter, each player can choose to either increase their:

- Hit Points by 3
- Stamina by 1
- Mana by 1

Additionally they gain access to this Room's Rewards (See Room Types)

After each Boss Room:

Players **replenish half of their Hit Points** and can then spend a Short Rest regaining spent stamina & spending hit dice to recover mana or additional hit points.

After defeating a Boss any current magical effects end. (eg. Concentration on spells, Curses from Cursed Boons, Magical Transformations, Summons & Familiars etc.)



LEVELLING UP



All Players start this adventure at level 1, with either a **Class** or as a **Classless** character using my Classless Combat & Roleplay Skill Trees.

(They do not gain access to the crafting skill tree for this adventure, unless you want them to).

Build your character as you normally would, with any starting gear they would typically have.

When a player dies: they return to this **level 1** character **OR** are free to **change their starting class or starting classless build**.

Alongside the Rewards gained through the party's progression through this dungeon, the players will occasionally level up after gaining enough XP.

When this happens, players can either level up as they normally would, progressing in a Class.

Or they can be awarded **5 Level Points** which they can spend in either my **Classless COMBAT or ROLEPLAY skill trees**.

This latter option will most likely result in a more gritty experience for your players, but is also what this adventure has been ideally designed for.

And if you want to increase the difficulty further, consider giving them access to only 3 Level Points per Level Up.

Keep in Mind: Any **God Boons** gained by players progressing on the **Classless Level Tree** will be considered **"Unlocked"** for that player, allowing them to purchase any nodes connecting back to that gifted node.

TOO LONG DIDN'T READ?

- **Easy Mode:** Play with Classes
- **Normal Mode:** Play with Classless Skill Trees (Combat & Roleplay) Gaining 5 LP per level.
- **Hardmode:** Use Classless Skill Trees but only gain 3 LP per Level.
- **God Boons** are considered "Unlocked" nodes.



GODS AND THEIR BOONS



Below is a list of the different gods from my own homebrew world of Gostar who wish to reach out and aid the party. Feel free to add or swap out any other gods that best fit your own setting if you wish.

A brief summary on the types of boons provided by each god:

Gods:

1. **Amor-Fryo** (Love: Healing, Protection, Auras and Inspire Die)
2. **Arkana** (Magic: Mystical Nodes)
3. **Demu** (God of Flow: Movement, Pursuing wrong doers)
4. **Gaia** (Body)
5. **Icosa** (Luck Based)
6. **Morrigan** (Killing)
7. **Newt** (Crafting: Smithing) (Chance to get rp buff like flash genius)
8. **Shekinster** (Alchemy)
9. **The Mother Doe** (Healing)
10. **Xakryell** (eldritch RP buffs and psychic things)

Ramses (God of Fear: Ramshacks' Shop):

Sells Boons, Magic Items & Refined Materials



TWO SAMPLE GODS

AMOR-FRYO

The Frozen God of Love

D8 RESULT	BOON
1	Inspire
2	Benevolent Aura
3	Beacon of Hope
4	Inspire
5	Insightful Fighting
6	Heal
7	Protect
8	Binding Friendship

ABOUT

The **Frozen God of Love** was imprisoned in ice within the heart of Jötunheim by Grey, the god of Jealousy & Lust.

Each year people celebrate her and do their best to share affection and joy so as one day melt her frozen prison and flood the world once more with love.

ARKANA

The Creator of Chaos & Magic

D8 RESULT	BOON
1	+5 Mana
2	+1 Cantrip
3	+1 Spell
4	+1 Ward
5	+1 Summon & 1 Buff
6	+2 Spell Weaves
7	Arcane Bond
8	Mystic Art

ABOUT

When **Newt** created Law & Order in the universe, Arkana decided to become its **antithesis**. The **creation of magic** soon followed.

All things arcane would **defy logic** and understanding. Magic would become **living chaos**.

REFERENCES

This PDF references a lot of material I have previously made in regards to my Classless Skill Tree such as:

- Crafting Mechanics
- Classless Progression
- Material Gathering

*For more Information check out any of my videos on the topic:
(Each video includes free links and references to each rule/mechanic)*

Crafting Skill Tree:

<https://www.youtube.com/watch?v=qrdcW-QGKOo>

Combat Skill Tree:

Part 1: <https://www.youtube.com/watch?v=lsDXKPSEp3c&t=1616s>

Part 2: <https://www.youtube.com/watch?v=L7ONm4qYaXI&t=1443s>

Roleplay Skill Tree: <https://www.youtube.com/watch?v=zYZpDSgpqFE&t=5s>

Crafting Mechanics:

- Alchemy: https://youtu.be/mt34l_ur3EM?si=vQ5hYiasgOErtURa
- Cooking: <https://youtu.be/JQVJZWGAfbc?si=pGIXXPZ1hQBe8j8P>
- Runecraft: <https://youtu.be/PLXts9439wQ?si=VVVpGwPTpenXj5Es>
- Smithing: <https://youtu.be/eO6xebpQ3sA?si=-WWsOB-kTmw5kDHu>

BONUS, Exploration: <https://youtu.be/wFJWe4wHvv0?si=DYgN4Z68CVebWFFX>

Or if you skill have questions, hop over to my Discord:

<https://discord.gg/asVTbcWAet>

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