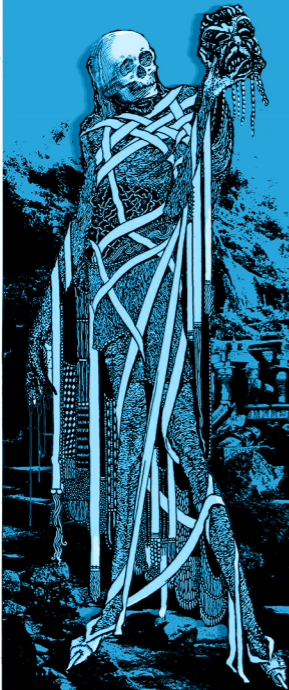


# THE TEMPLE OF KARTHIS

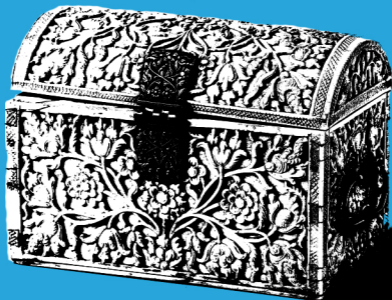


A DUNGEON CRAWLING GAME OF RELIC HUNTING

# THE TEMPLE OF KARTHIS

A DUNGEON CRAWLING GAME OF RELIC HUNTING

BY LEE STONE



# INTRODUCTION

**The Temple of Karthis** is a solo dungeon crawling game using cards and dice. Each turn, the player will roll dice to generate the immediate layout of the dungeon and then draw cards to see what threats are present, if any.

If a threat is determined, the player will then roll a die to see how well he or she did in overcoming the obstacle. However, treasures are also likely to appear instead of, or with, a threat.

The game is completed when the prized relic, the Jeweled Crown of Karthis, is found. At which time, the explorer adds their collected treasures and notes the dungeon level they completed the game on.

The game can be replayed as often as desired, with the player gaining a benefit for how far they have ventured in previous journeys.

As such, the game lends itself to a 'beat the high score' type of game, with the player attempting to reach a higher score with each play through.

# PREPARATION

Before you begin playing **The Temple of Karthis**, you will need the following items-

A **deck of playing cards**, with two jokers.

A **six-sided die**

Two **ten-sided dice** (preferably different colored to make them easier to read), with one representing the ‘tens’ and the other representing the ‘ones’ to generate a number between 01 and 100 (0’s on both dice is 100).

A sheet or two of **graph paper**. There’s a printable page included for your convenience.

Some **paper** to log things like Character Level, Health and Collected Treasures.

# STARTING THE GAME

## Your Explorer

Feel free to name your explorer whatever you wish. He or she will begin as a level one explorer.

Give him or her 10 Health points and an empty backpack. Your character is now ready.

## The Temple Deck

From the deck of cards take the following to create the Temple Deck-

Ace thru 10 of Spades

Ace thru 10 of Clubs

Ace thru 6 of Diamonds

Ace thru 5 of Hearts

Both Jokers

Shuffle the face cards. Randomly select one, and without looking at it, add it to the Temple Deck.

Then shuffle the Temple Deck.

The deck is now ready.

One last thing to do before playing is to draw your starting tile.

Place this tile on a side of the sheet, or at the bottom.

Refer to the Tiles Chart, and use the 39-40 result tile as a guide. The side facing the edge of the sheet has stairs set in a wall, while the other three sides are open.

Draw a dot in the center of the tile to note that this tile had no event.

For future reference, all tiles with stairs will get a dot to indicate that there was no event. You will skip the event drawing phase for those tiles.

Tiles can have one of five icons to mark them:

A dot, for no event.

An X, for an event.

A Heart, for healing.

A Diamond, for treasure found.

A Star for an enemy.

These will be explained later.

Once you have the tile mapped on your graph paper, you can now begin to play.

# GAME PHASES

Each turn has three phases.

- 1. Generate the dungeon tile.** This is where you'll roll to determine the tile you're entering.
- 2. Determine threats, if any, or treasure.** You'll roll a die and then draw a number of cards based on your roll. If you have more than one card drawn, you get to choose which one is encountered.
- 3. Resolve threats or other cards.** For threats, you'll roll to see how you did. More often than not, you'll succeed at any given task. Just at varying degrees of success. You really can't fail a task completely unless you lose all your Health in the process.

These phases are described in more detail on the following pages.

**Phase One:**  
**Generating the dungeon.**

Each turn, you'll roll the two ten-sided dice to get a number between 01 and 100.

Look at the Tile Chart and find the number rolled.

On the graph paper, draw this tile adjacent to the tile you are currently on, with the 'v' or arrow touching the edge you're crossing.

If this tile is a stairs tile, skip the second and third phases. If you choose to go down the stairs, refer to the section on Stairs.

**Phase Two:**  
**Drawing for threats.**

Once you have your tile placed on the graph paper, and it's not a stairs tile, roll a six-sided die.

If it comes up 1, 2 or 3, draw one Temple Deck card

If it comes up 4 or 5, draw two Temple Deck cards and choose one

If it comes up 6, draw three Temple Deck cards and choose one.

Spades and Clubs are generally threats.

Diamonds are treasures.

Hearts represent safe spots in the dungeon. You heal half of your lost health, rounded down, for encountering a Heart card.

Treasures are what you're after. A good rule of thumb is that if you have a choice of Temple Deck events, pick the treasure.

If you have no choice but to encounter a Spade or Club card, you'll want to pick the lowest valued card if you can. The value of the card is how much Health you'll lose if you don't roll well during the last phase of the turn.

Jokers and face cards are special.

When drawn, draw cards until you get a Spade or Club and put that card on top of the Joker. Shuffle any other cards drawn for this back into the Temple Deck.

The threat must be dealt with first, in order to acquire the treasure.

The first Joker you come across is a medium treasure, worth a set amount based on what level dungeon you are on.

The second Joker is the Jeweled Crown of Karthis. It is the most valued treasure that you will find in the Temple.

Face cards represent rival explorers and enemies. At the current build of the game, they all are dealt with similarly and have no real differences other than being different cards.

Phase Three:

Resolving the cards that have been drawn.

If you drew only one card, you only have one option, and that is governed by the card you drew.

If you drew two or three cards, you may choose any one of those cards to be the one you encounter.

If the card encountered is a Diamond, draw a diamond shape in the tile and note its value on your character sheet. It's value is equal to the card value, with the following modifiers:

Floor One = Value x1  
Floor Two = Value x10  
Floor Three = Value x100  
Floor Four = Value x1,000  
Floor Five = Value x10,000  
Floor Six = Value x100,000

It's highly unlikely that a floor will be necessary below level six. The Crown would most assuredly have been found by then, ending the game.

The Joker values are also applied to the above chart. With the first Joker being a base value of 10, and the second Joker (the Crown) being a base of 100.

If any Aces are drawn, whether encountered or not, they are shuffled back into the Temple Deck at the end of the phase.

All other Diamonds cards and Jokers are removed from the game.

Any other non-Ace cards drawn (Spades, Clubs, Hearts) are discarded at the end of the phase.

If the card encountered is a Heart, draw a heart shape in the tile and regain half your lost Health, rounded down.

If any Aces are drawn, whether encountered or not, they are shuffled back into the Temple Deck at the end of the phase.

All other Diamonds cards and Jokers are removed from the game.

Any other non-Ace cards drawn (Spades, Clubs, Hearts) are discarded at the end of the phase.

If the card encountered is a Club or a Spade, draw an X in the tile and prepare to face a challenge.

The challenges are:

Ace - Bats

2 - Snakes

3 - Dart Trap

4 - Poisonous Gas

5 - Pit Trap

6 - Arrows

7 - Falling Stone

8 - Swinging Blades

9 - Spike Trap

10 - Sealed Shut

With the exception of 10, if you don't beat the floor level's challenge rating, you'll take damage equal to the value of the card as you make your way through the threat.

Anytime you roll a 1, however, you'll take the damage and roll again. This could lead you to taking the damage twice.

The first floor's challenge rating is 3.

If you roll a 3 or higher on the six-sided die, you successfully deal with the threat and take no damage.

If you roll under the challenge rating for a floor, but still higher than a 1, you take damage but still get through the trap.

As mentioned above, if you roll a 1, you'll take the damage and roll again.

10, Sealed Shut, is a special trap. With this one the entrance to the tile, from the tile you just left, has a wall slam shut.

As this could leave you trapped (there are possible dead ends in the game), you have the option of choosing which side of the wall you end up on.

However, if you choose the tile you were leaving, you take 1 point of damage.

Draw a wall on your map between the two tiles to represent the blocked path.

(If your Health reaches 0, you fail the adventure and your collected treasures are lost in the Temple again. Your character eventually re-awakens at a nearby village and can attempt the journey again.)

If any Aces are drawn, whether encountered or not, they are shuffled back into the Temple Deck at the end of the phase.

All other Diamonds cards and Jokers are removed from the game.

Any other non-Ace cards drawn (Spades, Clubs, Hearts) are discarded at the end of the phase.

If the card encountered is a face card, a special combat occurs. Draw a star in the tile and proceed with combat as described-

The player rolls the six-sided die and adds their explorer's level to the result.

Then they roll the six-sided die and adds the level of the floor to the result.

The character with the lower roll takes damage equal to the difference.

The face card enemy has Health equal to 5+the floor level.

At any time, the player may choose to retreat from the battle.

If they do, they may leave the tile and go to any other tile and resume exploring in a different location.

Set the face card aside. If the player returns to that tile, the combat resumes.

If any Aces are drawn, whether encountered or not, they are shuffled back into the Temple Deck at the end of the phase.

All other Diamonds cards and Jokers are removed from the game.

Any other non-Ace cards drawn (Spades, Clubs, Hearts) are discarded at the end of the phase.

## STAIRS AND LOWER LEVELS

Anytime a stairs tile is discovered, the player may choose to venture down to the next level.

If they do, they take the discard pile, remove one Hearts card if there are any in it, and shuffle it back into the Temple Deck.

The challenge rating for threats goes up one point.

For example, a starting explorer would face challenge rating 3 threats on the first level, and challenge rating 4 threats on the second level.

The floors become more dangerous the deeper down the player goes, but the treasure values go up considerably.

Leveling up changes the difficulty of the floors based on how well the player does.

## LEVELING UP

At the end of a successful relic hunt, the player calculates their points from the treasure they collected and notes the level of the dungeon where they found the Crown. The explorer's level raises up to match the level of that floor.

On any subsequent adventures, every floor up to the level of the explorer has a challenge rating of 3.

Whenever the explorer goes down to the next level, the challenge rating increases as normal.

For example, a level 3 explorer would have challenge rating 3 threats on the first three floors, and then challenge rating 4 threats on the fourth floor.

# TILES CHART



01-12



13-22



23-32



33-38



39-40



41-46



47-56



57-66



67-72



73-74



75-78



79-82



83-92



93-98



99-00

