

SPELUNK!

TABLETOP ROLEPLAYING GAME



BY SCOTT MATHOUSE

SPELUNK!

SPELUNK! Is a fantasy roleplaying game where the worst thing you can do is roll a 1.

STUFF NEEDED

To play you need a bunch of friends or frenemies, each with a six-sided die, a space to play (virtual or meat-space) and some time to get into some dungeon action.

Referee

One player will be the referee. They won't have their own character but instead play the people and monsters the spelunkers come across, as well as making and running adventures.

ACTIONS

To do anything where there's an interesting risk of failure roll a die. On any number except 1 the action succeeds, with a higher number denoting a more convincing success.

If a 1 is rolled - hoo boy. Things go badly. Real badly. Like, over-the-top bad, decided by the Referee.



FIGHTS

In a fight don't worry too much about who goes first - the situation should inform that. Generally everyone can take an action on their turn (like smacking a skeleton, kicking open a door, or chucking a spell).

When attacking, roll a die. Any number aside from 1 is how much damage you do to the opponent's hit point total.

If you roll a 1, the opponent deals damage to you. The referee should describe what happens.

When an opponent attacks, do the same. On a 1 the opponent deals damage.

MAGIC

Magic is freeform, meaning anyone playing a Wizard can dream up a spell and attempt it. Roll a die. The higher the roll, the better the effect. The referee describes what happens based on the Wizard's description of the spell. If the spell deals damage, use the die roll as the damage inflicted.

If the spell rolls a 1 it backfires horribly. Any damage and effects are targeted at the caster.



SpelunkERS

Players who aren't the Referee are Spelunkers - daring (read: foolhardy) adventurers looking for loot and glory.

There are no stats in Spelunk! Instead, choose Warrior or Wizard.

WARRIOR

Warriors begin with a sword, a shield, 15 Hit Points and do +3 damage. Roll on these nifty tables.

Equipment

1. Bubble pipe
2. Jaffa cakes
3. Shades
4. A chicken
5. Accordion
6. Dumbbell

Catchphrase

1. My body is a weapon
2. I pump my guns for fun
3. Hot tamale!
4. Let's get rockin'
5. Vroom vroom, tiger
6. Where's the bar?

Why do you adventure?

1. To show off my guns
2. To punch the biggest monster
3. To have songs written about me
4. To find the hidden city of Klah
5. To discover a cure for boredom
6. To inspire my music career

Your big secret

1. I'm scared of the dark
2. I can't read
3. I'm a were badger
4. I was raised by the dark lord
5. I hate the sight of blood
6. My gloved hand is made of slime



WIZARD

Wizards begin with a staff, a robe, 10 Hit Points and can cast spells. Roll on these nifty tables.

Equipment

1. Dummy's Guide to Surgery
2. Baby unicorn
3. Pocket abacus
4. Joke book (for young wizards)
5. Jar of slime
6. Celebrity wizard poster

Catchphrase

1. Alakazoo!
2. Do I have to?
3. By Grimbu's snout!
4. The smart hedgehog gets the milk
5. Holy oranges!
6. Say cheese and fly

Why do you adventure?

1. To discover rad new spells
2. Delve into the secrets of the universe
3. Discover with monsters taste best
4. Get over my many phobias
5. Find my true love
6. Get filthy famous

Your big secret

1. I'm the spawn of a demon
2. I turn into a mouse at midnight
3. I keep my mother in my pocket
4. I'm a clone
5. I'm being hunted by an inter-dimensional police force
6. I'm addicted to marzipan

WHAT'S YOUR DEAL?

So like, are you a human or what?

Roll to find out what you are:

1. Human
2. Goblin
3. Rat Person
4. Elf
5. Dwarf
6. Pixie

Where do you live?

1. Dank cave
2. Treehouse
3. Giant shoe
4. Mountain shack
5. Wonky tower
6. Hollow mushroom

What adventuring gear do you have?

1. Tent, long pole, crowbar
2. Lantern, oil, dry ration
3. Mirror, chalk, flask
4. Shackles, padlock, lockpicks
5. Lemonade, quill, ink pot
6. Knife, rope, map

What's your job?

1. Shopkeeper
2. Stablehand
3. Farmhand
4. Smithy's assistant
5. Assistant librarian
6. Street thief



ADVENTURING

Adventures are full of merry japes, silly monsters, and spike-coated pits.

RESTING

Everyone needs a breather. A short rest every hour replenishes 2 lost Hit Points. After a sleep regain all lost Hit Points.

OUT OF ACTION

At 0 Hit Points you're out of action. Roll to see what happens:

1. You are dead. Dead dead dead.
2. You lost a limb! Roll again.
3. You're unconscious for $d6$ days
4. You're unconscious for $d6$ hours
5. You're unconscious for $d6$ minutes
6. You got away with some gnarly scars

LOOT

What treasure did you find? Roll on this table, then the requisite ones.

1. Cursed object
2. Art piece
3. Gold
4. Jewels
5. Equipment
6. Magic item

Cursed objects

1. A lovely pair of gloves that make your hands unusable until you burn them
2. A helmet that forces you to be super arrogant when worn
3. A sword who can talk in your voice and loves to insult people
4. A ring that won't let you sleep
5. A coin purse whose gold contains pheromones that attract wolves
6. A circlet that allows you to hear people's thoughts, except they're always mean and about you

Art piece

1. Crappy painting worth 1 gold
2. Small broken statue worth d6 gold
3. Fine taxidermy worth 2d6 gold
4. Beautiful cameo worth 1d6 x 10 gold
5. Portrait worth 2d6 x 10 gold
6. Impeccable sculpture worth 1d6 x 100 gold

Gold

1. 1 gold
2. D6 gold
3. 2d6 gold
4. D6 x 10 gold
5. 2d6 x 10 gold
6. 1d6 x 100 gold

Jewels

1. Quartz (d6 gold)
2. Agate (3d6 gold)
3. Opal (4d6 gold)
4. Sapphire (2d6 x 10 gold)
5. Ruby (3d6 x 10 gold)
6. Diamond (2d6 x 100 gold)

Equipment

1. Mundane adventuring equipment
2. Shiny gauntlet
3. Spiffing hat
4. Helm
5. Weapon
6. Fancy clothing

Magic item (roll on 3 tables)

Item type

1. Book
2. Armour
3. Weapon
4. Wearable
5. Shield
6. Body part

Primary effect

1. Teleporting
2. Shielding
3. Transforming
4. Freezing
5. Creating
6. Destroying

Temporary side effect (d6 hours)

1. Caster malaise
2. Caster bad smells
3. Caster irritability
4. Caster hyperactive
5. Caster drunk
6. Caster hideous

(Using a magic item doesn't need a roll most of the time)

MONSTERS

Monsters have Hit Points and damage values. The Referee should feel free to play the monsters how they like. Not all monsters will attack right away. In fact, most want other stuff, listed in their stat block.

For your imagination: small weird creatures are portrayed as wet puppets, while large monsters are stop motion behemoths or people in rubber suits.

ASSASSIN HP 8, DAM 6

Wants to carry out contracts, remain hidden.

BASILISK HP 12, DAM 8

Wants to turn people into stone, bask in the sunlight.

CROW WARRIOR HP 5, DAM 3

Wants to have all the shiny things.

DEMON HP11, DAM 5

Wants to take souls.

DRAGON HP20, DAM 10

Wants peace and quiet, also all the gold in the land.

GOBLIN HP 3, DAM 2

Wants to collect objects and make weird contraptions.

HEIROPHANT HP 10, DAM 3

Wants to gather all spells, destroy all wizards.

IMBECILE HP 2, DAM 1

Has no idea what they want.

LIZARDFOLK HP 7, DAM 4

Wants to protect their eggs.

MINOTAUR HP 10, DAM 8

Wants to throw people in their maze.

SKELETON HP 6, DAM 4

Wants to do its masters' bidding.



TROLL HP14, DAM 8

Wants to smash things and eat raw meat.

UNICORN HP9, DAM 4

Wants to sing its little songs and cry its little tears.

VAMPIRE HP11, DAM 7

Wants to saahk your blaaahd.

WEREWOLF HP9, DAM 7

Wants to frolic in the forest and turn everyone else into werewolves.

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