

A ROGUE'S TALE



A Rogue's Tale

Brief Overview of Game and Setting

The Game

A Rogue's Tale is the campaign expansion for the Rogue Dungeon game system. It is not a standalone game. It is the spine that binds Rogue Dungeon into a single, persistent experience.

Where Rogue Dungeon is fast, lethal, and resolved in a single session, A Rogue's Tale stretches those moments across time. Characters persist. Consequences linger. Stories emerge from scripted quests, chance encounters, bad decisions, and the dice doing what dice do best.

You will choose one of several main questlines. This choice defines your character, your motivations, and the larger story unfolding across the campaign map. Over multiple sessions, your rogue grows through survival, exploration, and hard-earned progress—whether you pursue the main quest directly or wander into danger simply because it's there.

The world is explored hex by hex. Along the way, you will uncover dungeons drawn directly from the Rogue Dungeon system: Dungeons, Tombs, Castles, and Sewers. Each is entered and resolved using familiar Rogue Dungeon rules, with minor campaign-specific adjustments. Every dungeon is unique—its own story, its own lord, and its own legendary loot.

Between delves, the world does not rest. Travel triggers narrative events: ambushes, omens, bargains, moral tests, and strange encounters that may

spark new quests or stand alone as grim little stories worth remembering. Cities and villages offer brief safety—places to trade, train, recover, and learn just enough to get yourself killed somewhere new.

The Setting

A Rogue's Tale is gritty high fantasy: magic, monsters, demi-humans, and dangerous ruins. Familiar at a glance—twisted up close. The world is Arx Fur. The dominant power is the human Empire of Arx Rex, a Roman-inspired state in visible decline. This is the moment before collapse: corruption entrenched, borders failing, faith weaponized, and old systems grinding forward long after their purpose is forgotten. The Dark Age hasn't arrived yet—but you can see it coming. And yet, all is not what it appears.

The world of Rogue Dungeon was designed literally—the world itself is a dungeon. It is layered and deceptive. History lies, symbols matter, and truths are often hidden in plain sight.

For those who want to dig deeper, A Rogue's Tale is supported by a massive 80+ page digital lore book, expanding the setting, factions, cosmology, and the deeper context behind the quests you will encounter.

📖 Explore the Lore:

<https://roguedungeongame.com/lore>

Welcome to the campaign...

Live Long and Dungeon Crawl!



Tools of the Trade

Manifest of Content

Manifest of Content

Box:	1
Map:	1
Rules & References:	3
Poker Cards:	216
Mini Cards:	128
Luna Coins:	86
Tokens:	48
Meeples:	11
Card Holders:	4

Play Mats

Campaign Map:	11"*17" Triple Layered
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Rules & References

A Rogue's Tale:	20 page rulesbook
The Gospel of Thieves:	40 page lore book
Quick Start Guide:	1 double sided card

Mini Decks

Physical Cards / Sides per Card / Total Cards

Month Deck:	6 / 2 / 12
Year Deck:	6 / 2 / 12
Boss Loot Deck:	24 / 1 / 24
Henchman Deck:	12 / 1 / 12
Mark & Status Deck:	24 / 1 / 24
Skill Deck:	12 / 1 / 12
Travel Loot Deck:	44 / 1 / 44

Physical/Playable Cards: 128 / 140

Poker Decks

All decks are double sided and do not contain a traditional card backing. The first number is the physical number of cards the second it the number of playable sides.

Main Quest Deck:	12 / 24
Quest Deck:	48 / 96
Hero Deck:	2 / 4
Road Travel Event Deck:	18 / 36
Air Travel Event Deck:	6 / 12
River Travel Event Deck:	6 / 12
River Crossing Deck:	6 / 12
Plains Events Deck:	12 / 24
Hill Events Deck:	12 / 24
Mountain Events Deck:	12 / 24
Forest Events Deck:	12 / 24
Swamp Events Deck:	12 / 24
Full Moon Events Deck:	12 / 24
Dungeon & Boss Deck:	24 / 48
Town Deck:	6 / 12
Establishment Deck:	6 / 12
Donjon Quest Deck:	10 / 20

Physical / Playable Cards: 216 / 432



Setting up Game



Table Setup Instructions

Set up your play area on a table that is at least 34" × 13.5", or use two adjacent TV trays 17" × 13.5".

Lay out the boards from left to right: *Campaign Map* on the far left, *Hero Mat* in the center, *Dungeon Mat* on the right

Place the 4 card holders along the top edge of the boards, forming a wall of cards facing the player.

Arrange the card holders according to the layout shown in the diagram below. This keeps terrain, event, and quest decks organized and easy to access during play.

Road Deck	River Deck	Air Deck	Full Moon	Main Quest	Hero Deck
Plains Deck	Hills Deck	Mountain	Quest Deck	Town Deck	Establishment
Forest Deck	Swamp Deck	River Cross	Month Deck	Year Deck	Justice

Campaign Map

Boss Deck	Monster 1	Monster 2	Red Deck	White Deck	Blue Deck
Monster 3	Monster 4	Monster 5	Purple Deck	Yellow Deck	Mini Maps
Skill Deck	Mark / Status	Henchman	Dungeon	Boss Loot	

Hero Mat

Dungeon Mat



The Luna Equation

The Universal Currency of Adventure

In A Rogue's Tale, every step you take is measured not just in distance, but in Luna—the sacred currency that governs travel across the land. Understanding how Luna works is essential for planning your journeys and surviving the challenges that await.

What Is Luna?

Luna is the universal currency in A Rogue's Tale, symbolized by 🏰. It represents the energy or effort required to traverse different terrains and travel methods. Rather than traditional movement points, all movement costs are expressed in Luna.

Luna isn't just a currency—it's the essence of your journey. Every action, from traversing terrains to facing fate, is quantified in Luna.

The Luna Equation

At the heart of the game's mechanics lies the Luna Equation:

$$1 \text{ Valor(XP)} = 1 \text{ Luna} = 1 \text{ Provision} \\ = 1 \text{ Movement Point} = 1 \text{ Day's Travel} = 1 \text{ Fate}$$

This equation signifies:

Valor: Earned through heroic deeds and challenges.

Luna: The currency to spend on various actions.

Provision: Sustenance for survival.

Movement Point: Distance covered on your journey.

Day's Travel: Time spent adventuring.

Fate: The unknown outcomes of your choices.

This interconnectedness ensures that every decision impacts multiple facets of your adventure.



The Moon Altar

Tracking the Passage of Time

The Moon Altar

The Moon Altar is the central system used to track time, lunar phases, and long-term effects in A Rogue's Tale. It governs the passage of days, the progression of months and years, and the resolution of events tied to the Moon.

The Moon Altar is the left most counter holder in play. All Luna laid on the map or used to visit a shop are to be placed in the Altar.

Important: Only Luna spent traveling are to be placed in the Altar. At the start of a campaign, Place the moon phase counters into the altar as below. place the Month card for the first month and the Year card for year into the designated card slots on the Moon Altar.



-  Silver Moon
-  Onyx Crest
-  Janus Moon
-  Silver Crest
-  Onyx Moon

Tracking Time

Time in A Rogue's Tale is tracked exclusively on the Moon Altar.

I Luna = 1 Day

Each Luna spent during travel or other time-based actions represents one full day passing.

When a Luna is resolved, it is placed onto the Moon Altar to record the passage of time.

Months & Lunar Phases

Each month consists of 30 days, divided into five lunar phases, each lasting six days. The month always begins on the **Full Moon**. As days pass, fill the phase slots from right to left, one Luna per day. The **current phase** is the right most phase which contains a Luna. The current phase affects Moon Gates, quests, events, and certain conditions.

Completing the Month

When all slots on the Moon Altar are filled, the month ends. Resolve these steps

1. New Month Begins

Move the spent time Luna  to the Bank.

2. Advance Date

Rotate the Month card to the next month.

If required, advance the Year card.

3. Refresh Resources

Refresh all  Skills and  Loot as indicated by their rules.

4. Drop Excess Loot

Drop loot > 10 + Bonuses provided by Beasts and Wagons. Marks, status cards, rings, transports, henchman, hirelings, mounts or very small items are exempt. You must convert excess loot to Luna.

5. Pay Hirelings

6. Full Moon Events

Resolve all  Full Moon Quest Chapters with a Full Moon conditional. If no Full Moon Quest Chapters are active,  draw and resolve a Full Moon Event.



A Rogue's Tale

Differences from Rogue Dungeon

How A Rogue's Tale Expands Rogue Dungeon

While Rogue Dungeon is a fast-paced, standalone dungeon crawl where you rise from zero to hero in a single session, A Rogue's Tale introduces a persistent campaign system. You'll link dungeon dives across a grand hex-crawl map—exploring wilderness, visiting cities, completing quests, and developing your hero over time.

Differences from Rogue Dungeon

New Heroes, New Stories
You won't play as the standard Rogue Dungeon heroes. Instead, each Main Questline introduces a custom protagonist with a unique origin, goal, and storyline.

Choose Your Questline

At the start of each session, select one of the available Main Questlines. These drive your long-term objectives and determine your starting gear, character, and win condition.

Progression Is Slower

In Rogue Dungeon, you rise from Level 1 to max in a single game. In A Rogue's Tale, you typically gain just one level per play session, making long-term growth meaningful and strategic.

Organic Stat Growth

Instead of leveling up all at once, your stats now grow organically through use.

How It Works:

- XP does not levels your rogue.
- All XP is instantly converted into Luna at a 1:1 ratio.
- Each stat ( Intellect,  Agility,  Strength,  Vitality) now includes:
 - A Stat Level (e.g., Strength 2)
 - A Progress Tracker (how close it is to increasing)
 - Whenever you pass a stat test, you gain +1 progress in that stat.
 - Once your progress equals your current stat level, increase the stat by +1 and reset the progress to 1.

Example: If you have  Intellect 3, you must pass 3 Intellect tests to raise it to 4.

Training & Towns

Towns now serve a critical function:

Train Stats: Spend Luna to raise stats without waiting on tests (cost = stat × 5 Luna).

Buy Skills: Unlock new abilities tied to your main questline or hero.

Purchase Luck: Buy  Luck rerolls for 5 Luna each.

Life and Death

As in Rogue Dungeon, death is final. However, a prudent rogue may purchase a form of insurance called Second Breath. If you die while protected by Second Breath, you may continue your quest with no loss of levels, but all loot is lost. All henchman and Hirelings will.



Terrain and Travel

Chart the Course

Movement in Rex Arx

The map of Rex Arx is divided into 15 mile hexes. To travel you must chart your course by placing  Luna along your chosen path. Terrain and travel methods change the cost in  Luna required to enter a hex.

TRAVEL & LEVELS TABLE

 Walk —  Luna per  Hex

 Road — 1  /  • L1

 Plains — 1  /  • L2

 Forest — 2  /  • L3

 Hills — 2  /  • L3

 Swamp — 3  /  • L4

 Mountain — 3  /  • L5

 Mount —  Hex per  Luna

 Road — 2  /  • L1

 Plains — 2  /  • L2

 Hills — 1  /  • L3

 Air Mount —  Hex per  Luna

 Air — 6  /  • L5

 Boat —  Hex per  Luna

 Water — 6  /  • L3

 L# = Monster Level

Per-Hex Placement

If terrain shows X  / , place Luna in each hex.

Example:

A swamp shows 3  / .

Each swamp hex you enter requires 3 .

Traveling through three swamp hexes cost 9 .

Stretch Placement

If terrain shows X  / , place Luna after moving through several hexes.

Choose a continuous stretch of the same terrain.

Move across X hexes, then place  on the hex where you stop.

If the terrain changes before you reach that hex, the placement is interrupted.

Example:

A road traveled on horseback shows 3  / .

1 — Move across three road hexes

2 — Place  on the third

That single Luna covers the entire stretch.



Terrain and Travel

Set the Course

Setting Course

Once the course is charted, movement is committed by resolving the Luna coins placed along the route.

Step 1: Set the Course

Starting with the first hex of the route and proceeding in order, flip each  Luna coin one at a time and resolve the result according to the face shown.

Legionary in Battle (1/3):

Draw and resolve an Event card matching the travel type or terrain of the hex.

Cornucopia (2/3):

The hex is traversed without incident. No Event card is drawn.

Each Luna must be fully resolved before moving on to the next.

Step 2: Advance Time

After resolving a Luna, place it into the Moon Altar. Each Luna spent represents one full day of travel. This advances time for quests, conditions, and any effects tied to days, weeks, or lunar phases.

Step 3: Complete the Route

Continue setting the course and resolving Luna coins until all coins along the route have been resolved, or until an effect interrupts travel and ends the journey early.

Moon Gates

Moon Gates allow rapid travel between distant locations by harnessing the phases of the Moon. Each Moon Gate is attuned to a specific lunar phase and functions according to the current state of the Altar Phase.

Using a Moon Gate

To travel using a Moon Gate, follow these steps:

1. Determine Valid Destination Gates

Compare the current Altar Phase to the phase of the Moon Gate you are using. The phase is the left most phase containing Luna.

— Matching Phase:

If the Altar Phase matches the phase of the Moon Gate you are using, you may travel to any other Moon Gate, regardless of its phase.

— Non-Matching Phase:

If the phases do not match, you may only travel to a Moon Gate that shares the same lunar phase as the gate you entered.

2. Choose a Destination

Place  Luna on the destination Moon Gate you wish to travel to. Set course as normal.



Quest and Event System

How Stories Unfold in Rogue Tales

In A Rogue's Tale, your journey is shaped by Events and Quests. These card-based encounters build the game's unfolding narrative, from random misfortunes to epic conspiracies.

Core Concepts

Event

Events are cards drawn from terrain or travel specific decks based on your location or mode of travel. Each presents a brief situation: a challenge, choice, danger, or reward. Some events are self-contained. Others may lead to greater adventures...

Quest

A Quest is a multi-part story triggered by a specific Event. Once started, it unfolds across a series of cards called Quest Chapters, which guide you through narrative twists and challenges.

Quest Trigger Event

When you see a card with this line:

 Begin Quest — [Quest Name]

...it means a quest has begun. This usually appears under a specific outcome on an Event card. Pay close attention—only that result leads to the quest.

Quest Chapter

Quests continue through Chapter cards (e.g., Chapter 1, Chapter 2...).

The first chapter usually follows immediately.

Later chapters may appear right away or only after a specific trigger occurs.

Quest Chapter Condition

Some chapters include a condition at the bottom that tells you when the next chapter is allowed to continue.

If no condition is printed, the next chapter may be played immediately.

How to Read Quest Cards

Here's what you might see on a card—and what it means:

Begin Quest — [Name]

Appears in an Event. You've just triggered a Quest. Draw Chapter 1 of that quest.

Continue to Chapter X

You may now draw and read the next chapter in the quest.



Quest and Event System(Cont.)

How Stories Unfold in A Rogue's Tales

 **Continue to Chapter X — When Condition Important:** Do not resolve or reveal the next chapter until the printed condition is fulfilled. These cards are conditional locks, not reminders. Place them in the single-card holder slots above the counter tray. You will check these often to see whether the condition has been met. Until it is, the quest does not move. No peeking, no “close enough,” no mercy. The world advances only when the condition says it may.

Example:

 **Continue to Chapter 3 — When you enter a**  **Mountain hex**

 **End of Quest**

This story has concluded.

What to Expect During Quests

Chapter 1 typically follows right after the Event that began the quest.

You'll always check the most recently drawn chapter card to know when the next one can be played.

If a chapter has a condition, it must be fulfilled before advancing. Quests may contain stat tests, choices, loot, and long-term consequences.

Example Quest — The Moon's Cut

 **Event Quest Trigger: The Coin and the Cloak**

A silver-laden wagon lies wrecked in a snowy pass. A bloodied priest of the Lunar Vigil whispers about a clipped bribe.

 — Intellect: Speak to the priest

☒ **Pass:** “They shaved the coins... the Temple doesn't know...”

 **Begin Quest — The Moon's Cut**

Chapter 1 — Dead Weight

You slap the priest awake. He gasps out details of a forged bribe meant for Justitia, then dies. Among the wreckage, a coin chest bears the stamp of Silver Spire.

 **Continue to Chapter 2 — When you enter Silver Spire**

Only when you travel to Silver Spire do you proceed to the next Chapter. The last played chapter with the conditional stays in play until its condition has been met. Only then is that quest chapter completed.

Chapter 2 — Forged Beneath the Moon

A mint official confirms the worst: a high priest ordered the coins clipped. The surplus silver vanished, the moon blamed.

 **End of Quest**



Rogue Dungeon Icon Reference

Icons Used Across Cards

Terrain Types

-  Plains
-  Forest
-  Hills
-  Mountains
-  Swamp
-  Road
-  Water
-  Air

Locations

-  City
-  Temple (Justice)
-  Shop
-  Dungeon
-  Tomb
-  Sewer

Event Types

-  Begin / Continue / End Quest
-  Quest Chapter / Intellect
-  Stat Test
-  Player Choice
-  Random Roll (d6)
-  Loot Test / Item Requirement
-  Treasure / Reward
-  Trade / Barter

Combat Combat Encounter

-  Enemy Attack Value (AV)
-  Enemy Damage Value (DV)
-  Player Health

Player Stats

-  Intellect
-  Agility
-  Strength
-  Vitality (Max )
-  Luck (Reroll)

Marks & Status

-  Mark (Status, Curse, or Title)
-  Mark Test

Time & Moon

-  Full Moon
-  Calendar / Day Tracking
-  Quest Condition / Delay

Other

-  Boss Enemy
-  Quest Chapter Reference
-  Game Over



Rogue Dungeon Icon Reference

Icons Used Across Cards

 Event

A standalone card with a challenge, test, or story.

 Begin Quest — [Name]

You've triggered a quest. Draw Chapter I.

 Chapter I, 2, etc.

Sequential story cards in a quest. Read when conditions allow.

 Continue to Chapter X

Draw the next chapter immediately.

 Continue to Chapter X — When...

Wait until the listed condition is true, then draw the next chapter.

 End of Quest

The story has ended. Discard or archive the quest.

 Chapter Condition

A printed requirement to continue the quest (e.g., terrain, item, action).

 Stat Test

Roll a die. If the result is $\leq$ your stat, you pass.

 Choice

Pick between two or more paths. Consequences may vary.

