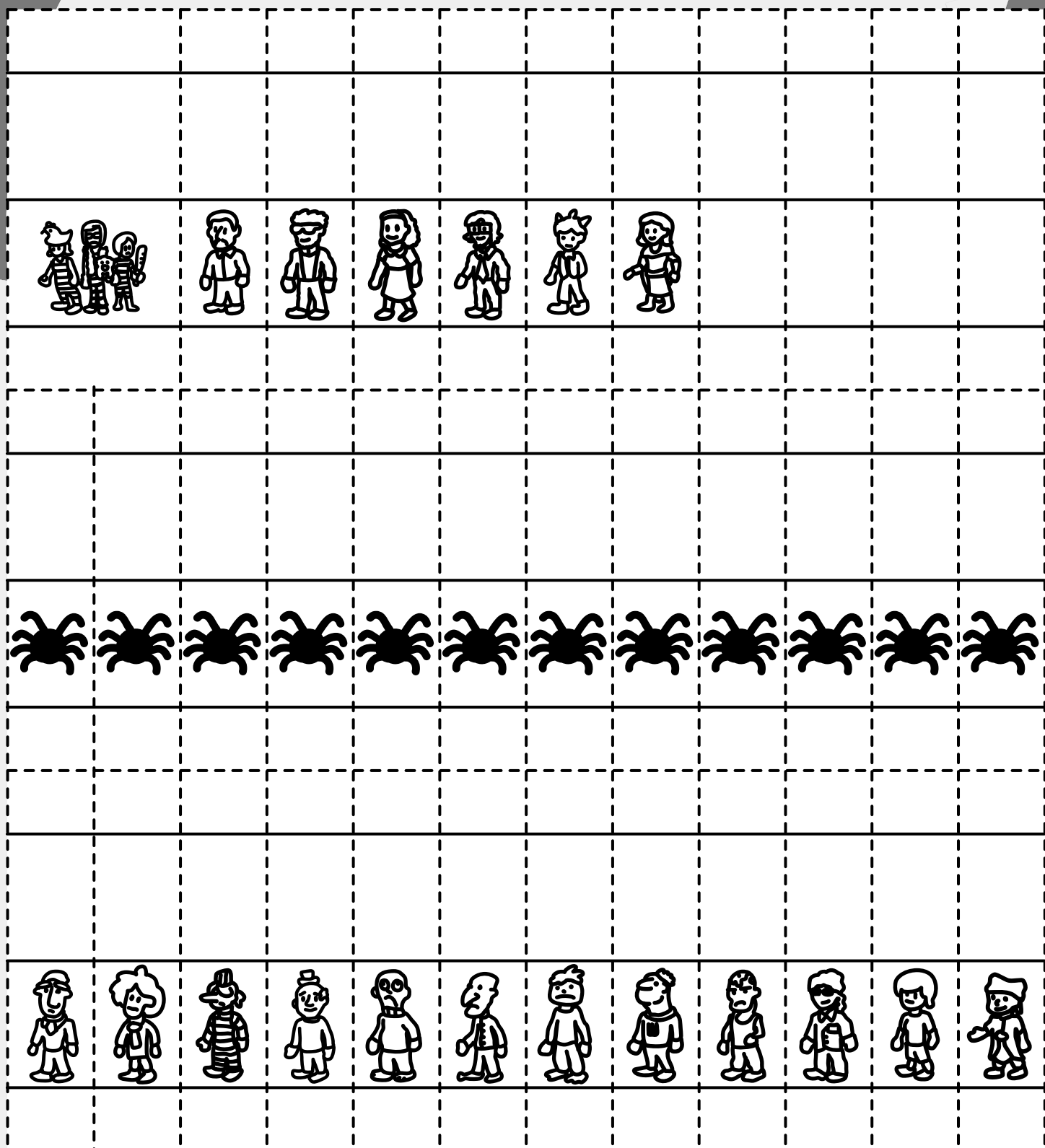


Here are your templates for the "standees" used in The Cloud Dungeon. They're printed on the back cover of the book. Feel free to print these on thicker paper, or make your own out of card stock or construction paper!



'THE CLOUD DUNGEON'

**THE CLASSIC
CREATIVE PAPERCRAFT
GAME NIGHT**

**BY
ANDHEDREW**

Make your own DIY Story!

I've made The Cloud Dungeon a great game experience, but I'm also building a new format for producing games. I've assembled template files, fonts, free images, style and formatting guidelines so you can create your own DIY game experience, which you are free to give away to anyone and everyone. E-mail it to me, and I'll help show it off.

Find it all at: www.andhegames.com/diy-adventure-tools

Share away!

Andhegames.com is where this book came from. It all belongs to Andrew Miller; feel free to copy and distribute. Don't sell it, though – make your own cool book, and sell that. It's more fun.

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More stuff:

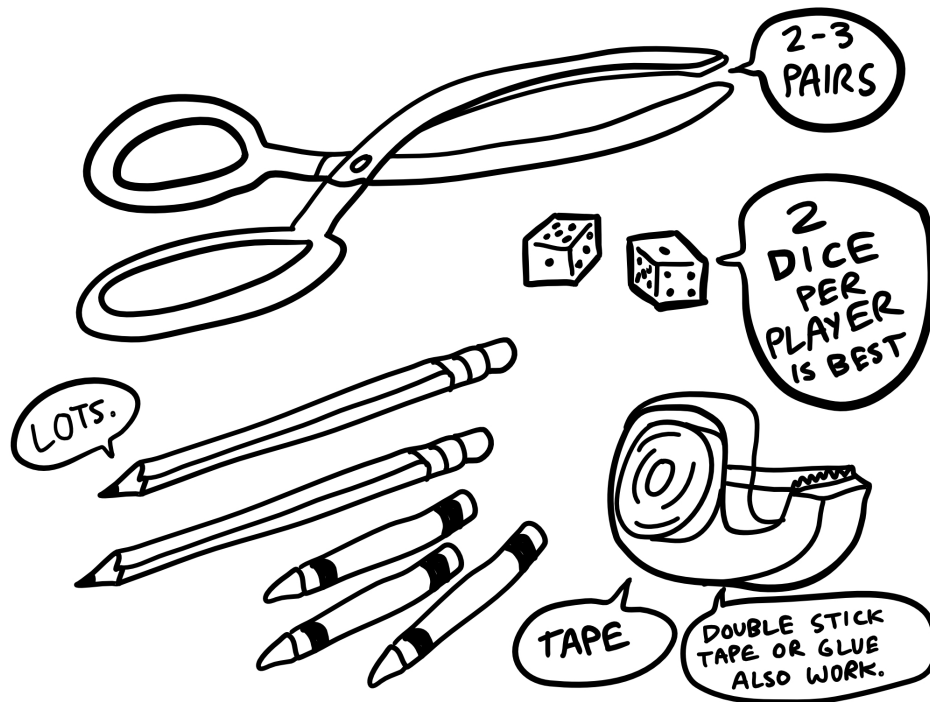
Get more games, brand new character sets and other printables here: andhegames.com/store

Thank you for buying The Cloud Dungeon. Your money helps make more awesome handmade games that inspire creativity.

EXTRAS:

In the back of the book, you'll find additional characters, weapon sets, and more goodies, thanks to backers and pre-orderers!

Supplies Needed:



HALT!

**Don't turn the page
until you're ready to play!**

A few things to remember when playing:

1. Feel free to bend the rules. Don't worry about getting everything exactly right. Just have fun.
2. Don't save any unpurchased items. Only save gold.
3. If you need to take a break from the game, place everyone's characters and items in separate envelopes. Save the gold and your decision card, and pack everything else up in the book. Discard any loose pieces.
4. With a team decision, if you can't agree, assign a number to each choice and roll a die to determine the course of action. Or just compromise. :-)

NAME:

smarts:	3							
strength:	2							
sanity:	2							



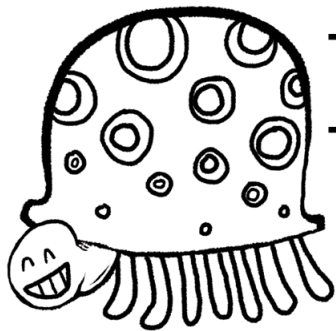
QUIRKS!

NAME:

smarts:	2							
strength:	3							
sanity:	2							



QUIRKS!



Quirk:

Lay out all character pages, everyone may choose one character. You may reduce your health by 2 to pick a pet! The pet may take damage for you, and is mostly for fun. :-)

NAME:

smarts:

strength:

sanity:

WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.



YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:

strength:

sanity:

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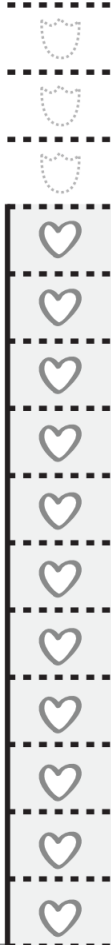
YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	2								
strength:	4								
sanity:	1								



QUIRKS!

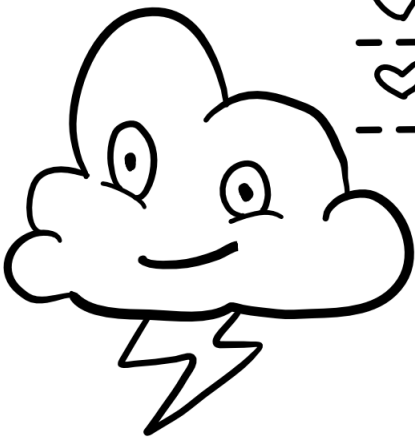


NAME:

smarts:	4								
strength:	1								
sanity:	2								



QUIRKS!



Quirk:



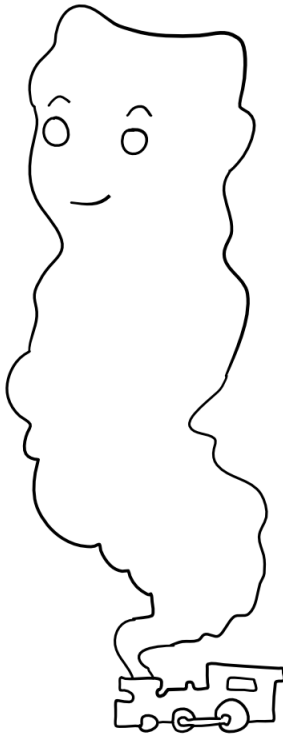
NAME:

smarts:

strength:

sanity:

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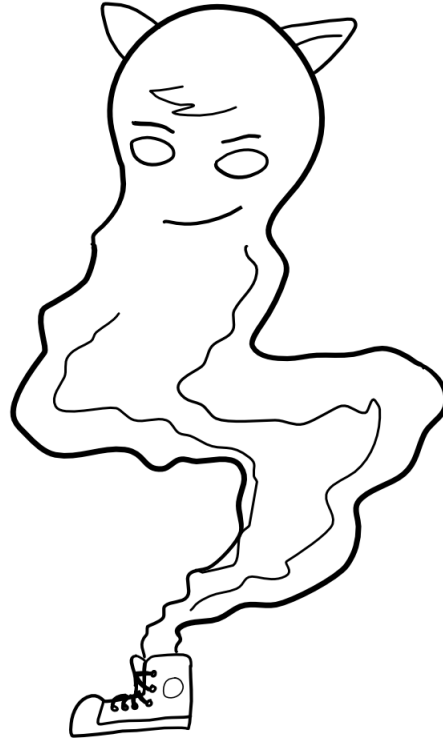
NAME:

smarts:

strength:

sanity:

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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	2								
strength:	2								
sanity:	3								



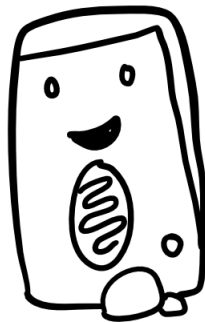
QUIRKS!

NAME:

smarts:	2								
strength:	3								
sanity:	2								



QUIRKS!



Quirk:

NAME:

smarts:	
strength:	
sanity:	

WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.

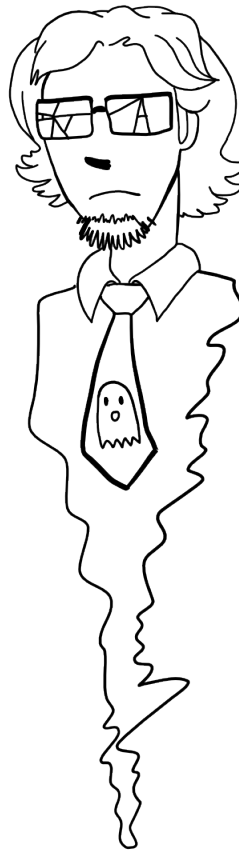


YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	
strength:	
sanity:	

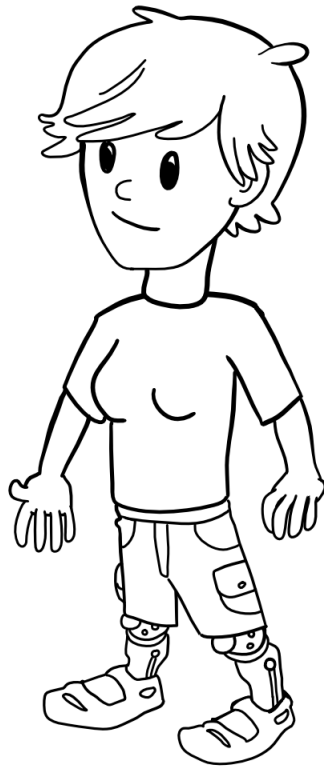
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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	3								
strength:	2								
sanity:	2								



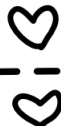
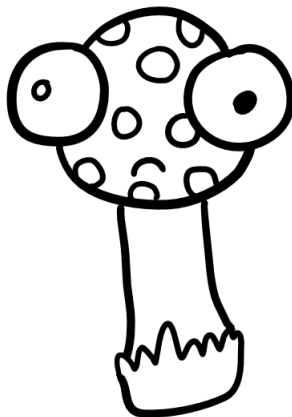
QUIRKS!

NAME:

smarts:	3								
strength:	1								
sanity:	3								



QUIRKS!

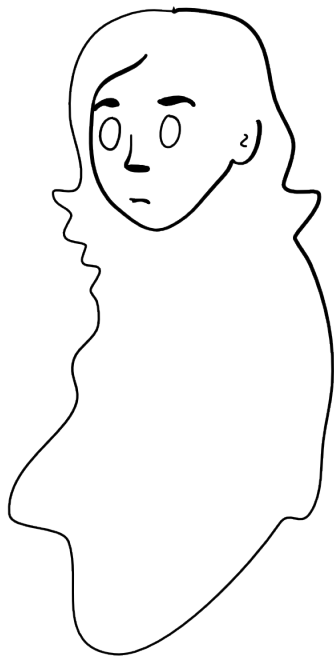


Quirk:

NAME:

smarts:	
strength:	
sanity:	

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smarts:	
strength:	
sanity:	

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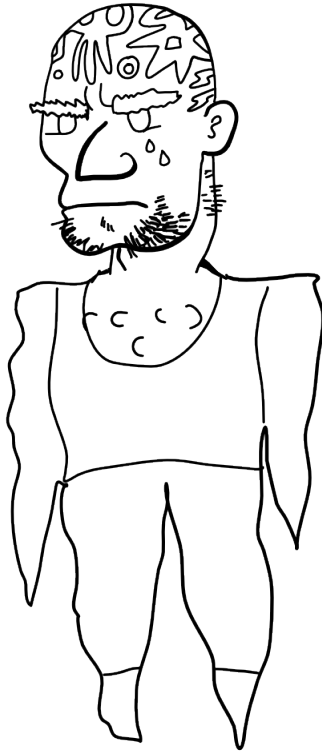
NAME:

smarts:

strength:

sanity:

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NAME:

smarts:

strength:

sanity:

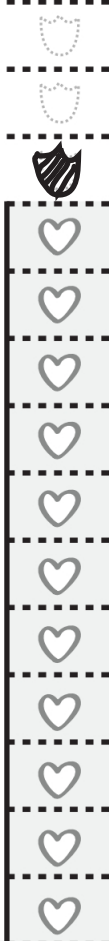
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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

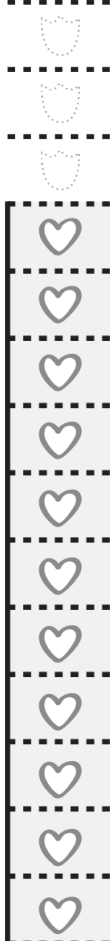
smarts:	2								
strength:	2								
sanity:	2								



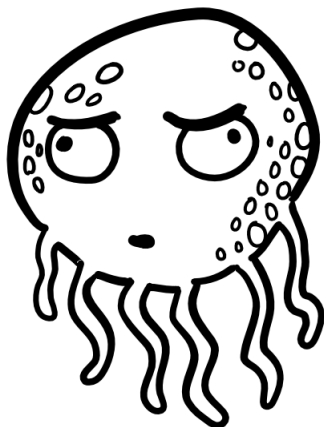
QUIRKS! _____

NAME:

smarts:	3								
strength:	3								
sanity:	1								



QUIRKS! _____

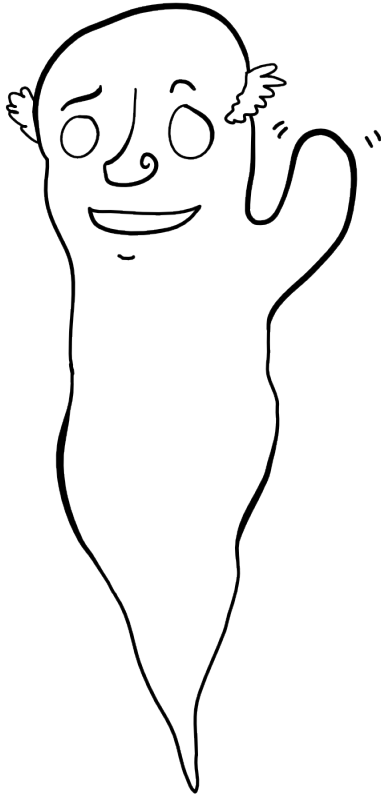


Quirk:

NAME:

smarts:	
strength:	
sanity:	

WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.



YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	
strength:	
sanity:	

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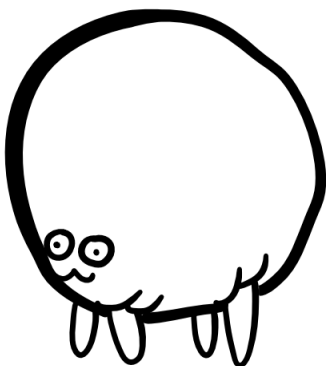
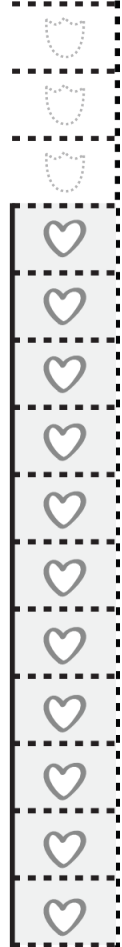
YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	4								
strength:	3								
sanity:	0								



— QUIRKS! —

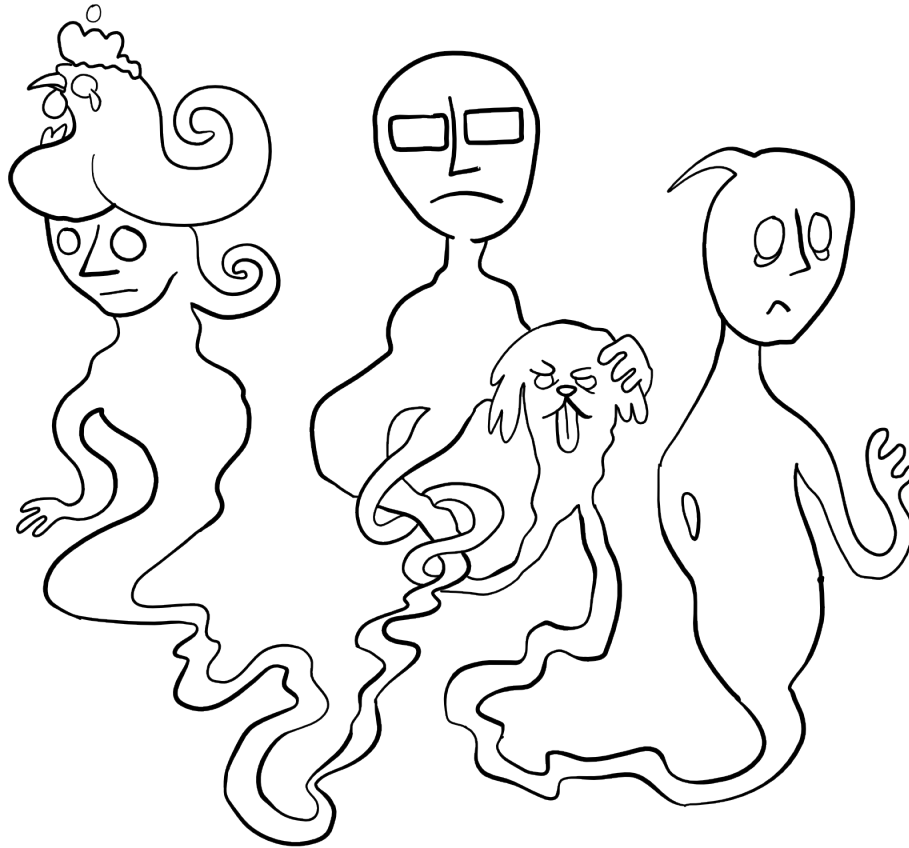


Quirk:

NAME:

smarts:	
strength:	
sanity:	

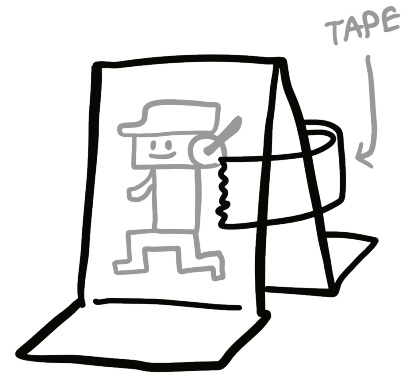
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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

Cut that out!

Cut out your character card and the matching standee from the back cover. Cut your standees out at the dotted lines, and fold at the solid lines.



Name names

Be sure to add a name. If you can't think of anything, simply take the first syllable of your favorite food, and add it to the last syllable of your hometown's name.

Abilities

You have starting numbers for your abilities. Roll a die for each ability, and add that number to the starting number. Write the new number in the next empty box.

Smarts: $1 + \text{die} = 6$

Strength: $3 + \text{die} = 6$

Sanity: $3 + \text{die} = 7$

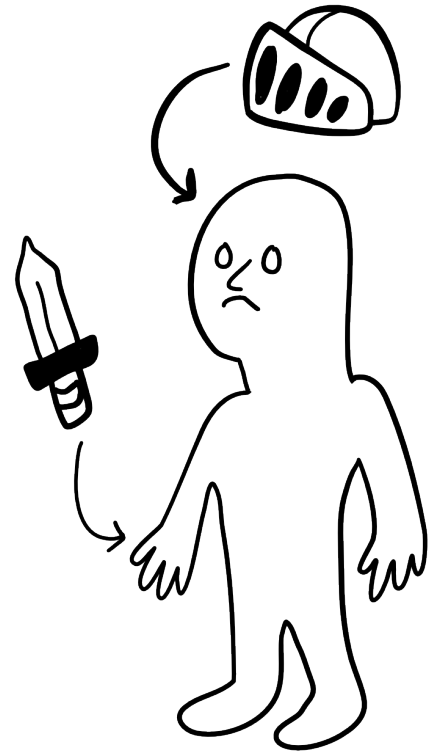
NAME:									
smarts:	1	6							
strength:	3	6							
sanity:	3	7							

Health Tabs

See those dotted lines on the side of your card? Cut each line to create tabs. These are your health tabs. Each time you lose any health, tear that many tabs off of your card.



When you get weapons and armor, cut out weapons and armor and glue/tape them to your character.

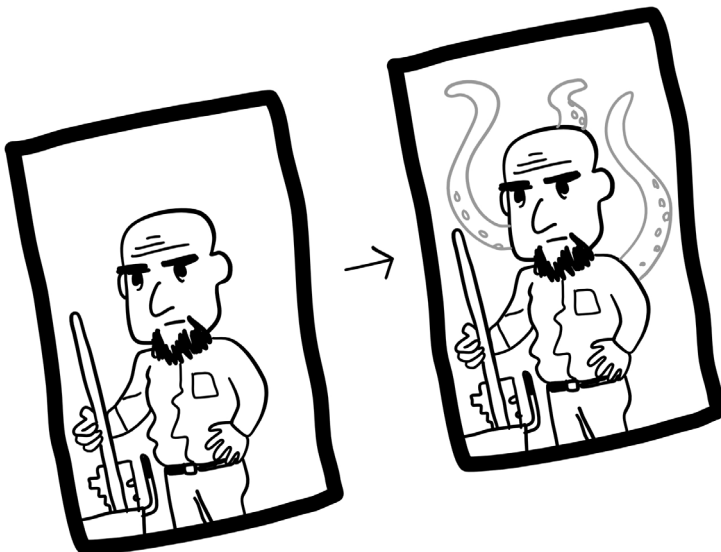


Who are you?

Roll dice to determine your quirks. One quirk from each table.

If you have two different numbers, you can pick which number is the column, and which is the row.

Example: If you roll a 1 and a 5 for the first table, you may select either Father was a shape shifter or Has an extra nose.



You can draw your quirks on the card and standee! You can write them on your card, but you don't have to.

Quirks are for creating your unique character: they have no affect on game play. Probably.

Pick
one
from
here

-	1	2	3	4	5	6
1	On fire	Being slowly eaten by tiny cows	Has an imaginary tiger friend	Is a pirate	Has an extra nose	Is afraid of everything
2	Has a mole on face in strange shape	Is half orc	Has musical instrument stuck in head.	Has a funny talking hat	Has a third eyeball	Loves bunnies, spikes, or spiky bunnies
3	Has many body piercings	Out of control body hair	Is transforming into a bush	Not human	Has tentacles	Has a animal that rides on shoulder. Best friend.
4	Broken nose	Is a cyborg	Has lizard skin	Has unibrow	Has talking caterpillars for eyebrows.	May be a witch
5	Father was a shape shifter	Has googlidiip	Afraid of the dark, wears candle on head	Being slowly eaten by tiny camels	Has a friendly talking ant friend	Has giant earlobes
6	Wears an eye patch, not on an eye	Has a fake forehead on head	It's a wig	A zombie	Infected by alien virus	Stomach growls

...and
here

-	1	2	3	4	5	6
1	Carries a banana peel	DNA crossed with a porcupine	Twitchy	Drinks too much espresso out of tiny little cups	Very, very insane	Fell in love with a rock
2	Being attacked by tiny snakes	Acne problem	Skin is made of sandpaper	Caught head in chandelier	Has spikes	Allergic to himself
3	Allergic to all clothing	Has one really long side burn	Disco fever	Actual fever	Sweats gravy	Has an evil glint in eye
4	Has a wonky glass eye	Has an extra finger	One of their organs actually functions on outside of body	Pointy ears	Normal ears	Constant hallucinating
5	Elbow is hurting a bit	Body part pierced against parents wishes	Tribal tattoos on face	Really big nostrils	Knows Greek	Obsessed with fingernails
6	Striped skin	Spiky teeth	Talking knees	Being slowly eaten by tiny sharks	So sad right now	Really needs to shower

Decision Cards

Cut out one decision card for the whole table. Simply circle the letter/number pairs when indicated by the story.

When the game calls for a smarts/strength/sanity roll, refer to the instructions on your decision card.

Pick a starting item:

1. Live chicken
2. Rusty nail
3. Action figure

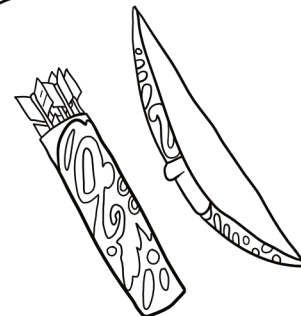
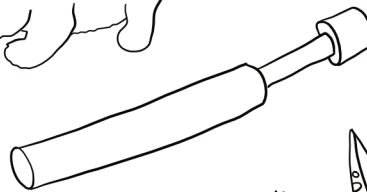
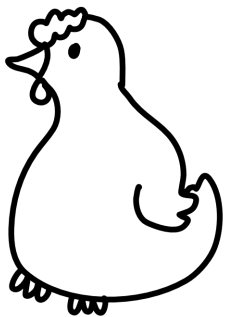
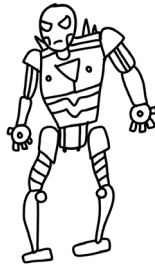
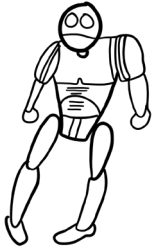
Cut your starting item out, and place it next to your character card, or attach to character.

Gold

Each player should add up their three stats, and compare the number to the chart to the right, collecting the amount of gold indicated.

Total of all stats:	Starting gold:
0-14	7
15-19	5
20+	3

Select one:



Customize your character's look with this random assortment of items!

Decision Card

A1 Gave him money	A2 Didn't give him money	A3 Bought him food	A4 You all obeyed the sign	A5 Some didn't obey the sign
B1 PANIC!	B2 Secret	B3 DON'T PANIC!	B4 You're sorry.	B5 You aren't sorry.

HOW TO MAKE A STRENGTH/SMARTS/SANITY ROLL:

Roll two dice and compare the number to whatever stat you're rolling for. If the rolled number is equal or lower, the roll is a success. If the rolled number is higher, the roll is a failure.





Into the clouds

You and your fellow greedy friends are about to set out on an adventure in a cloud dungeon. The long-dead queen of the cloud kingdom, Tyrannie, stored all of her wealth and riches in the cloud dungeon.

She devised a chemical process for thickening and stabilizing the clouds, leading to the ability to build a country in the sky.

That country is now called The Yonder, and you're headed there to seek your fortune. Good for you.



As you step onto the thick clouds, you immediately begin to slowly sink. Once you're into your ankles, the downward motion seems to slow and stop.

There's a vendor nearby, who is selling cloud boots. Needed, or fancy waste of money? You decide!

↪ TEAM DECISION:

Option 1. Pay up! Pay two gold each to get your cloud boots. Seems pricey, but it may be worth it.

Option 2. Haggle. It'll take time, though. You might sink more.

Option 3. Ask if he has cheaper cloud boots available.

(Make your decision before turning the page)



→ Results!

IF YOU PAID UP (option 1):

Each pay two gold into the pot, and cut out some cloud boots! You have a bounce in your step.

IF YOU HAGGLED (option 2):

You're not in a very strong position to bargain. You slowly sink to your waist in the cloud. You try to appear calm.

Each make a smarts roll (refer to HOW TO MAKE A ROLL on your decision card), to determine how well you haggle.

No failed rolls (for the entire party): You all give the vendor puppy eyes, and he melts into a puddle of pity. He gives you the boots for free.

1+ failed rolls: pay one gold each, per failed roll, maximum four gold. You each must cut out a pair of cloud boots!

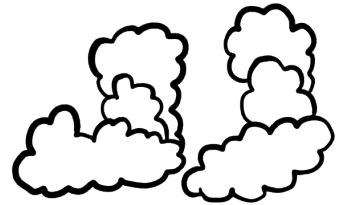
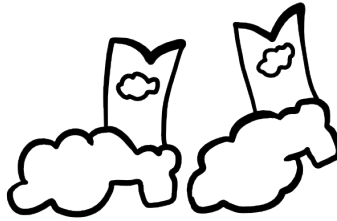
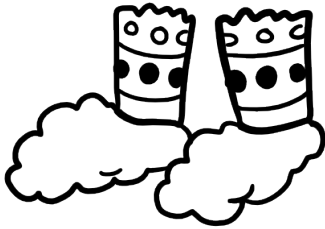
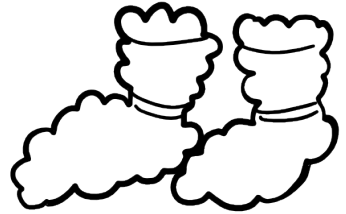
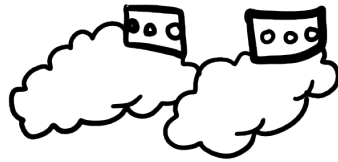
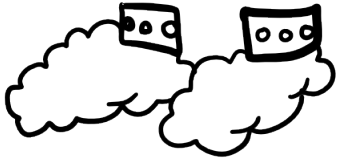
Example: if three of you failed your rolls, you each pay three gold.

IF YOU ASKED FOR CHEAPER BOOTS (option 3):

He goes to search in the back, but while you're waiting, you fall out of the sky, breaking your legs pretty badly. Cut out some leg casts, and place them on your character. Reduce your sanity by 1, and your health by 1.

Perk: leg casts are fair replacements for cloud boots. You smugly hobble past the vendor with all of your gold jingling in your pocket.

29
DECORATE AWAY!



leg casts





CLOUD NINE

The evil Queen built the cloud dungeon primarily as a revenue-generating operation.

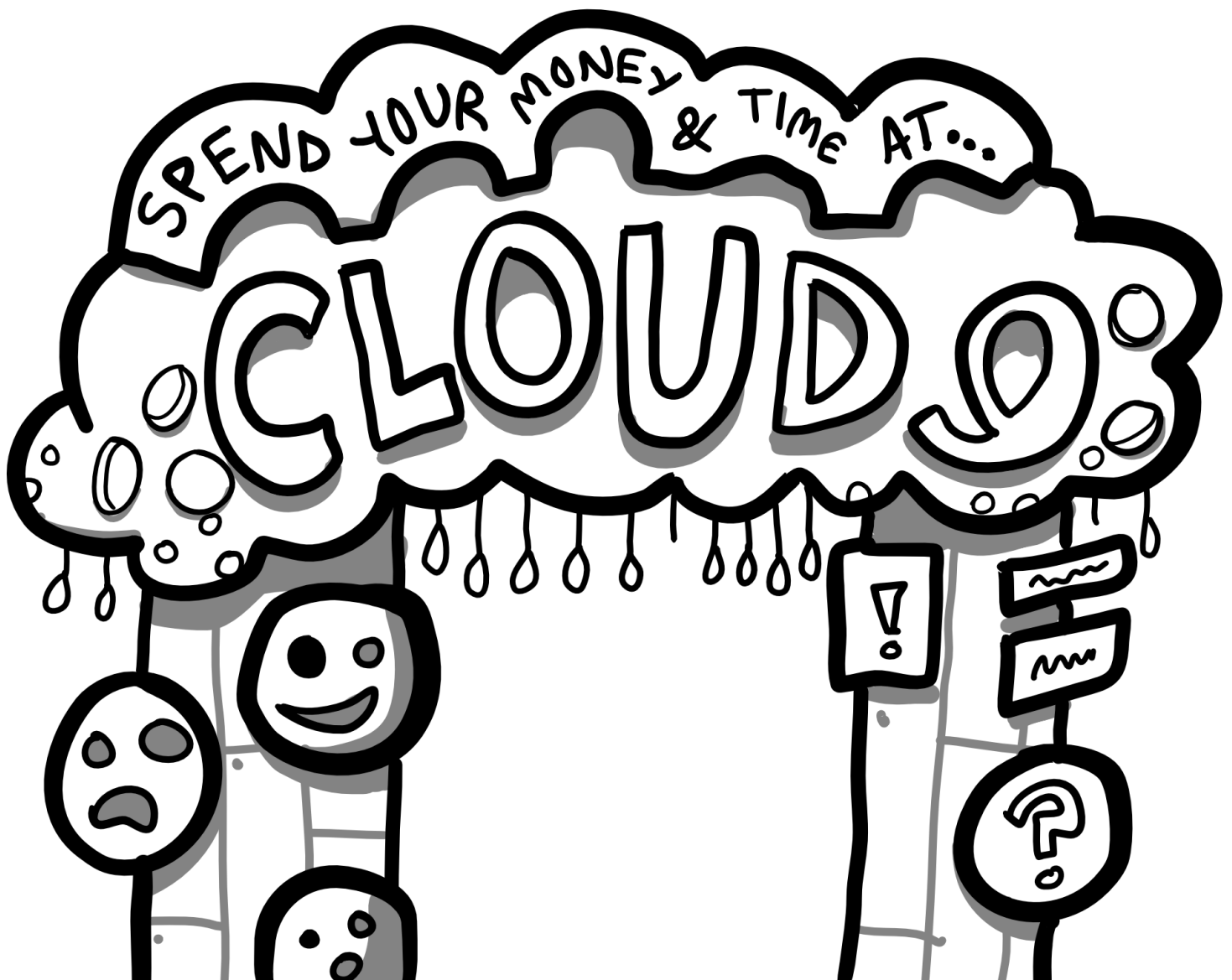
Basically, the cloud dungeon was a massive, massive tourist trap.

The town that grew around the dungeon was named, optimistically, Cloud 9. Sadly, as the Cloud 9 dungeon lost hordes of tourists to a new line of fancy digital dungeons, Cloud 9 was ruined, leaving the townspeople poor.

It's a cheerful place.



As you pass through the city gates,
a hobo shambles up to your group
and coughs, holding out his hand. He
wants some money.



↔ TEAM DECISION:

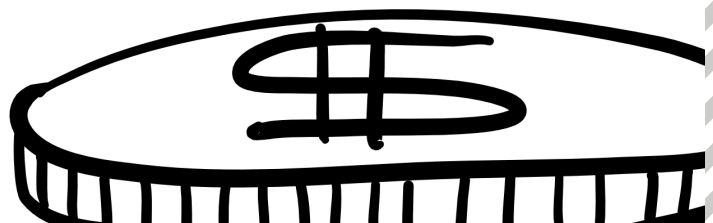
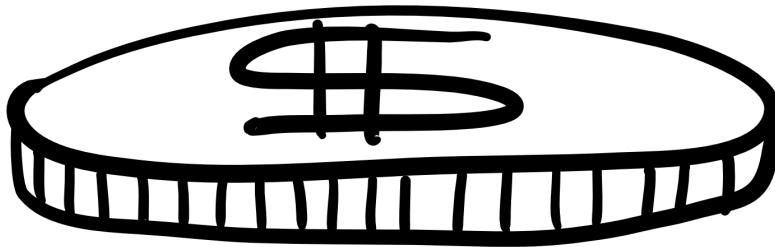
Should we help the man out and give him some cash?

Option 1: Each give him cash.

Option 2: Don't give him cash.

Option 3: Buy him food. He might be hungry.

(Make your decision before turning the page)



34 → Results!

IF YOU GAVE HIM CASH (option 1):

Each player with gold chips in one coin. The old fellow chuckles to himself, then turns and walks off towards the dungeon.

(Circle A1 on your decision card!)

IF YOU DIDN'T GIVE HIM CASH (option 2):

When you ignore him, he mutters to himself and ducks down an alley.

(Circle A2 on your decision card)

IF YOU BOUGHT HIM FOOD (option 3):

Pay one coin (everyone roll one die, lowest number has to pay). You walk over to a vendor, and buy a fish sandwich for the fellow.

He doesn't look too happy.

(Circle A3 on your decision card)

The Dungeon

As you walk the layer of garbage that covers the street in Cloud 9, you see many hopelessly poor people.

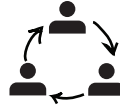
You glance up at the towering Cloud 9 dungeon. The dark cloudy top briefly glows purple and yellow with flashing lightning.



WORK=\$

There are a few odd jobs to be had, pretty much they all amount to killing slime rats. They're a terrible pest. You get paid by the pound!

The person with the highest sanity goes first. Play proceeds clockwise.



Cut out a number of rats 2 times the number of players, and place them face-down on the table, within reach of all players. (select whichever rats you want)



On your turn:

Flip one rat face-up, if any are still face-down. IF NONE ARE FACE-DOWN, THE GAME ENDS.



Then pick ONE of the following:

Flip a second rat face-up, if any are still face-down. You MUST fight only this rat.



OR

Select any face-up rat to fight.



Do a roll according to the rat you're fighting (strength or smarts, as listed on the rat's card)



Success

You killed the rat! Tear up the card and collect the bounty!



Failure

The rat's slightly smarter or stronger than you. Leave the rat face-up on the table.



JUST FOR FUN: you may pay one gold to save a rat you've defeated from death, and he will become your devoted pet!

Bounty →

Make a roll for this
stat to fight the rat. →Refer to HOW TO MAKE A
ROLL on your decision card

\$ 1

Strength

\$ 1

Strength



\$ 1

Smarts



\$ 1

Strength



\$ 1

Smarts



\$ 1

Strength



\$ 1

Smarts



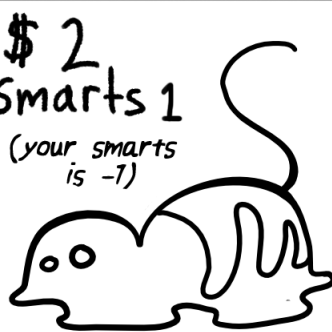
\$ 1

Strength



\$ 2

Smarts 1

(your smarts
is -1)

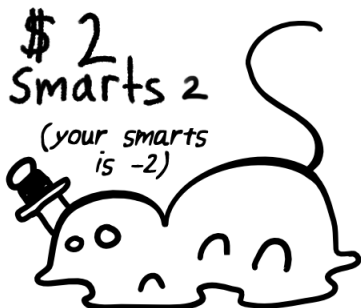
\$ 2

Strength 1

(your strength
is -1)

\$ 2

Smarts 2

(your smarts
is -2)

\$ 3

Strength 2

(your strength
is -2)

\$ 3

Smarts 2

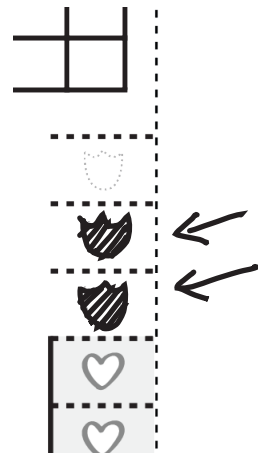
(your smarts
is -2)



THE MARKET

You come to the marketplace, and there's a lot of armor to buy! Select and pay for what you want.

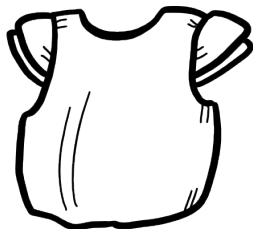
Each piece of armor provides 1 or 2 points of protection. Fill in the matching number of armor tabs on your character card, and cut the dotted lines on the tabs. They count as 1 extra health each.



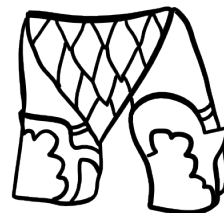
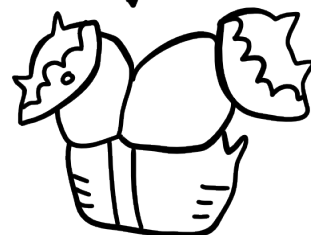
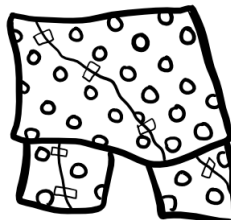
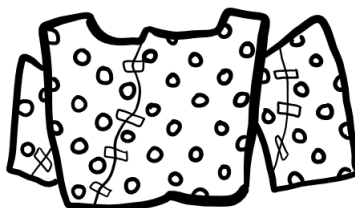
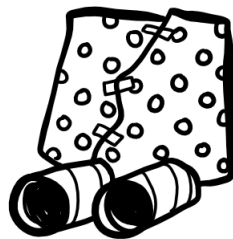
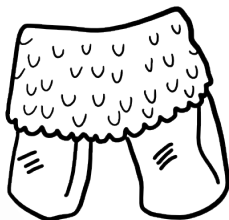
Helmets: 2 gold.
+1 +1 stat of choice.



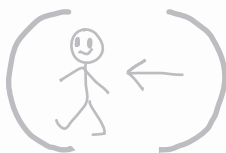
Chest plates:
2 gold. +2



Leggings:
2 gold. +2



Giant hamster ball.
1 gold. -2 sanity, +3





End of chapter 1: If you wish, place everyone's characters and items in separate envelopes. Save the gold and your decision card, and pack everything else up in the book. Discard any loose pieces. Otherwise, continue!

Dungeon ho!

You approach a small gateway, better maintained than the gates that provide entry into Cloud 9.

It's the entrance to Cloud 9 Dungeon.



Clown Weapons

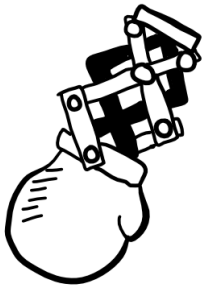
You walk up to a sad looking clown sitting in a dilapidated carnival booth.

“Welcome to the Cloud 9 dungeon,” he says. “buy your weapons, destroy the monsters, and win your fortune.”

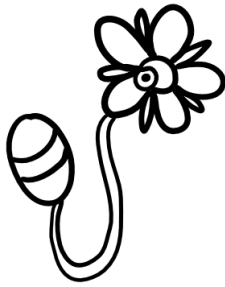
You forgot weapons. Great.



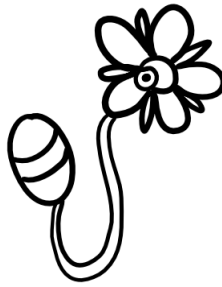
When you select and pay for a weapon, add to your stats, writing the new total in the next open box. You may carry as many weapons as you want, but you must find a way to glue/tape them to your card.



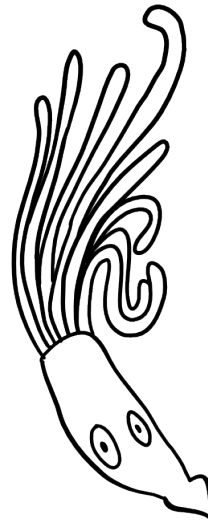
BOXING GLOVE (1 GOLD)
+ 3 STRENGTH
-2 HEALTH



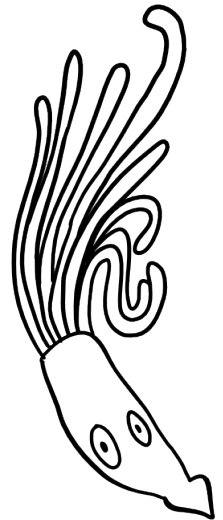
POISON SPITTING FLOWER (1 GOLD)
+ 1 SANITY



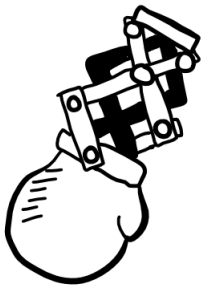
POISON SPITTING FLOWER (1 GOLD)
+ 1 SANITY



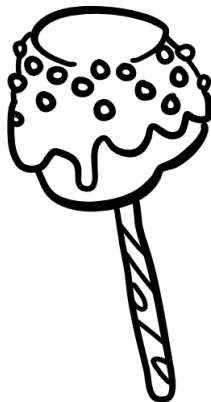
SQUID (2 GOLD)
+2 SANITY



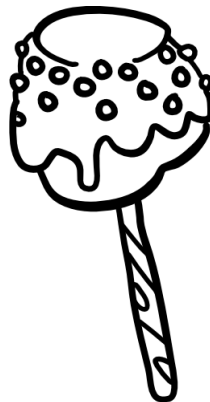
SQUID (2 GOLD)
+2 SANITY



BOXING GLOVE (1 GOLD)
+ 3 STRENGTH
-2 HEALTH



CANDY APPLE MACE (2 GOLD)
+2 STRENGTH



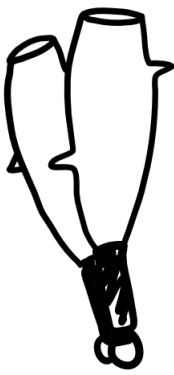
CANDY APPLE MACE (2 GOLD)
+2 STRENGTH



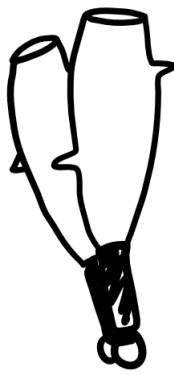
TRUMPET (1 GOLD)
+1 STRENGTH



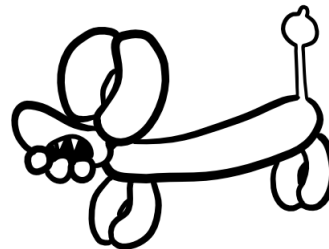
TRUMPET (1 GOLD)
+1 STRENGTH



JUGGLING PINS (1 GOLD)
+1 STRENGTH
+1 SANITY
-1 HEALTH



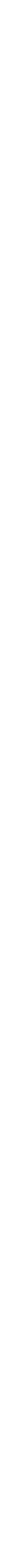
JUGGLING PINS (1 GOLD)
+1 STRENGTH
+1 SANITY
-1 HEALTH



RABID BALLOON ANIMAL (1 GOLD)
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.



RABID BALLOON ANIMAL (1 GOLD)
EACH ENEMY YOU FIGHT IS DAMAGED 2 AT THE BEGINNING OF YOUR BATTLE.



INTO THE CLOUDS

At the entrance of the dungeon, you spy a sign with a magic wand hanging from it.



SOLO DECISION:

If you would like a mustache or unibrow, you may choose to draw one on your character now, using magic.

If you all have mustaches or unibrows, circle A4 on your decision card.

If one or more of you chose to not obey the sign, circle A5 on your decision card.

Entering the entrance

You approach the entrance to the dungeon.

As you open the door that is hinged on pure cloud, a wet, moldy smell hits you in the face.

A1 ONLY

Inside the door the old bum lies. He seems to have fainted.

↔ TEAM DECISION:

Do you want to check his pockets for gold?

YES? You got five gold to spend among you!!!

NO? Stealing from a homeless man? No way.

A2 or A3:

You enter the dungeon, and feel slightly overwhelmed by the smell.

The entryway is dark, and you grope your way forward. Weapons aren't the only thing you forgot – torches would've been nice. You reach a boarded-off door.

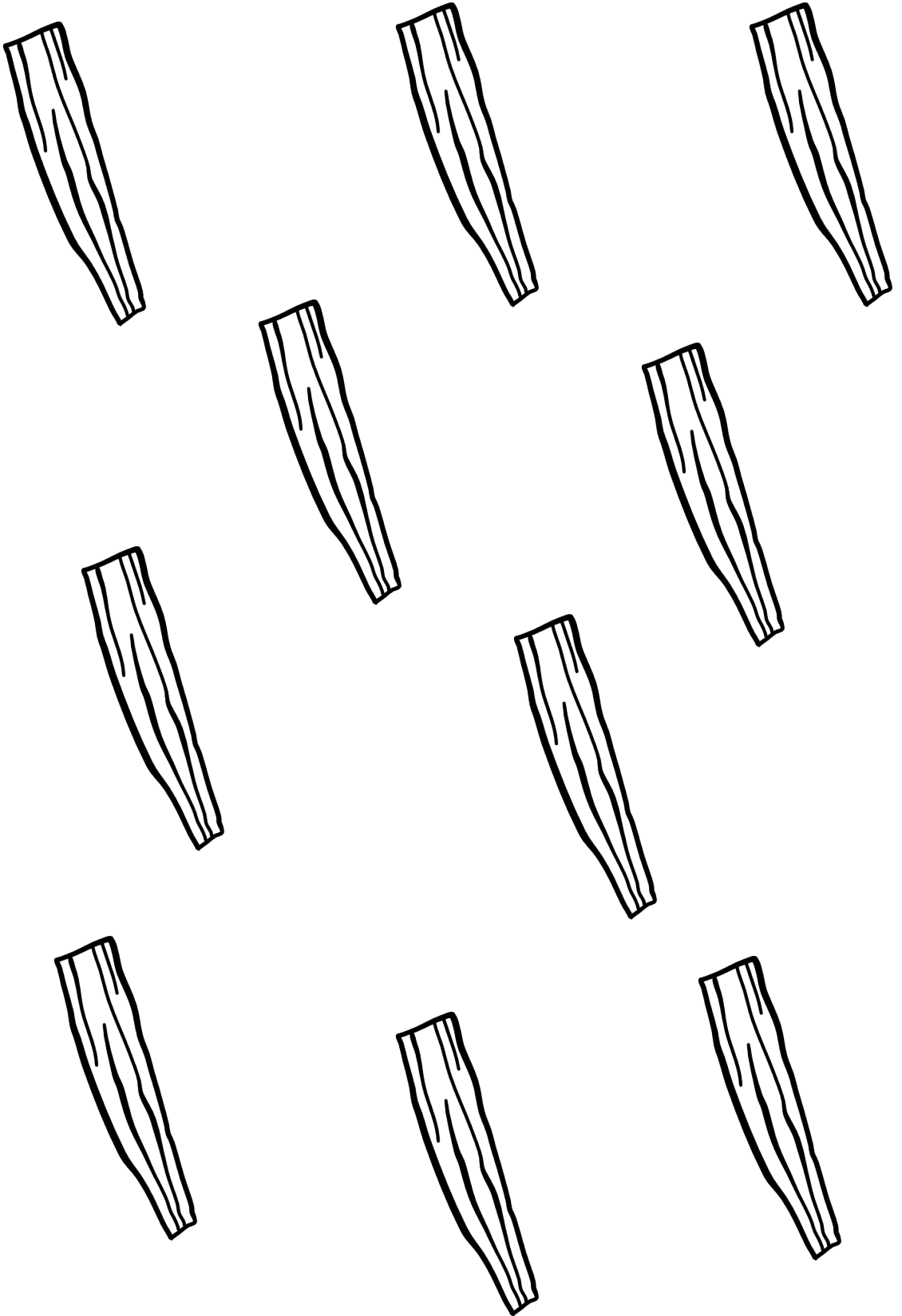
↔ SOLO DECISION:

Each make a strength roll (refer to HOW TO MAKE A ROLL on your decision card) to pry boards away. The boards can be used as weapons.

SUCCESS: You get a board!

FAILURE: You are weak. No board for you.

If you have a nail, you may add +1 strength to your character, and draw a nail through the board. If you have a chicken, you may reduce your sanity by 1 to add +2 strength to your character, and attach your (now dead) chicken on the end of your board.





Peaceful feeling

You step into blinding golden sunshine.
It's a giant atrium made of stone and cloud,
shot through with the last light of day.

As you progress through the beautiful room,
you're feeling so peaceful that it really is a
surprise when two-headed bunnies attempt
to latch themselves to your face.

A4 only:

Your mustaches frighten the bunnies. Two-headed bunnies are hunted by packs of hairy bats, which look like giant mustaches flapping around in the air.

During the next bunny attack, all adventurers are strength +2.

The bunnies attack!

A5 only:

The bunnies attack! (Turn to the next page)

BUNNY ATTACK!

Deal one bunny card to each adventurer. Each adventurer must attempt to attack the bunny they are facing three times, and only three times.



Everyone plays at once. Play is finished when everyone has attempted 3 attacks.



When you attack:

Do a strength roll



strength

OR

Do a smarts roll



smarts

success

Do one damage to the bunny for each point below your strength you rolled.

failure

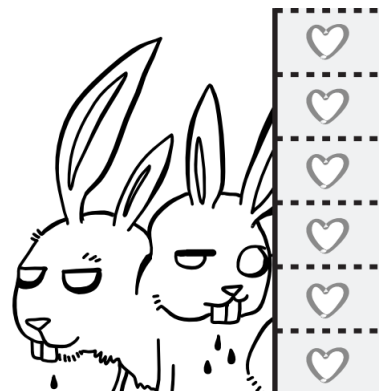
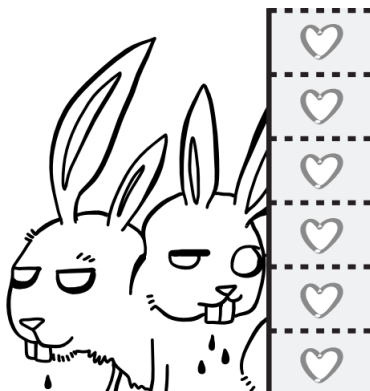
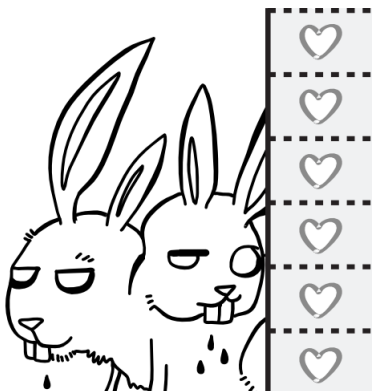
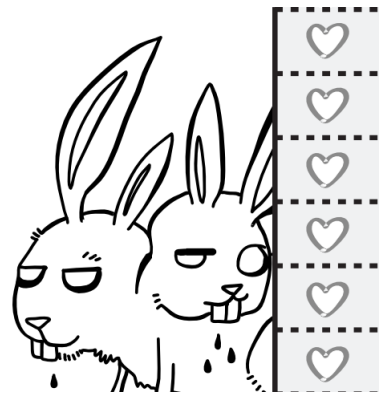
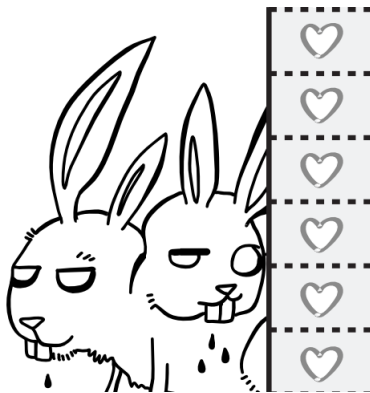
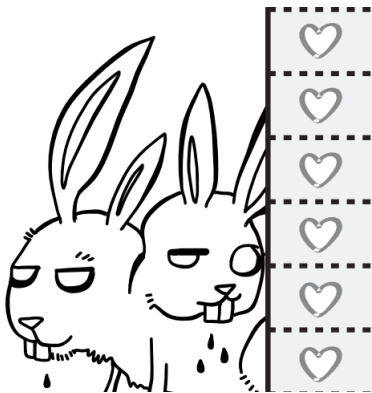
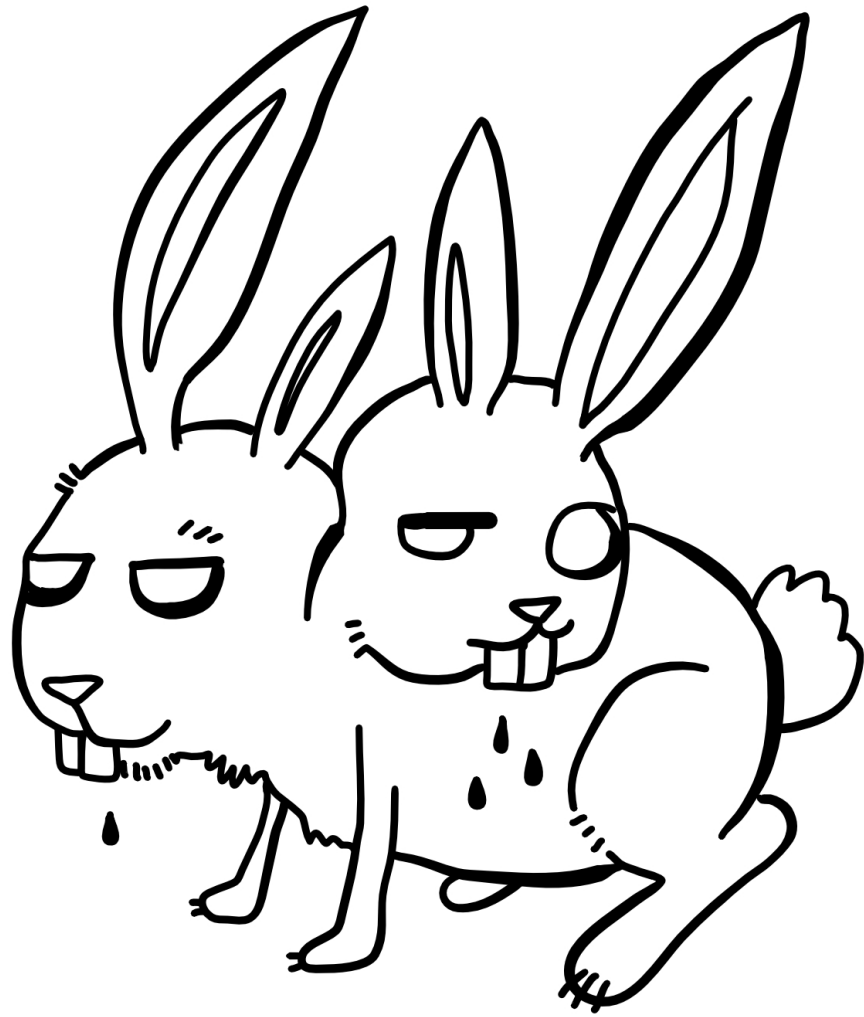
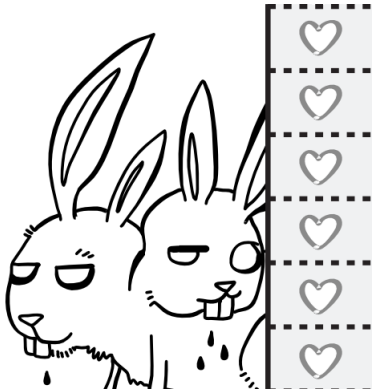
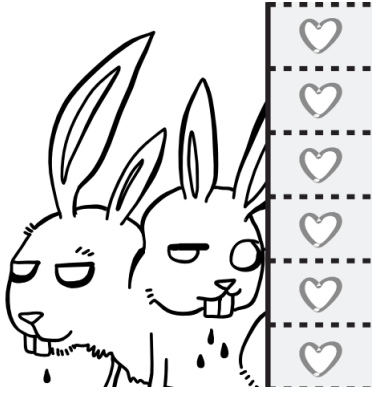
Lose 1 health.

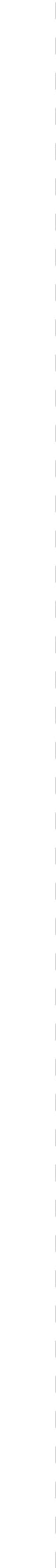
success

Do one damage to the bunny for each point below your smarts you rolled.

failure

Lose 1 health.





→ Battle Results!

IF YOU KILLED YOUR BUNNY: Great! You beat the critter into a bloody pulp.

Lots of pitiful squeaking...from you, that is. You're not used to killing cute animals.

You chop off a piece of the rabbit for luck. Increase your sanity 2, and attach a rabbit's foot tied to your belt, rabbit ears on your head, or some other piece of the furry rodent tied to you somewhere. Cut up the big picture of the rabbit for these pieces.

IF YOU DIDN'T KILL YOUR BUNNY: You miss the bunny and hit a fellow adventurer in the stomach. The person to your left loses 1 health.

With razor-sharp buckteeth, the bunny tears into your face.

Lose 1 health. Draw bunny attack scars on your face.

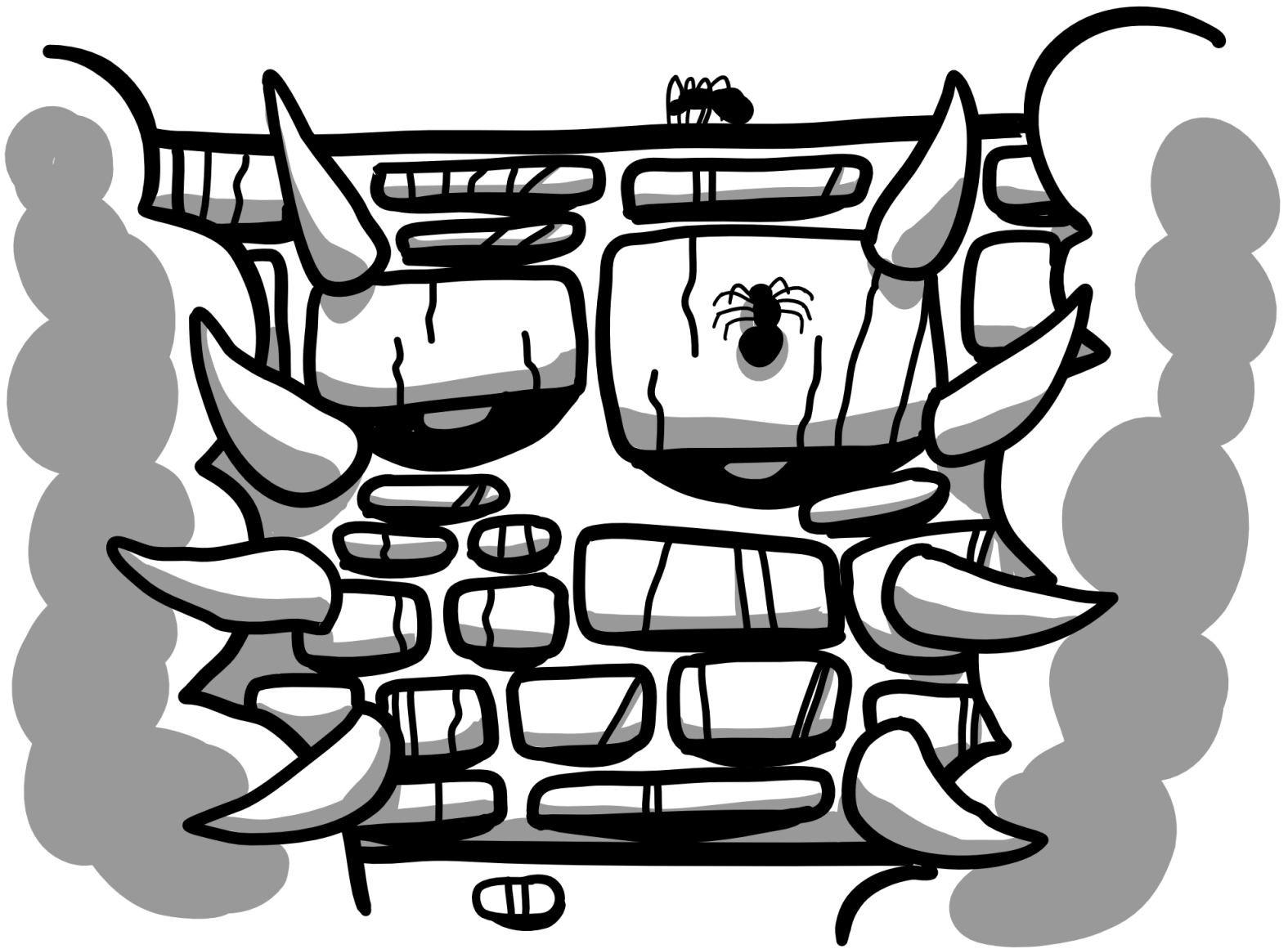
You shall not pass!

You ascend higher into the cloud dungeon, and you come upon a most peculiar sight.

A wall.

A giant, spike-covered, grumpy-looking wall.
It's got thick, sticky web covering it, which looks climbable.

As you start to climb, big ol' spiders the size of Queen Tyrannic's golden dinner plates pop out of every crack in the wall.



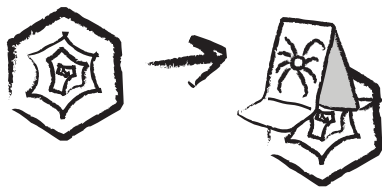
WALL CONTEST!

Just because you're in a dungeon, doesn't mean it can't be fun! First person to the top of the wall gets 4 gold, so get climbing!

Remember which person goes first. If multiple players reach the top on the same turn, split the gold evenly.

Cut out and fold the spider standees from the back cover.

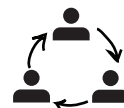
Place the spider standees on the spaces with web icon.



Place your standee on any of the spaces on the bottom row of the wall.

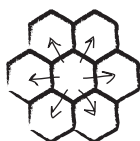


The person with the lowest sanity goes first. Play proceeds clockwise.



On your turn, you may:

Move into an adjacent space OF YOUR CHOICE. You MAY NOT move into the same space as a spider or another player.



OR

Attack an adjacent spider



Spider Movement:

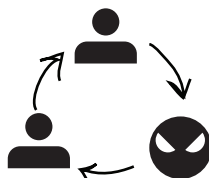


Spiders may ONLY move on grey spaces

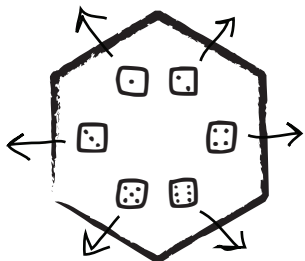


Spiders may not land on the same space.

After everyone has taken a turn, once per round, the spiders move!



Roll one die per round for spider movement, and move all of the spiders according to this chart:



If a spider lands on the same space as you, roll a die and move your standee one space according to the spider movement.

Do a sanity roll



sanity

Success

Remove the spider from the board.

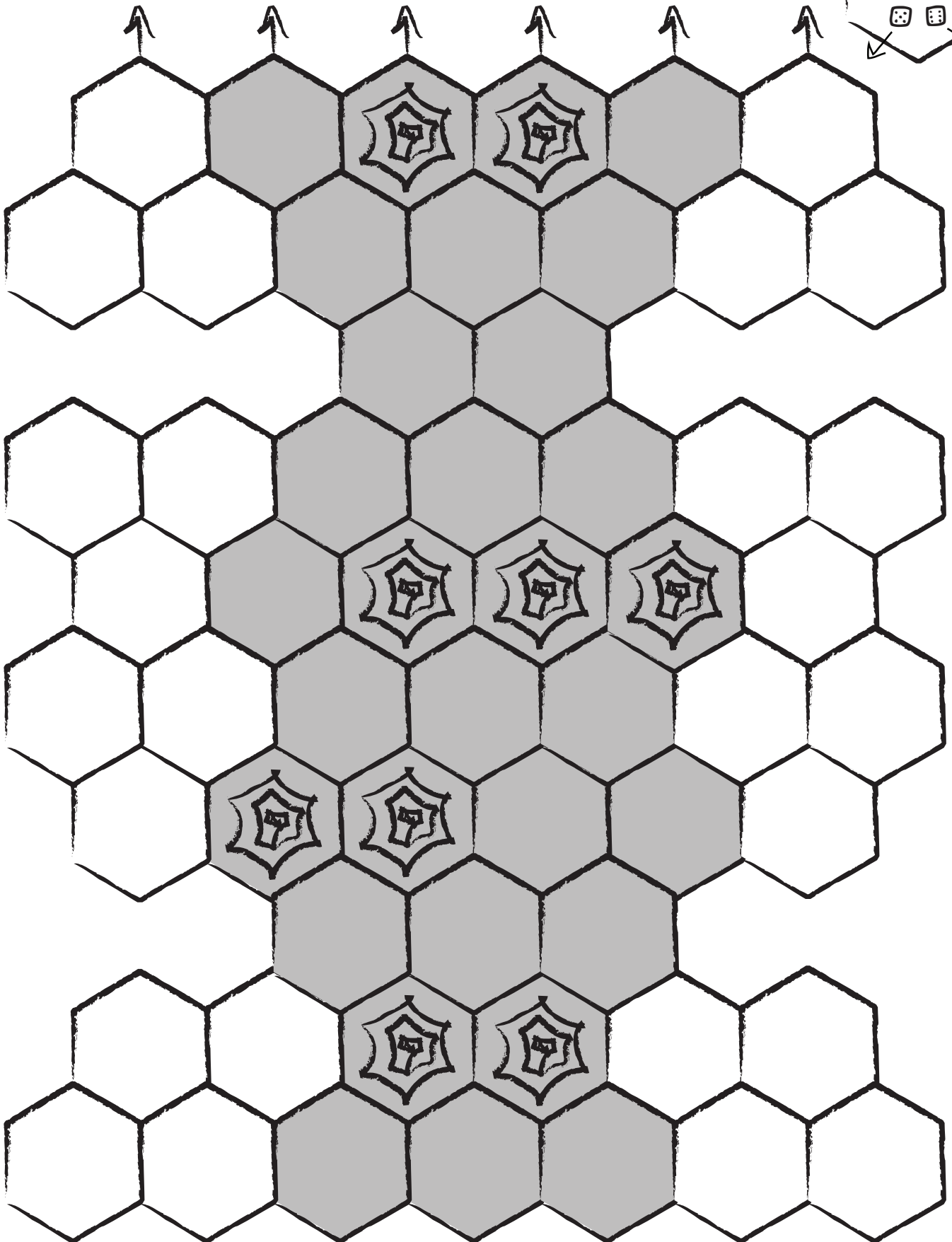
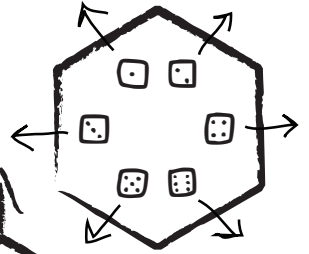
Failure

You are knocked back. Move twice according to the spider move rules.



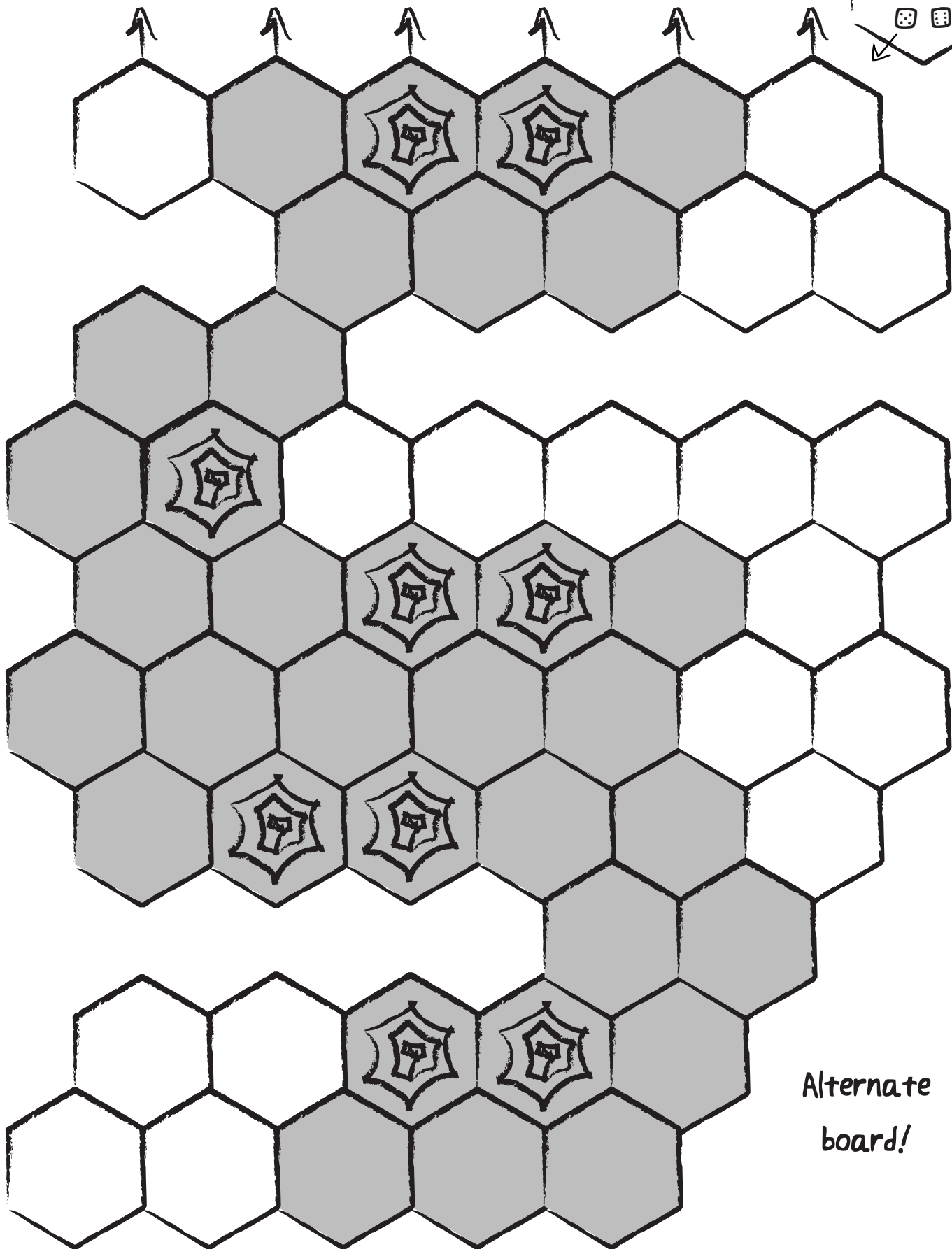
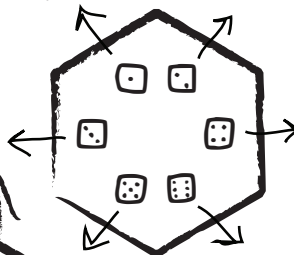
Select this board, or the one on the back of the page

spider movement



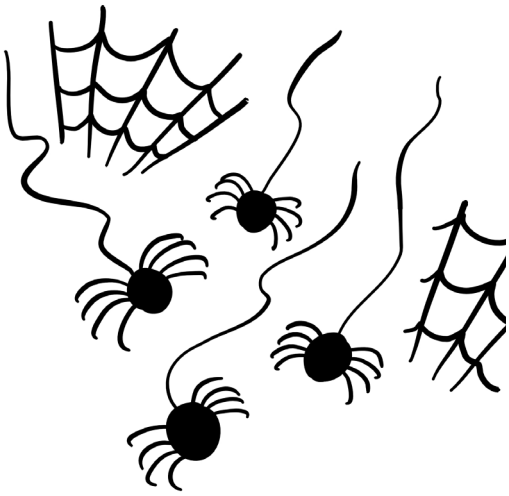


Spider Movement



Alternate
board!

The spiders attack the losers.



!! Solo Battle

Each player follow the instructions below separately

If you didn't make it to the top, the spiders attack you. Skip if everyone made it to the top on the same turn.

You have spiders all over your face.

Make a sanity roll to climb to the top.

↘ Battle results!

IF YOU FAIL: You FREAK OUT and let go of the web to swat at your face wildly. You realize that letting go of the web that was keeping gravity at bay was a bad idea. You hit the ground. -2 health. Draw pieces of rock that got stuck in your head.

Painfully, you crawl your way back to the top of the wall.

IF YOU SUCCEED: You keep climbing. You also come to the realization that raw spider doesn't taste half bad. Crunch crunch! Draw spider legs sticking out of your mouth!

You're at the top!

Top of the Wall

As you stand on the top of the wall, brushing spiders off of your clothing, you spy what looks to be a quick way down. It's a steep stone chute carved into the side wall, leading from the top of the wall to the floor below.

There are some wooden planks to lie down on, and it looks a lot more fun than climbing, so you each grab a plank and prepare to take the leap!

↩ ⬆ SOLO DECISION:

Each make a smarts roll.

IF YOU FAIL: You jump on your plank face-down. About 1/25th of the way down, you realize that this was a bad idea.

Take a piece of clear tape and attach the end to your character's face, then rip it off to show how the stone affected your face.

IF YOU SUCCEED: You go down on your back. You're safe, but boring. Because you're boring, the god of boredom, Yaawn'ag, blesses you with a third eye somewhere on your body. Draw the eye on your character.

Trapped

You look back at the stone chute, and realize that it's constructed to be unclimbable. It's smooth, with no edges or hand holds, and no railing.

Maybe that's why no one ever leaves the dungeon after they enter.

↩️ **TEAM DECISION:**

PANIC

DON'T PANIC

→ Results!

IF YOU PANIC: 12 solid minutes of screaming. Lower everyone's sanity 1 and circle B1 on your decision card.

YOU DON'T PANIC: After a short break and some guided meditation, you continue. Circle B3 on your decision card.

Suddenly, you hear a sound.

End of chapter 2: If you wish, place everyone's characters and items in separate envelopes. Save the gold and your decision card, and pack everything else up in the book. Discard any loose pieces. Otherwise, continue!

Hardened Criminal



There are still criminals in this dungeon!

↔ **TEAM DECISION:**

BRIBE: Give him an action figure and 3 gold to make him go away. You may only do this if one of you has an action figure.

FIGHT: Choose your best fighter and attack!

REASON WITH HIM: Who knows what will happen? He's a hardened criminal. Hardened criminals aren't the most reasonable people in the world.

→ Battle results!

IF YOU BRIBED HIM: He chucks the action figure at the face of the person who owned it, but he takes the gold. The owner of the action figure must attach it to their head in some way.

IF YOU FOUGHT HIM: Choose one person to be a fighter. They make a strength roll.

IF YOU FAIL: He beats your fighter, then he beats on the rest of you, just for fun. Hardened criminals do that sort of thing. Fighter loses three health, everyone else loses one.

IF YOU SUCCEED: You beat him! You pick his pockets. The fighter gets three gold (for beating him), and everyone else gets one.

IF YOU TRIED REASON:

A5, no A3:

He really likes all y'all's hair. He fines you one gold each, but lets you pass, and tells you about a short-cut. Circle B2 on your decision card.

A4, no A3:

Choose one player to make a smarts roll

Success: You make sense. You all may pass.

Failure: He whumps you and takes your money. Everyone loses 2 health, 1 gold.

IF YOU HAVE A3:

You notice the hardened criminal eating a fish sandwich. Strange. He's so distracted, that you just mosey on by.



Moatly harmless

Now there's a moat blocking your way. It really isn't that deep, and it's about half water, half melting cloud, but there's a cracking of purple electricity on the surface of the water, and you don't like the look of that.

↩️ ⚡ SOLO DECISION:

HOP, SKIP, and JUMP: the floating chunks of cloud are solid, right? We should be able to jump across to the other side!

BOARD WITH THIS RIVER: If you have a board, you may use it as a makeshift bridge.

WADE: I'm not made of sugar. I'll take off my shoes and dive in!

→ Results!

IF YOU HOPPED, SKIPPED, and JUMPED:

Make a smarts roll.

FAILURE: You slip, and end up waist-deep in electrified water. Take your pen, and blacken + char your character from the waist down. Ouch. Also, lose 2 health.

SUCCESS: You lightly skip across the clouds, do a double spin and land lightly on the far bank. Everyone else stares at you. +1 sanity!

IF YOU BOARDED THE RIVER on a board **with no nail**: The board falls into the river when you're nearly across, and you make it to the other side. Dunk your board in water and throw it away.

IF YOU BOARDED THE RIVER on a board **with a nail**: You step on the board funny, and it flies up and embeds the nail in your shoulder. OUCH. -1 health.

Draw your new, unique injury on your character's shoulder.

IF YOU WADED: Reduce sanity by 1. You make it to the other side, but something's changed about you. Your eyes are scary. There's a constant crackling of electricity in your ears. You've got a terrible nervous twitch.

Draw on your character card to reflect these changes.

Beasties

You continue down the dark corridors of clouds, when you come upon a room with five doors, and a plaque. Since you always read the plaque, you learn that that the doors ahead are magical doors: only one person may enter each per day. The doors themselves have signs, with a vague description of what lies within:

↩ ⚡ SOLO DECISION:

CHOOSE YOUR BEAST (one per person. If more than 5 players: two of you can squeeze through each door.)

The old one.

The hungry one.

The one with good ears.

The inflatable one.

The sneaky one.

Everyone must make a decision before turning the page. The person with the lowest smarts makes the first choice (because everyone else is too smart to go first), continue around the table clockwise.

→ **Results!**



The Old One:

The old one is a crocodile-like fellow, with magic crackling in his palms. He looks very happy to see you, indeed.

Make a sanity roll.

Success: the old one is defeated. As a prize, he magicks your butt, and you grow a crocodile tail. Draw this on your character.

Failure: he punishes you by magicking your head. You grow a pair of horns. Draw this on your character.



The hungry one

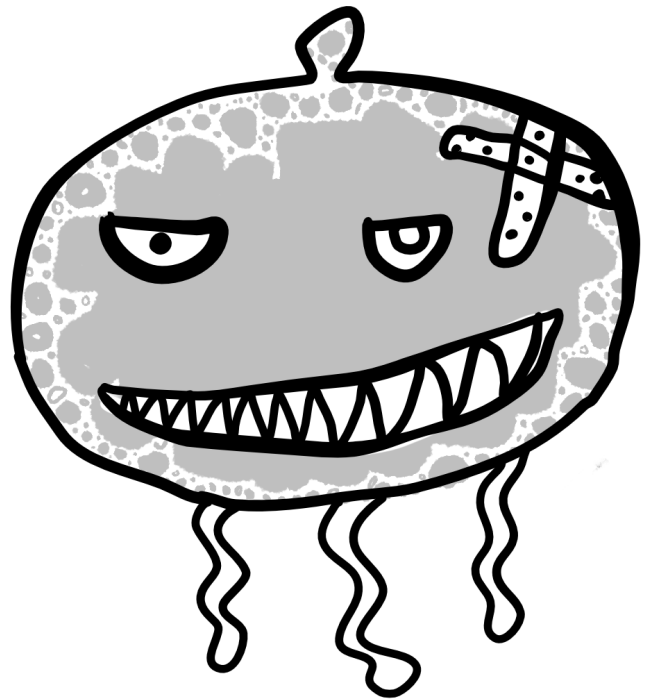
A green, fishy looking bloke, with sharp teeth and chapped lips from the constant licking. You're about to offer him some lip balm when he jumps on you.

IF YOU HAVE a chicken, or a chicken on a board, you may sacrifice that item to feed the fellow, and he'll leave you alone.

IF YOU DON'T HAVE a chicken or a chicken on a board, make a Strength roll.

Success: You beat his face, and the rest of him looks pretty pathetic, too.

Failure: He beats your face, and eats your ears off. Eww. Tape scraps of paper over your ears, either on your character card, or on your actual ears (or both!). -1 health.



The inflatable one.

A puffy creature, filled with what looks like glowing gas, confronts you.

IF YOU HAVE a nail, or a nail in a board: Pop him! You proceed. You may NOT do this if the nail is in your shoulder.

IF YOU DON'T HAVE a nail or a nail in a board: Make a sanity roll, and a smarts roll.

IF YOU SUCCEED AT BOTH: You realize that the creature can't be too fast, so you simply run out the door.

IF YOU FAIL ONLY the smarts roll: You realize that the creature can't be too fast, so you simply run into the door and fall flat on your back. Ouch. -1 health before you escape.

IF YOU FAIL ONLY the sanity roll: You realize that the crittchrr corn brr tow frrinsswitch. Sandwich is a funnnny worss wording word. The gas is getting to you. -1 health, -1 sanity.

IF YOU FAIL BOTH: You're scarred for life. -2 health, and draw curlicues around your head, to indicate your looniness from this point forward.



The sneaky one.

You walk into the room, and a goblin confronts you. "2 gold to pass through." He says.

IF YOU PAY UP: Place two gold in the pot. Proceed.

HECK NO: Wrestle for your freedom! Make a Strength roll.

Success: You pick his pocket and get FIVE GOLD! Looks like you're the sneaky one now.

Failure: Lose all of your gold.



The one with good ears.

You step into a dark room, and every sound seems to be louder.

B1 only:

Your panicked screaming was loud. You find him in the middle of the dark room, whimpering. You ask him loudly if he's OK, but he just squeaks and faints. You're a monster.

B3 only

You blunder around the room, as the beast tracks your every footstep with its amazing ears. Make a sanity roll.

Success: You hold onto your wits, and only lose a chunk of your leg before you got out. -1 health and remove a chunk of leg.

Failure: You lose it, and start screaming! The creature also screams, apparently because your shrieks hurt its ears so much. It picks you up and throws you through the far door, and you only break your nose on the way through.



This is the pits

Tired, you all exit from different doors.

You see a fighting pit. One man stabs the other man's eye with his fingers. He casually breaks a few ribs, and throws the man out of the pit.

Yikes.

Suddenly, the bum in the pit recognizes you.

A1 only:

“Oy!” he yells, “You’re the folks what gave me the money to get back in here.” He climbs out of the pit. “Thanks.”

A2 only:

“Oy!” he yells “You’re the folks what wouldn’t give me no money!” He shrugs. “Greedy two-faced good-fer-nuffins. You’ll fit in here.” He doesn’t seem very happy.

A3 only:

“Oy!” he says, “These are the folks what I asks for money, and they give me a stinkin’ fish sandwich! ARGG! They throw you in the pit. He thrashes you terribly. Everyone loses 1 health.

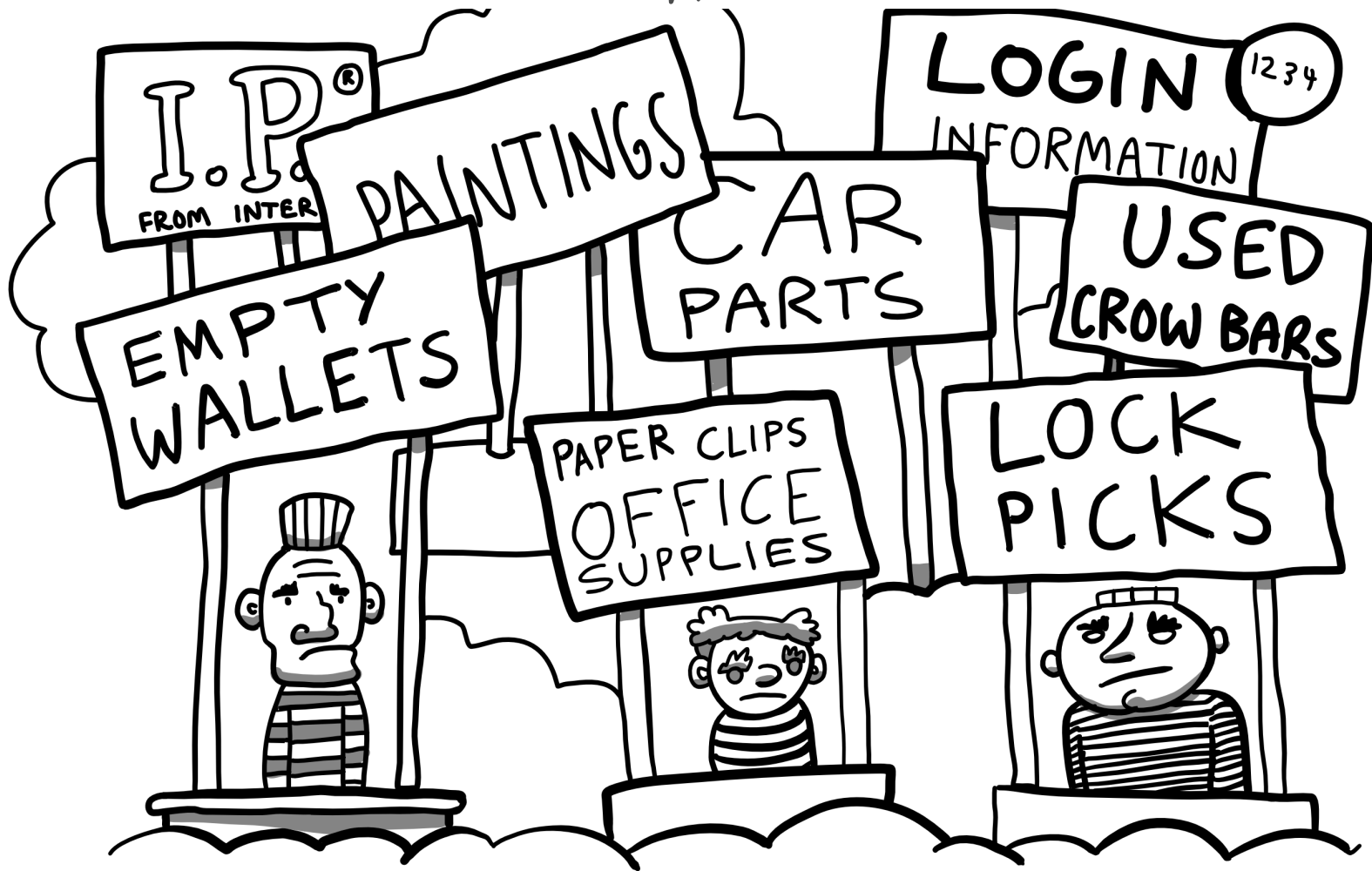
“Now”, he says, “Do you apologize for the terrible mistake you made?”

↔ TEAM DECISION: Yes.

Circle B4 on your decision chart

No.

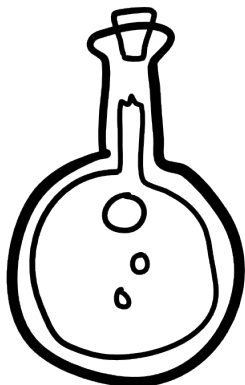
Circle B5 on your decision chart.



To Market

You see an old lady scamper away from the fighting pit, and you follow her towards a collection of buildings that the criminals have built in the dungeon. Apparently a lot of criminals never left the Cloud Dungeon, just setting up a small town.

It's surprisingly large, with a bustling marketplace selling everything from old ladies' purses (pre-owned), to slightly broken safes. There are a few useful things, too.



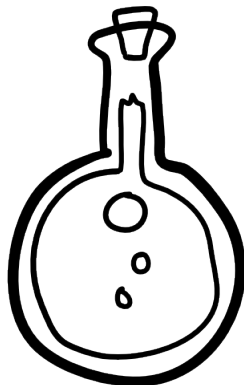
Swig 1

Swig 2

Swig 3

Potion - 2 gold

Swig after any failed roll, one swig per roll.
You may re-roll that failed roll. If it's a
smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

Swig 2

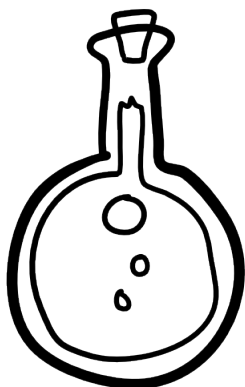
Swig 3

Potion - 2 gold

Swig after any failed roll, one swig per roll.
You may re-roll that failed roll. If it's a
smarts/strength/sanity roll, re-roll one or both dice.

**Mask - 3 gold.**

Probably not useful. And it's
kind of ugly and splinterrific.



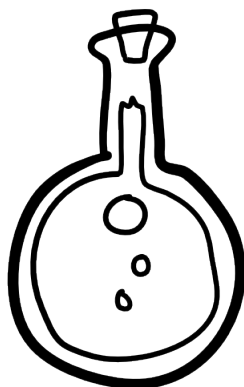
Swig 1

Swig 2

Swig 3

Potion - 2 gold

Swig after any failed roll, one swig per roll.
You may re-roll that failed roll. If it's a
smarts/strength/sanity roll, re-roll one or both dice.



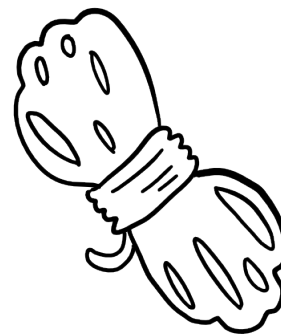
Swig 1

Swig 2

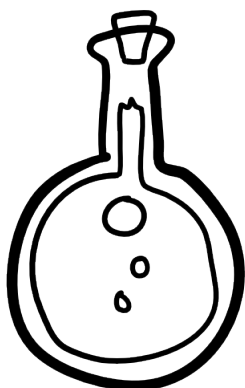
Swig 3

Potion - 2 gold

Swig after any failed roll, one swig per roll.
You may re-roll that failed roll. If it's a
smarts/strength/sanity roll, re-roll one or both dice.

**Rope - 5 gold.**

Could be useful.



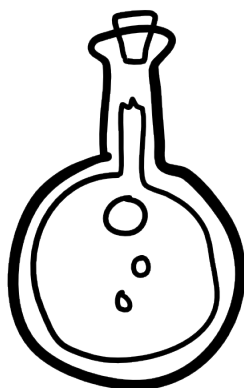
Swig 1

Swig 2

Swig 3

Potion - 2 gold

Swig after any failed roll, one swig per roll.
You may re-roll that failed roll. If it's a
smarts/strength/sanity roll, re-roll one or both dice.



Swig 1

Swig 2

Swig 3

Potion - 2 gold

Swig after any failed roll, one swig per roll.
You may re-roll that failed roll. If it's a
smarts/strength/sanity roll, re-roll one or both dice.



Nacho Hat - free!
Wear nachos on
your head. Because.



B2 Only:

You may take a shortcut, to skip to The Block of Bones. (Page 80). If you want to. If you don't, proceed!

No B2:

You walk right by the obvious shortcut, and into danger. You probably should get your eyesight checked. Turn the page.



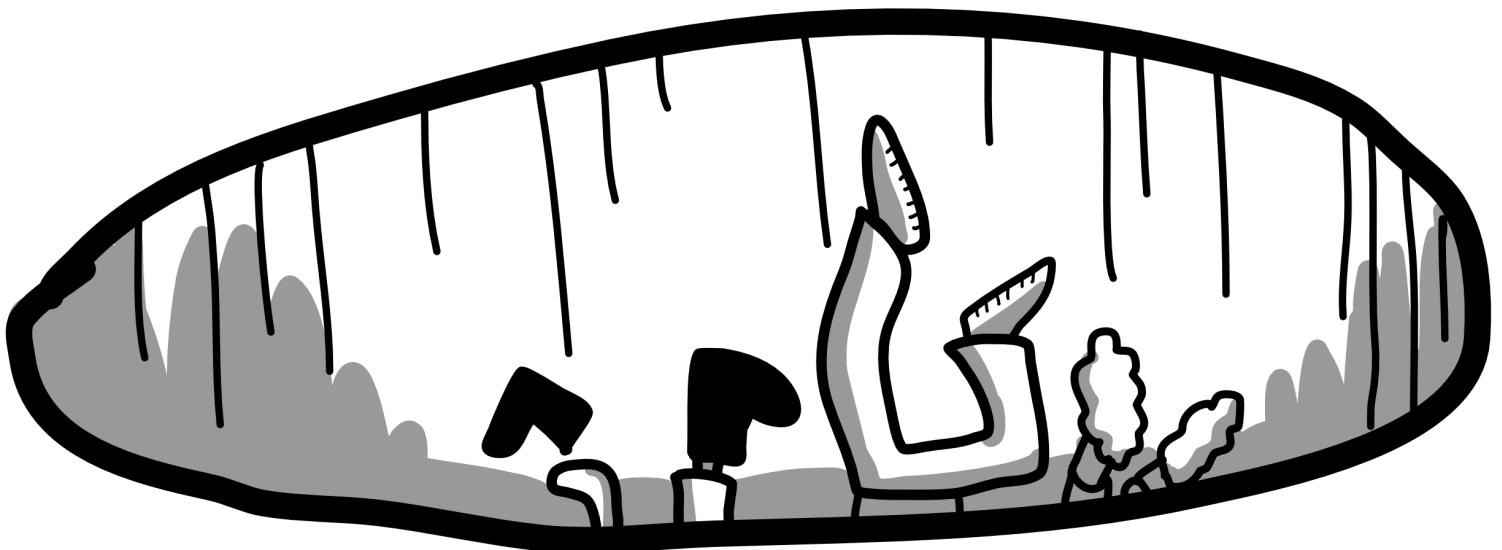
PIT REVISIT

You leave the criminal village, and continue on. The walls of the dungeon slowly begin to glow as the sun rises. You've been in here all night.

You get to the top of the stairway, and enter a dark stone passageway. It's really dark.

...

You just fell down a pit!



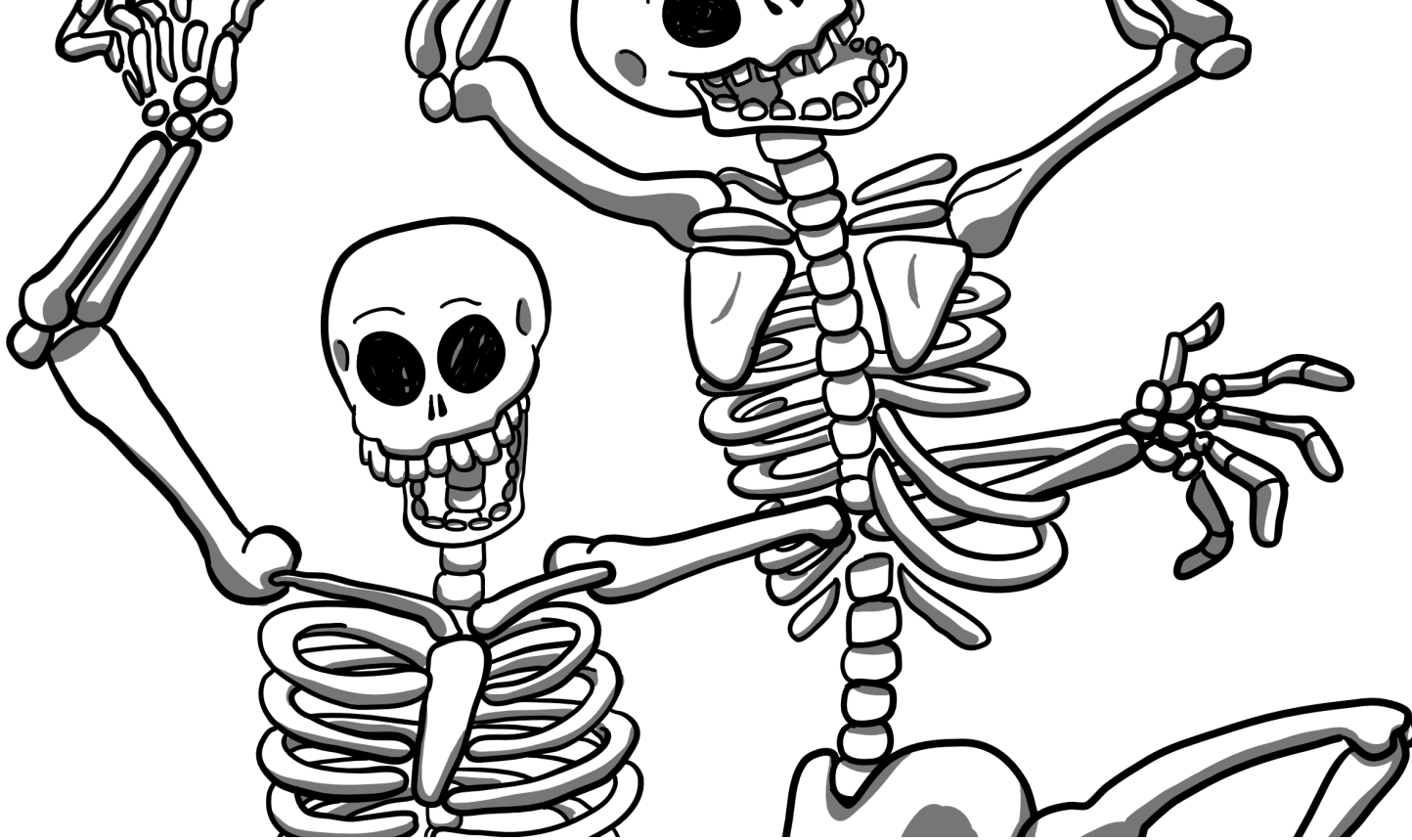
IF YOU HAVE ROPES: Way to plan ahead! Too bad you didn't tie them to something at the top before you fell down the pit. However, anyone with Strength 7 and above is strong enough to climb out, using the ropes to help. You then help your teammates out.

IF YOU DON'T HAVE ROPES: Everyone makes a sanity roll.

IF YOU FAIL: lose 1 sanity. You break out into insane giggles, and the person next to you looks like a monster. You kick them. The person to your left is damaged 1.

IF YOU SUCCEED: You manage to keep it together. You notice there's a rope already hanging into the pit. You climb out.

Continue making sanity rolls until everyone has succeeded, or is dead.



The Block of Bones

You go through a block of cells, filled with bones. The bones of criminals who have been left in the dungeon to rot start coming alive.

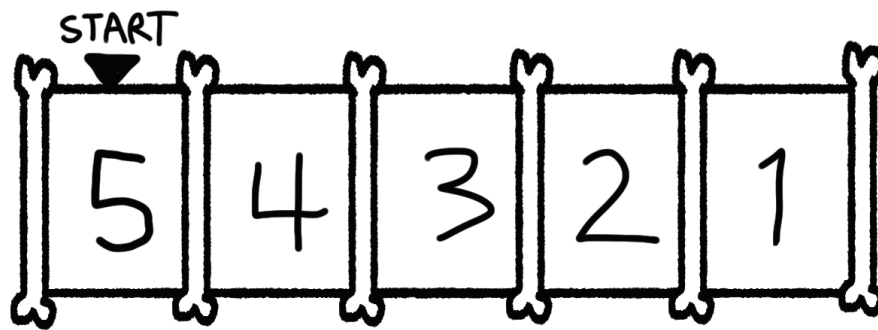
They seem menacing and eerie, but they seem more interested in comically sticking their hands through the other skeleton's rib cages and laughing uproariously...somehow, with no lungs.

SKULL GAME

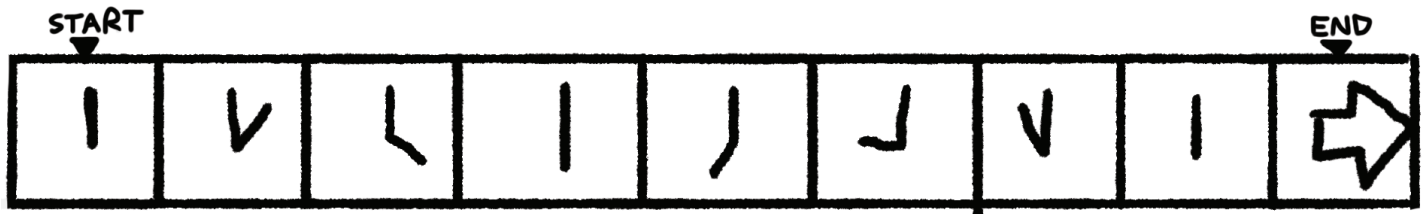
Unfortunately, The player with the lowest smarts bumps into one of the skeletons, knocking the skull off.

The headless skeleton instantly starts breaking his ribs off and jabbing them into the offending party (feel free to draw this on your card).

You really should give the skull back, but instead you try to attempt a ridiculous, eerie game of keep-away.



SKELETON METER



TIME METER

Cut out the skull, and give it to the adventurer with the lowest smarts.

Smarts

Crumple up the bottom third of this page. This is the skull which you will throw from person to person. IF A PLAYER DROPS THE SKULL their character is damaged one point. The longer the throws, the greater the glory.

Once the time meter cannot advance any more, you've successfully escaped the block of bones.

When you have the skull:

Do a smarts, strength, or sanity roll



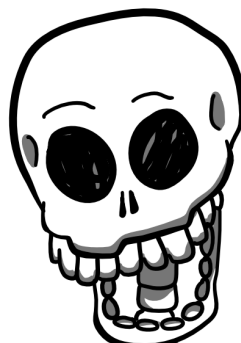
Any roll

Success

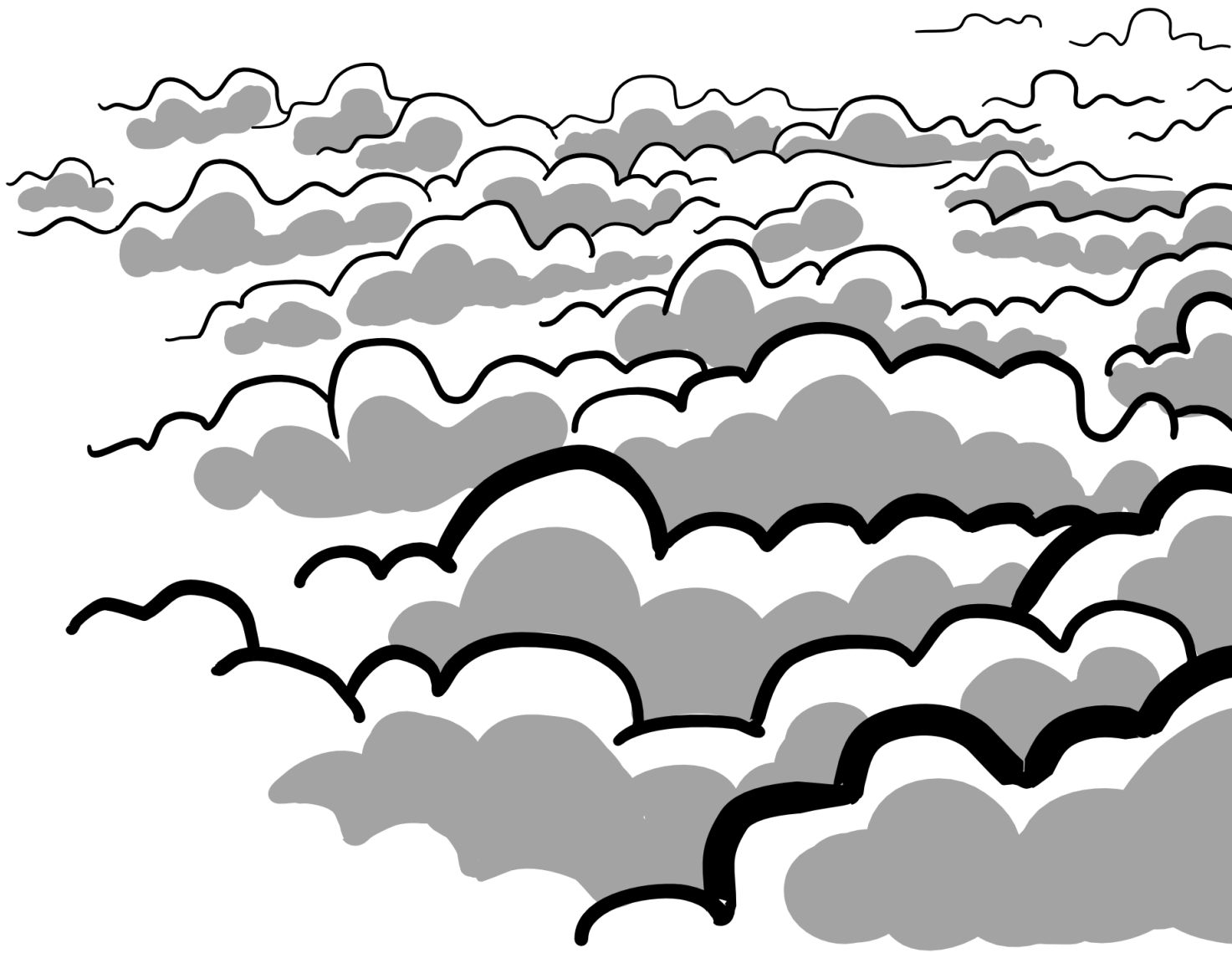
Pass the skull to a player of your choice.
Advance the time meter.
(cross off the left-most empty box)

Failure

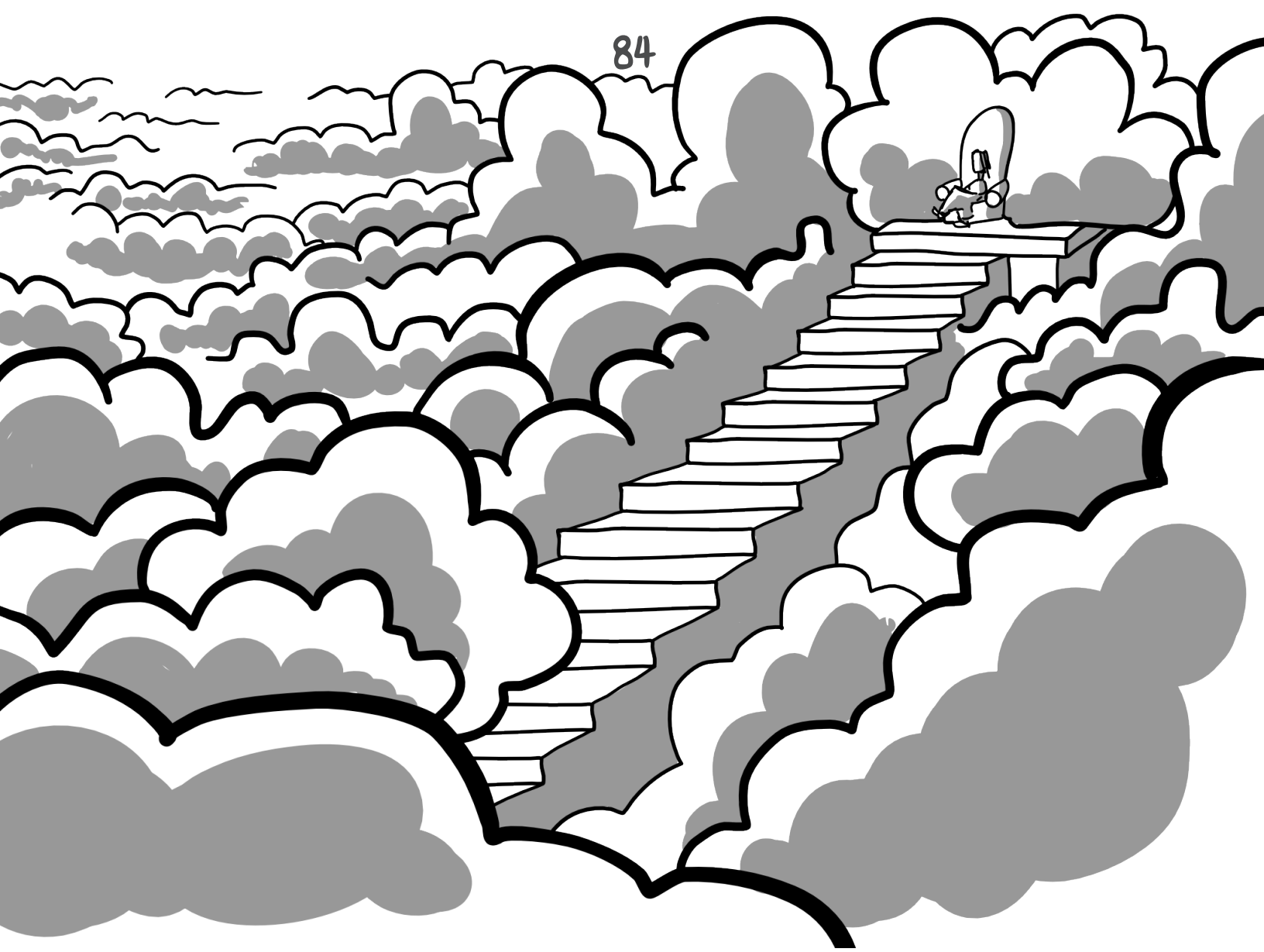
Raise the skeleton meter 1 (cross off the left-most empty box) and roll a single die. If that number is higher than the skeleton meter, take one damage.



Skull (crumple up this section of the page to make the skull)



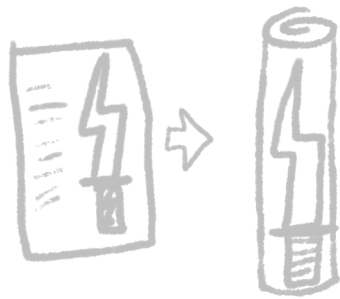
You emerge into a gigantic room, filled with the clear, golden light of morning. There's a long staircase hewn out of the clouds, and at the top there is a throne, apparently for Queen Tyrannic when she held court. You're on the lookout for an airship to escape with. You are also keeping a sharp eye out for those piles of gold you were promised. So far, you haven't found a golden button. The promises of piles of gold and rubies as big as your fists seemed a bit too good to be true when you saw the Cloud Dungeon infomercials, but they can't lie on television without being caught, right?



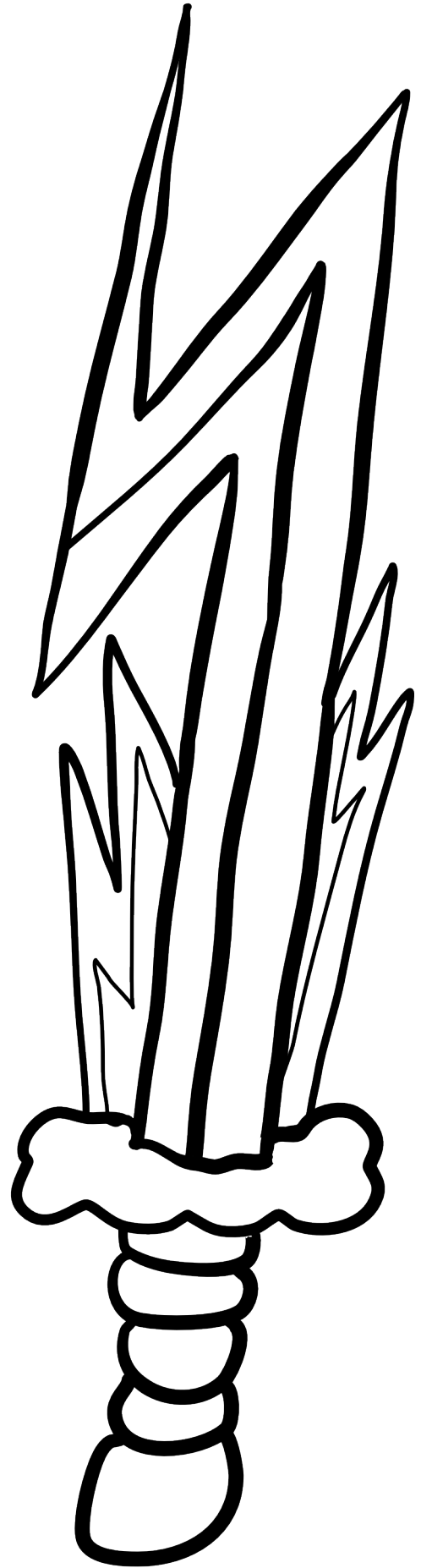
You squint your eyes to make out the throne, and with a shock you realize there's a figure sitting in the giant golden recliner.

You can't see who it is, but you feel that someone's beaten you to the piles of treasure, as seen on TV. At the base of the steps, there's an amazing weapon.

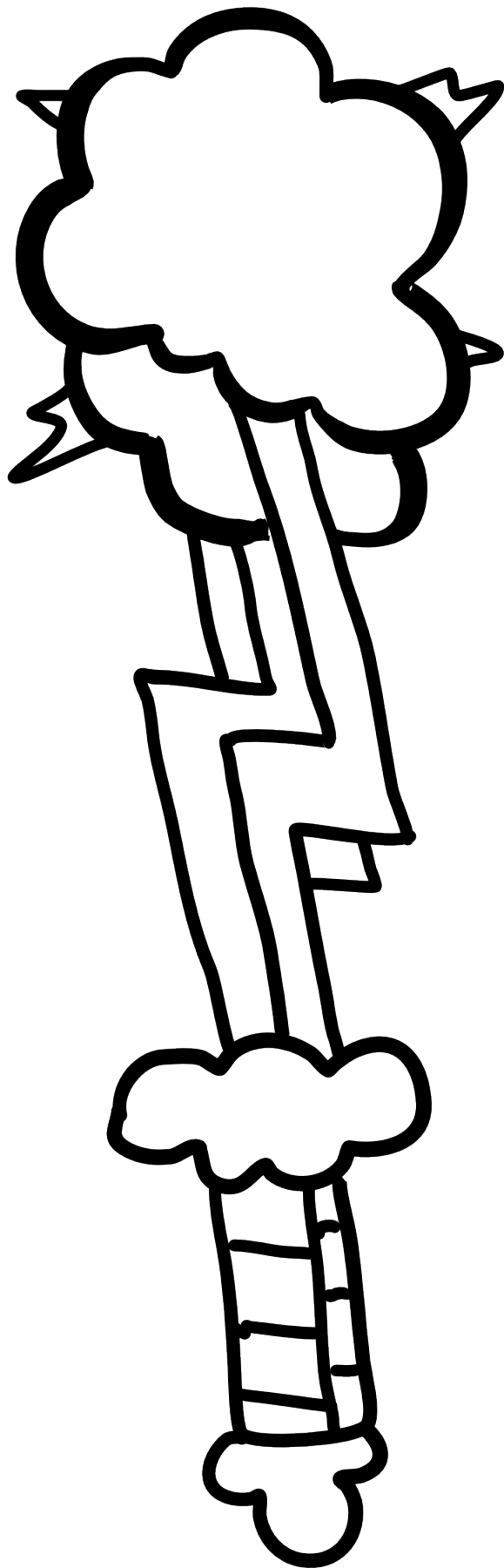
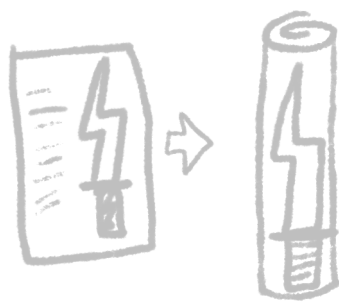
CONGRATS! You've found the LIGHTNING SWORD!
Cut this entire page out of the book, roll it up, and tape it to make a sword. You'll need it.



(You may choose either the lightning sword, or the cloud club on the other side of the page)



CONGRATS! You've found
the CLOUD CLUB!
Cut this entire page out
of the book, roll it up,
and tape it to make a
club. You'll need it.





Dragon it out

You grab the weapon and look up the staircase at the person sitting on the throne. She's sooper old, and she looks like a queen, or something.

She shrieks. The bum you keep running into steps out from behind the throne.

B4 only:

The bum stares at you for a moment.
He picks up a sapphire the size of his head.
He chucks it straight back into the cloudy
wall behind him.

The sapphire sticks in the wall.

There's a pause, and then the sapphire...
blinks.

He's just created a cloud dragon.

Tired as you are, if you want to live
you're going to have to team up and take
the dragon out.

For some reason, the bum didn't choose to
use a (stronger) ruby for the dragon. The
sapphire dragon is weaker, remove 4 health
from the dragon.

No B4:

The bum snarls at you. He picks up a ruby the size of his head. He chucks it straight back into the cloudy wall behind him.

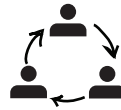
The ruby sticks in the wall.

There's a pause, and then the ruby...blinks.

He's just created a cloud dragon.

Tired as you are, if you want to live you're going to have to team up and take the dragon out.

The person with the highest strength goes first. Play proceeds clockwise.



On your turn, you may:

 **Attack**

OR

Assist

OR

Distract

Do a strength roll



success

failure

Damage dragon 1 for each point under your strength you roll.
Minimum: 1

Damage yourself 1.

Do a smarts roll



success

failure

You may add 1 to any player's strength, if their strength is 9 or below.

Reduce your sanity by 1.

Do a sanity roll



success

failure

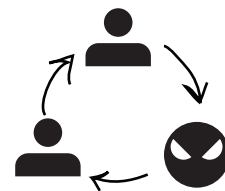
The Dragon's next attack roll is -1.

The Dragon ignores you, which is kind of a relief.

Dragon Attack:

After everyone has taken a turn, once per round, the Dragon attacks!

Roll one die.
Determine the attack according to the die roll:



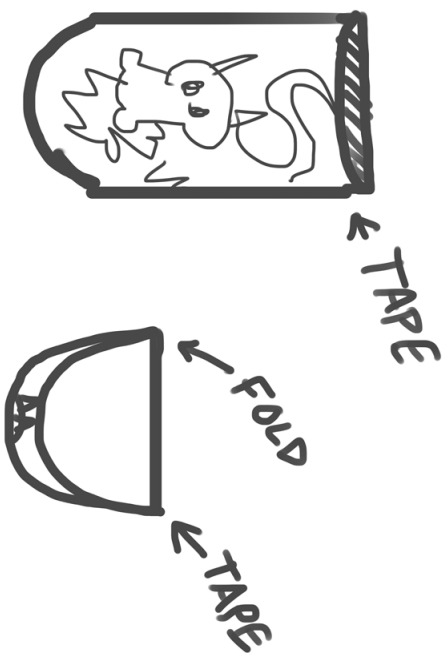
Wound one non-ghost player of your choice twice.



Everyone rolls one die. Anyone who rolls 3 or lower receives one wound.

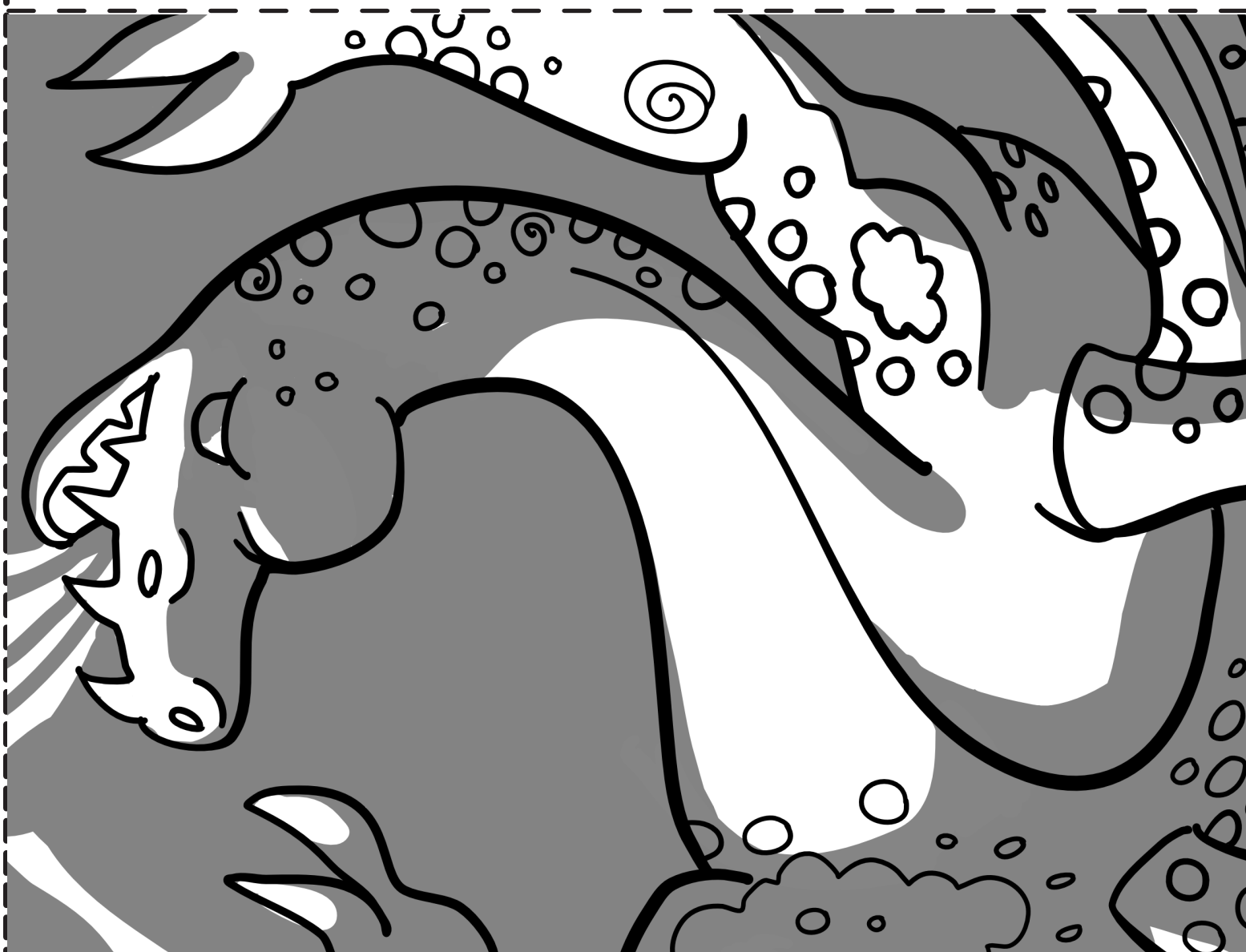


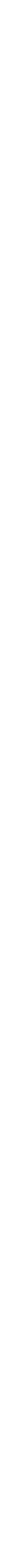
Everyone must lose three health, or reduce strength by 2, permanently.



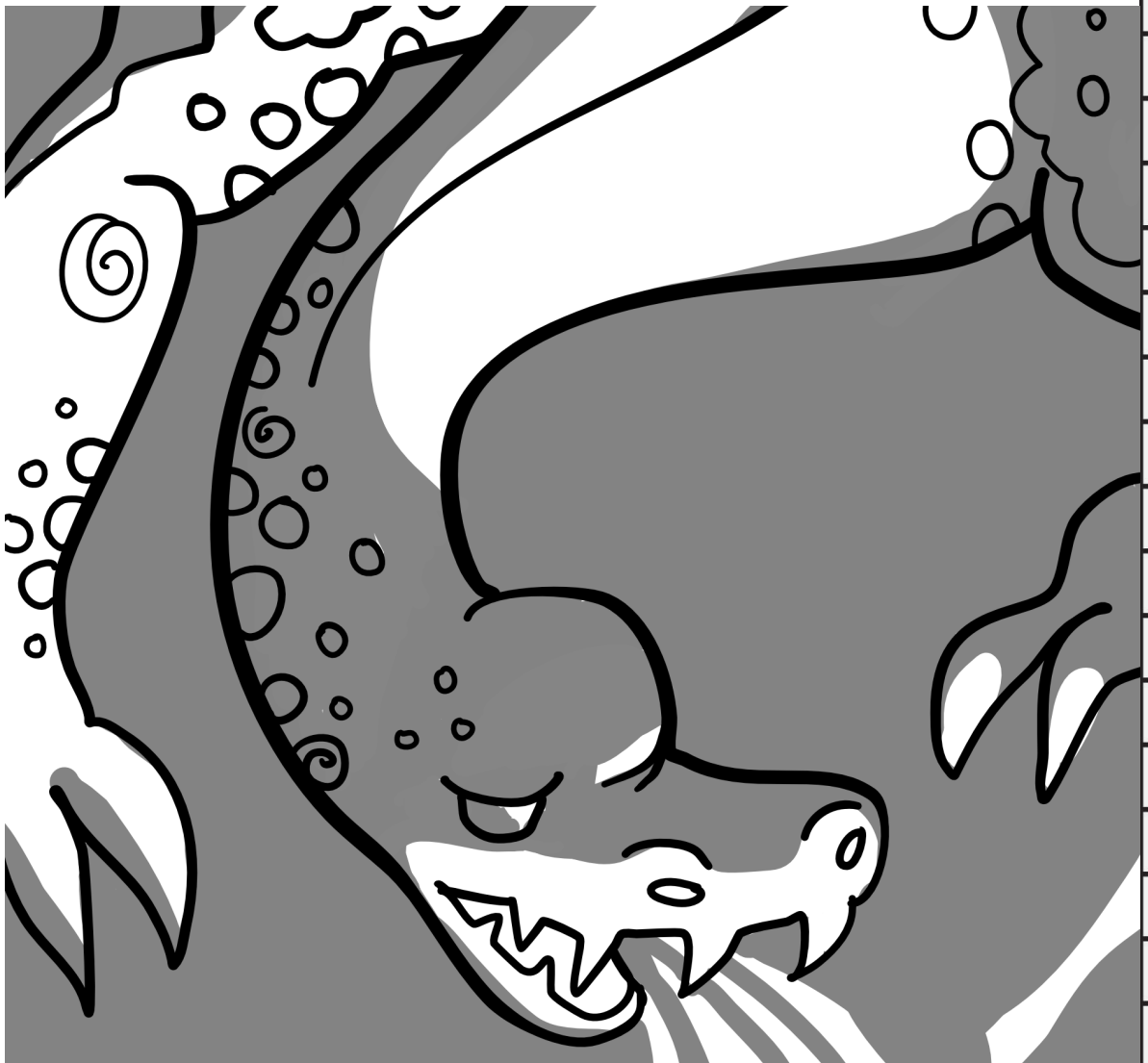
91

Tear/cut the page out of the book, fold at the dotted line, and tape the edges of the page together. Stand the dragon up on the table.





Five and six player
games, add this health:



Dragon Health



If all died:

Now you're all ghosts, so you have all of eternity to torment the dragon who killed you. You follow him around, keep him up at night, and scream at him every few minutes. You don't drive him insane, as you intend, though: he simply starts a cable television show, documenting your appearances, and grows very famous and successful. You and your friends are – kind of – movie stars.

If one or more lived:

The person who struck the killing blow (or the youngest player) may take up the lightning sword, and **HIT THE DRAGON AS HARD AS THEY CAN!**
Send the sizzling sucker flying.

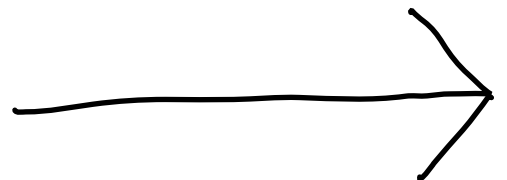
The dragon is **SLAIN!** The queen and her former court jester – the bum – escape on the cloud ship, leaving you with all of the treasure. **YOU'VE DEFEATED THE CLOUD DUNGEON!** Now spend some time rolling around in all of your gold.

**the
end**

THANK YOU TO: my lovely wife Sonia, for proofreading, support and encouragement (I could not have done this without you), Gerald King and Ultimate Team-up attendees for play testing, advice, and generalized awesomeness (Thank you for giving my game a shot when it was pretty rough!), Josh Fosberry for game design advice, Chip Beauvais for proofreading my Kickstarter page and helpful advice, Jared Von Hindman for drawing so many things, Timothy Miller for beautiful, beautiful music and last-minute pricing advice, Aaron Kessler for the amazing Kickstarter video, Jared Von Hindman for beautiful art and paintings, both our families for play testing, advice, and encouragement, Nausicaa, Orion, Eliza, and Thea for drawing me so many amazing monsters, for every Kickstarter backer who put their money up to help make this book become real! THANK YOU!

-AndHeDrew

Extras



NAME:

smarts:

strength:

sanity:

WHEN YOU DIE, YOU LOSE ANY ITEMS YOU ARE CARRYING, AND SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES. YOU MAY NOT INCREASE YOUR STATS, OR TAKE DAMAGE.



YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A ⊖ SYMBOL.

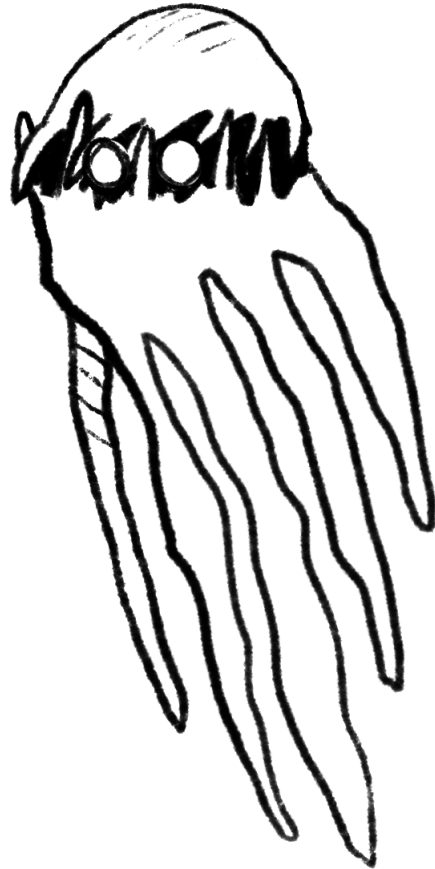
NAME:

smarts:

strength:

sanity:

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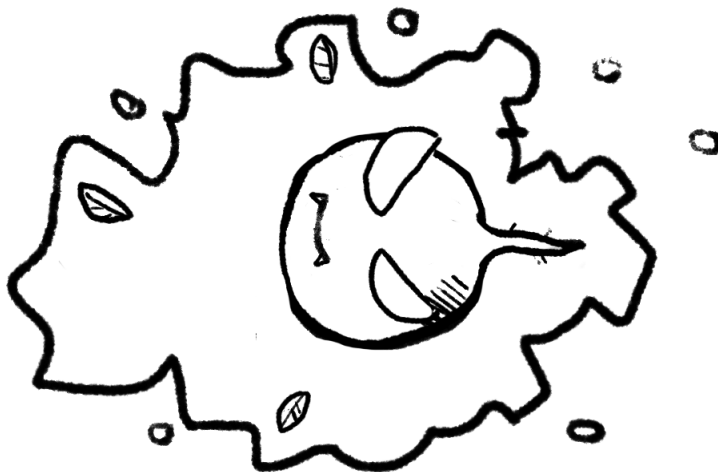
NAME:

smarts:

strength:

sanity:

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YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A ⊖ SYMBOL.

(Replace page 43 from The Cloud Dungeon, or any weapon shop)



PIRANHA ON A
STICK (1 GOLD)
+ 3 STRENGTH
+ 2 SANITY
-3 HEALTH



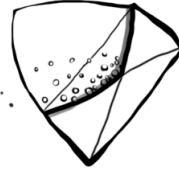
PIRANHA ON A
STICK (1 GOLD)
+ 3 STRENGTH
+ 2 SANITY
-3 HEALTH



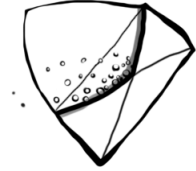
SPORK (2 GOLD)
+2 STRENGTH



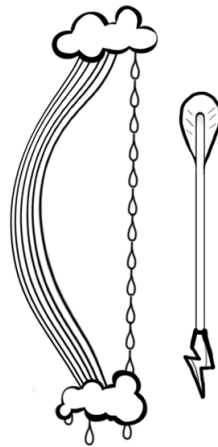
SPORK (2 GOLD)
+2 STRENGTH



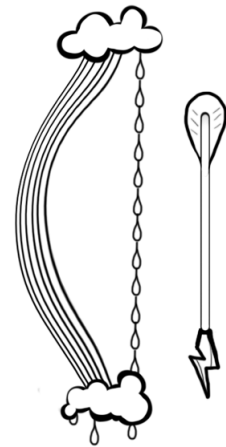
GLITTER BOMB
(1 GOLD)
EACH ENEMY YOU
FIGHT IS DAMAGED 2
AT THE BEGINNING OF
YOUR BATTLE.



GLITTER BOMB
(1 GOLD)
EACH ENEMY YOU
FIGHT IS DAMAGED 2
AT THE BEGINNING OF
YOUR BATTLE.



RAIN BOW (2 GOLD)
+2 SANITY



RAIN BOW (2 GOLD)
+2 SANITY



FLOPPY DISC
SHURIKEN (1 GOLD)
+1 STRENGTH



FLOPPY DISC
SHURIKEN (1 GOLD)
+1 STRENGTH

100

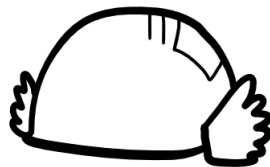
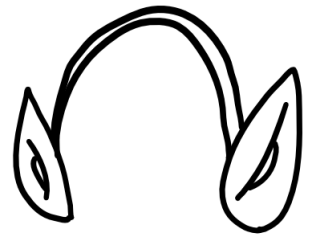
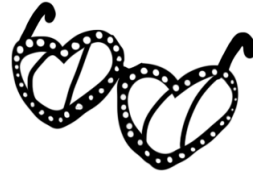
This image is a comprehensive library of mechanical and electronic components, rendered in a clean, stylized black-and-white line-art style. The components are organized into a grid-like layout, showcasing a wide variety of parts. Key elements include:

- Structural & Support:** Large cylindrical tanks with horizontal stripes, various beams, brackets, and mounting plates.
- Mechanical & Fluidic:** Gears, pistons, valves, pipes, and complex assemblies that suggest fluid or pneumatic systems.
- Electrical & Control:** Circuit boards, microchips, switches, buttons, and sensors.
- Optical & Sensing:** Lenses, mirrors, and specialized camera or sensor modules.
- Fasteners & Hardware:** A collection of bolts, screws, nuts, and washers.

 The overall aesthetic is technical and precise, providing a rich set of assets for engineering or industrial design projects.

A large, dense collection of black and white doodle-style icons and shapes, arranged in a circular pattern. The icons include various fruits like apples, bananas, and oranges; vegetables like carrots, mushrooms, and broccoli; animals like a cat, a dog, and a bird; and abstract shapes like stars, hearts, and geometric forms. The style is simple and hand-drawn, with thick black outlines and some internal shading. The icons are scattered across the page, creating a vibrant and playful visual.



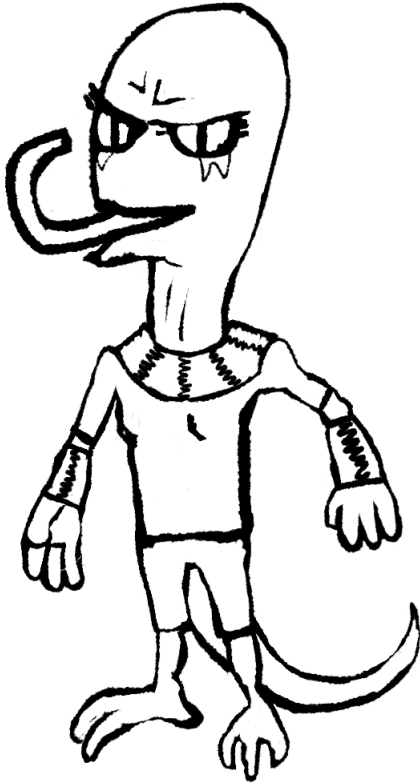


Mask set & facial hair set. For character customizing!



NAME:

smarts:	3								
strength:	2								
sanity:	2								



QUIRKS!

NAME:

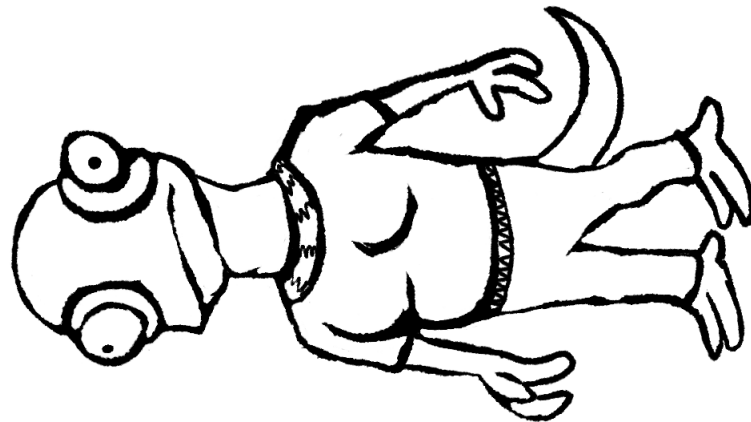
smarts:	2								
strength:	2								
sanity:	3								



QUIRKS!

NAME:

smarts:	2								
strength:	2								
sanity:	3								



QUIRKS!

NAME:

smarts:

strength:

sanity:

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YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:

strength:

sanity:

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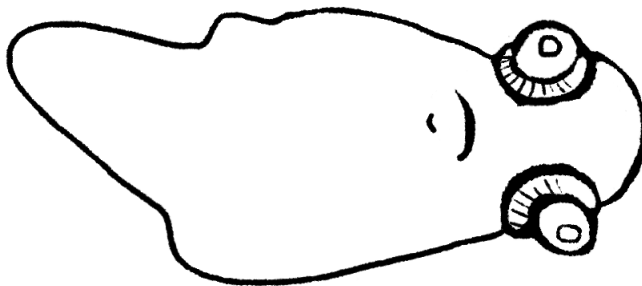
NAME:

smarts:

strength:

sanity:

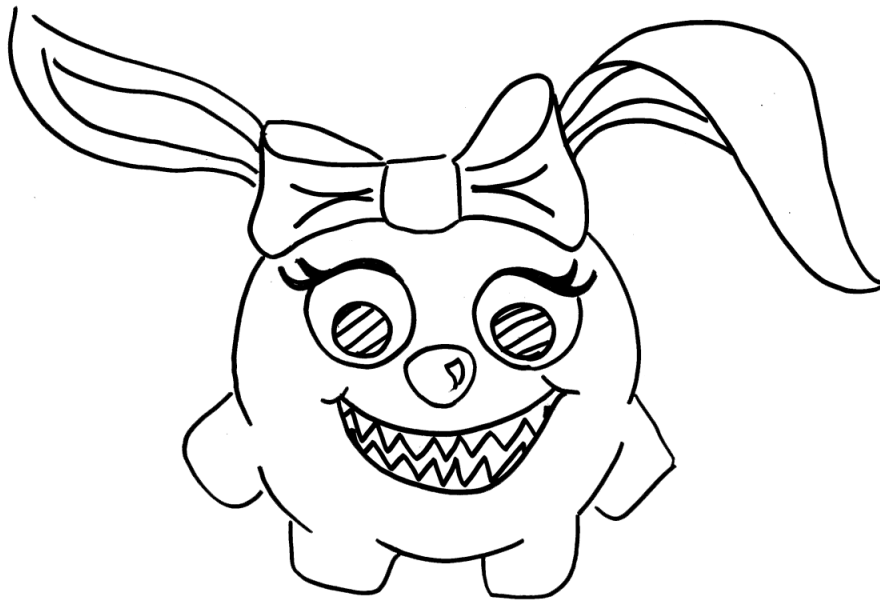
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YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	4								
strength:	2								
sanity:	1								



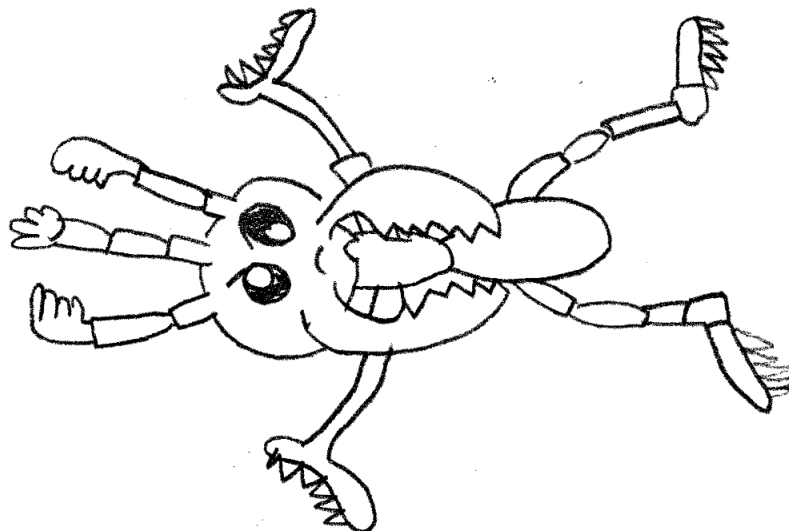
—QUIRKS!—

“PERKY BUNNY” BY NAUSICAA



NAME:

smarts:	1								
strength:	3								
sanity:	3								



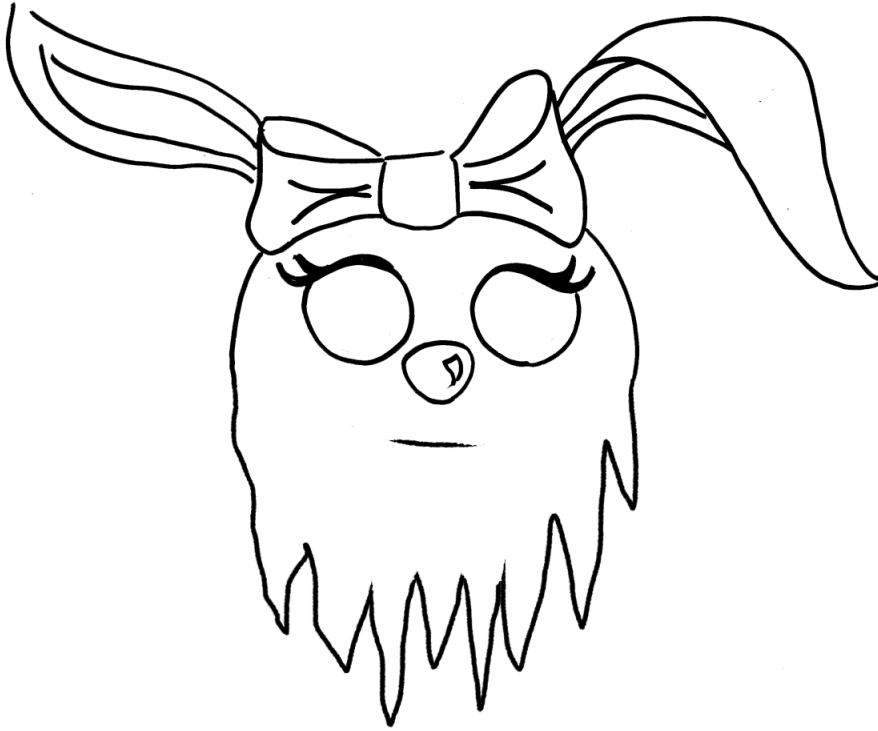
—QUIRKS!—

BY ORION

NAME:

smarts:			
strength:			
sanity:			

WHEN YOU DIE, YOU LOSE ANY ITEMS YOU ARE CARRYING, AND SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES. YOU MAY NOT INCREASE YOUR STATS, OR TAKE DAMAGE.

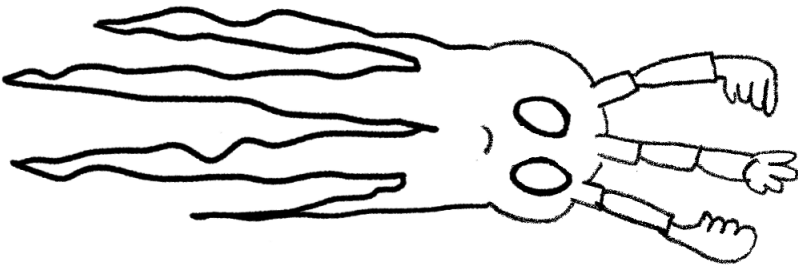


YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:			
strength:			
sanity:			

WHEN YOU DIE, YOU LOSE ANY ITEMS YOU ARE CARRYING, AND SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES. YOU MAY NOT INCREASE YOUR STATS, OR TAKE DAMAGE.



YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A  SYMBOL.

BY ORION

NAME:

smarts: 2

strength: 2

sanity: 3



—QUIRKS!—

BY ELIZA

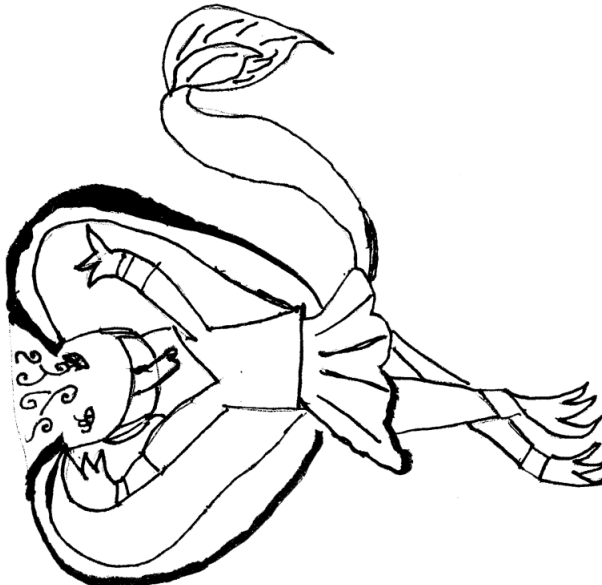


NAME:

smarts: 1

strength: 3

sanity: 2



—QUIRKS!—

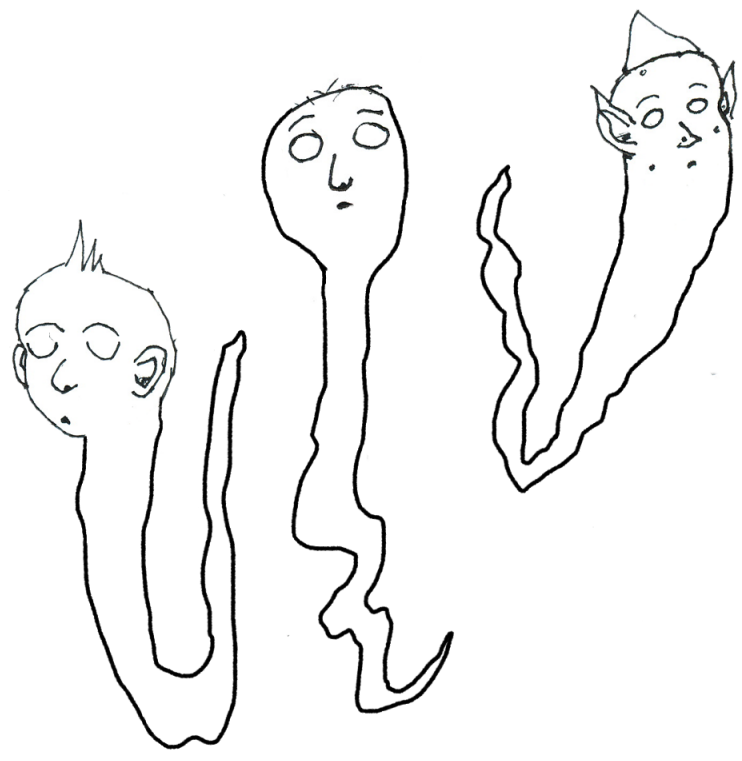
“SARA THE SNAKE MONSTER,” BY THEA



NAME:

smarts:			
strength:			
sanity:			

WHEN YOU DIE, YOU LOSE ANY ITEMS YOU ARE CARRYING, AND SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES. YOU MAY NOT INCREASE YOUR STATS, OR TAKE DAMAGE.

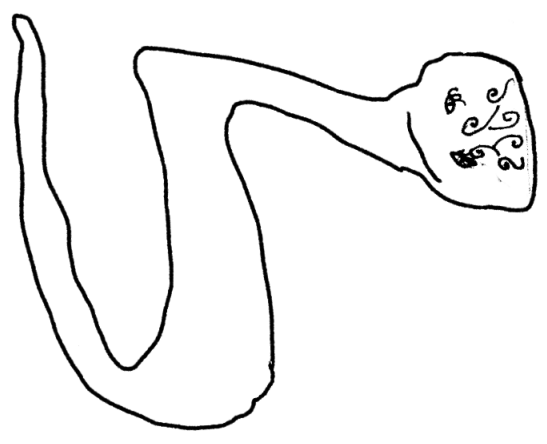


YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A NO SYMBOL.

NAME:

smarts:			
strength:			
sanity:			

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YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A NO SYMBOL.

QUIRKS!

NAME:

smarts:

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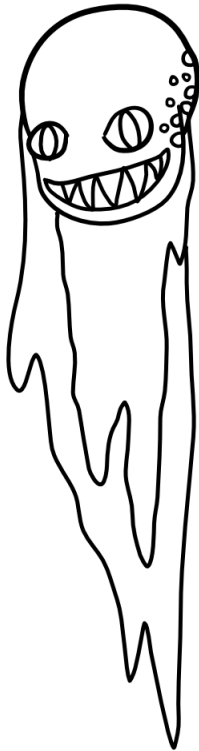
strength:

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sanity:

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WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.



YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:

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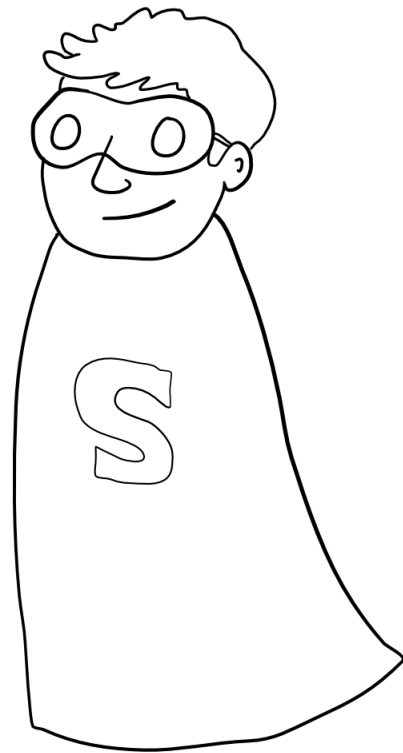
strength:

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sanity:

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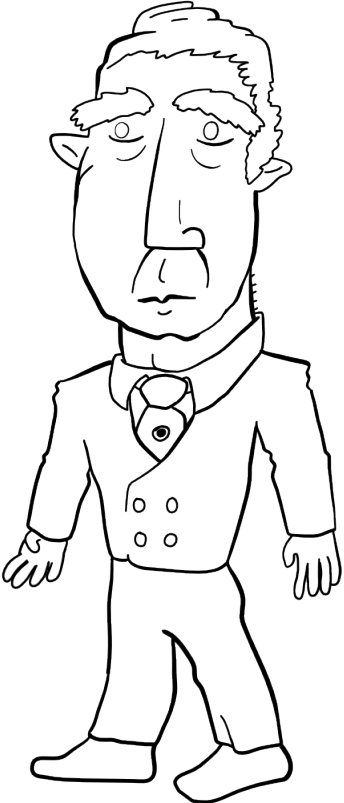
WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.



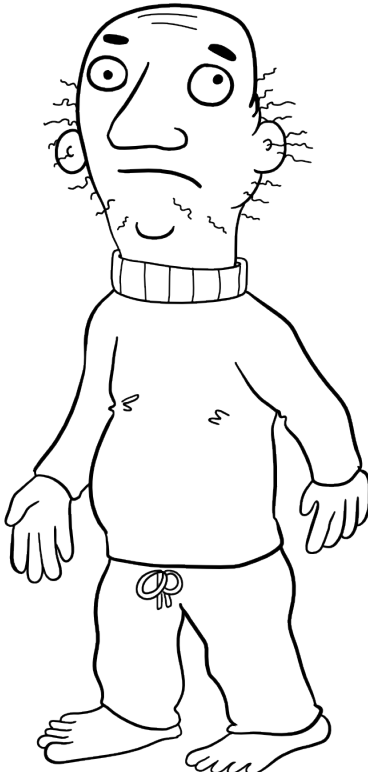
YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

Throwback! The following characters were in the first playable version of The Cloud Dungeon, and were replaced later. I spruced them up, and here they are!

NAME:	NAME:
smarts: <table border="1" style="display: inline-table; width: 100%; height: 20px;"></table>	smarts: <table border="1" style="display: inline-table; width: 100%; height: 20px;"></table>
strength: <table border="1" style="display: inline-table; width: 100%; height: 20px;"></table>	strength: <table border="1" style="display: inline-table; width: 100%; height: 20px;"></table>
sanity: <table border="1" style="display: inline-table; width: 100%; height: 20px;"></table>	sanity: <table border="1" style="display: inline-table; width: 100%; height: 20px;"></table>



QUIRKS! _____



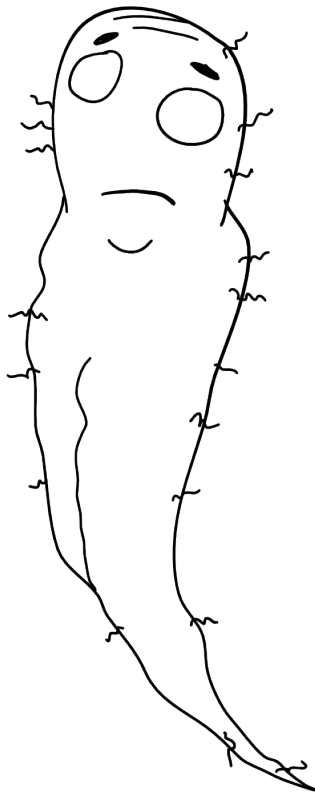
QUIRKS! _____

NOTE: none of these characters have stats. You get to choose their stats – their combined smarts, strength, sanity, and starting armor should total 7.

NAME:

smarts:	
strength:	
sanity:	

WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.



YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	
strength:	
sanity:	

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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

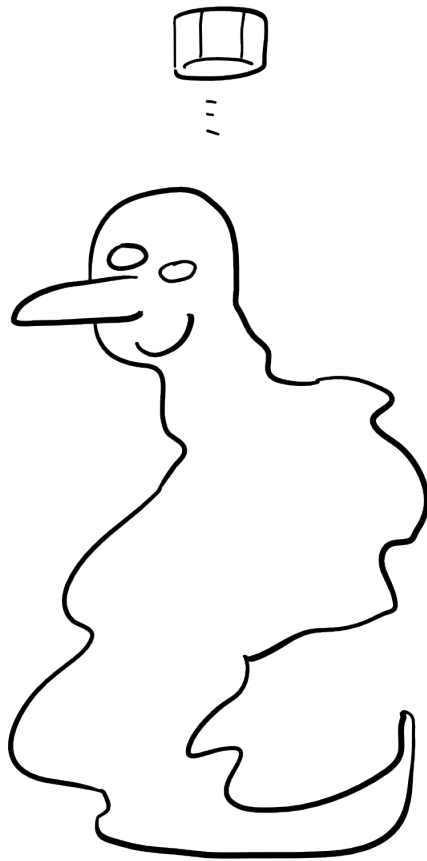
QUIRKS!

QUIRKS!

NAME:

smarts:	
strength:	
sanity:	

WHEN YOU DIE, SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES TO THE LEFT. THESE STATS MAY NOT CHANGE, AND YOU CANNOT TAKE DAMAGE.

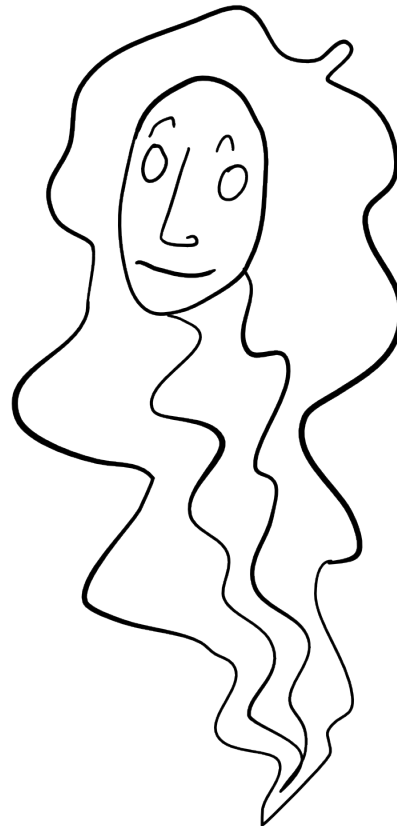


YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.

NAME:

smarts:	
strength:	
sanity:	

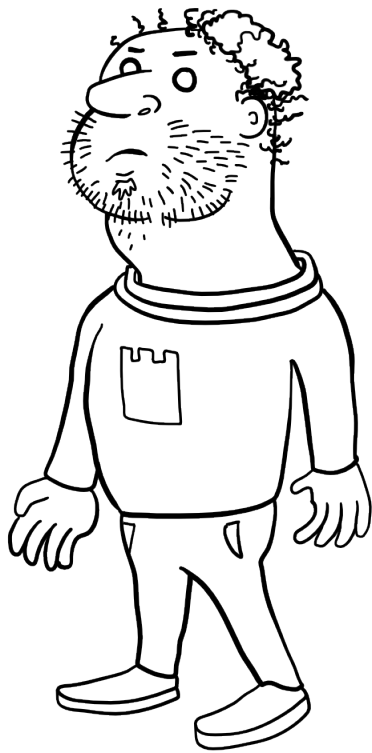
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NAME:

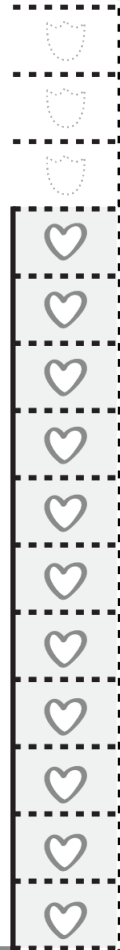
smarts:									
strength:									
sanity:									



QUIRKS! _____

NAME:

smarts:									
strength:									
sanity:									



QUIRKS! _____

NAME:

smarts:	
strength:	
sanity:	

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NAME:

smarts:	
strength:	
sanity:	

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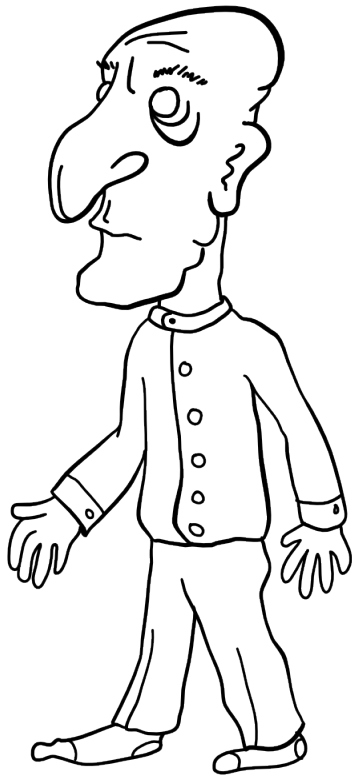


YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A 😊 SYMBOL.

Retro? Here are some little-seen characters from the past, never before in print!

NAME:

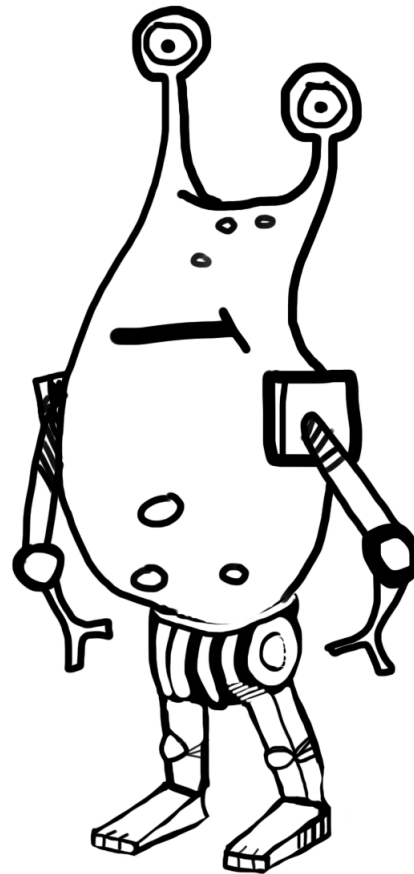
smarts:										
strength:										
sanity:										



QUIRKS!

NAME:

smarts:										
strength:										
sanity:										



QUIRKS!

NAME: _____

smarts:			
strength:			
sanity:			

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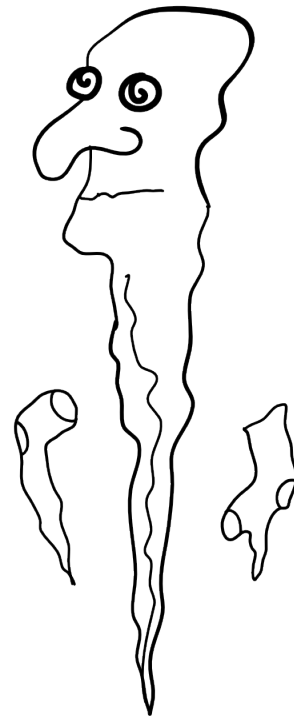


YOU MAY PARTICIPATE IN ANY ACTION NOT MARKED WITH A  SYMBOL.

NAME: _____


smarts:	
strength:	
sanity:	


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YOU MAY PARTICIPATE IN ANY ACTION OR DECISION NOT MARKED WITH A  SYMBOL.


NAME:		NAME:	
smarts:		smarts:	
strength:		strength:	
sanity:		sanity:	





QUIRKS!





QUIRKS!

NAME: _____

smarts:

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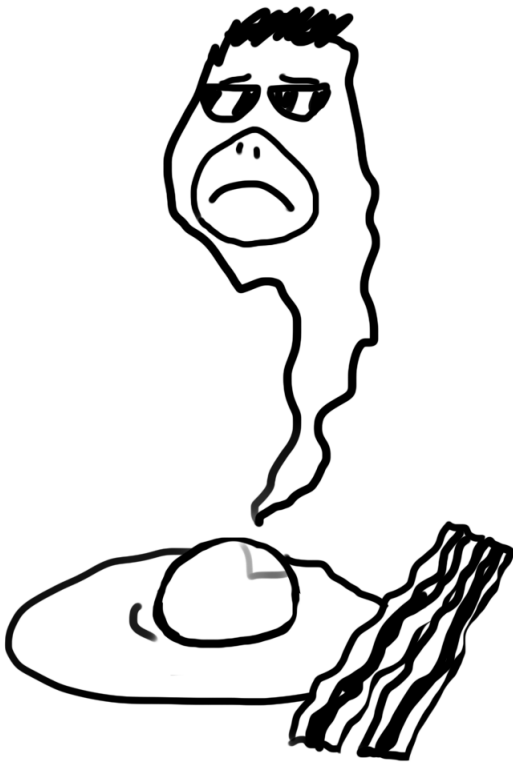
strength:

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sanity:

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WHEN YOU DIE, YOU LOSE ANY ITEMS YOU ARE CARRYING, AND SUBTRACT TWO FROM EACH OF YOUR STATS AND WRITE THEM IN THE BOXES. YOU MAY NOT INCREASE YOUR STATS, OR TAKE DAMAGE.



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NAME: _____

smarts:

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strength:

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sanity:

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The Cloud Dungeon Prologue: MEDIocre MAGIC

*"Those unschooled in the magical arts ought not to practice them,
lest they end up with the face of a clam or something."*

- Quig Spriglee, Master magician, no class

The following is a prologue, which you can play before a round of The Cloud Dungeon. Basically you can horribly mutate everyone before the adventure begins! Other people get to add things to your character, so only do this with your nice friends. :)

You're going to the Cloud Dungeon this weekend. You're going to be famous, and you're going to be wealthy, because according to the commercials everyone who enters The Cloud Dungeon finds amazing wealth and wealthy people all are famous, right? It's going to be awesome.

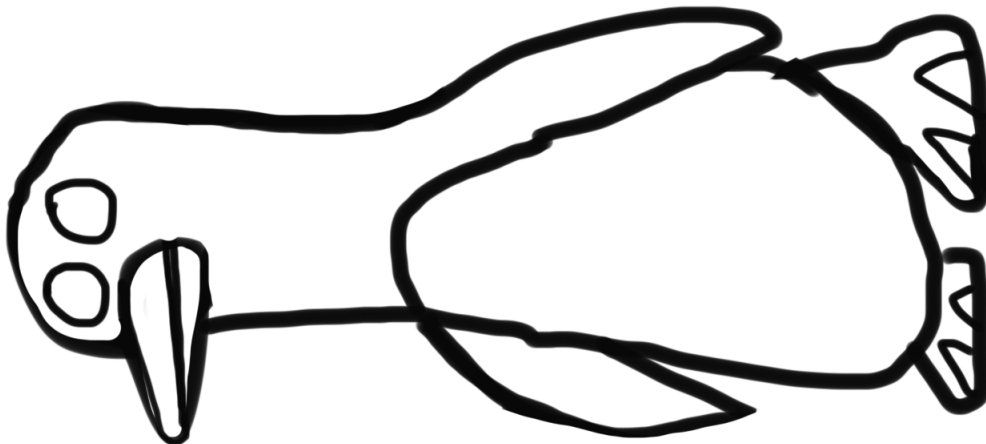
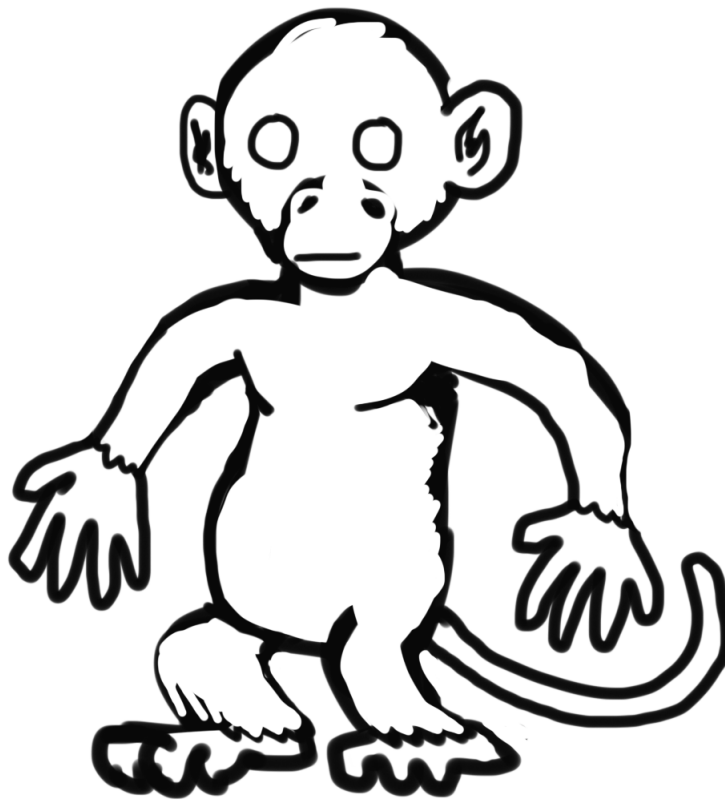
Before you go, you should probably prepare. Your friend gave you this magic wand that says "SpellBinder's Training Wand" on the side. It looks fairly old and unreliable, but you've got a plan to use the magic to make yourself some amazing creatures made out of pure energy for the battles you'll be facing in the dungeon. You and your friends sit in a circle, trying out various hexes and spells, hoping that the old wand doesn't backfire.

Before you proceed, each player selects a character from The Cloud Dungeon and follows the instructions on page 19 of The Cloud Dungeon, naming their character, determining traits, etc.

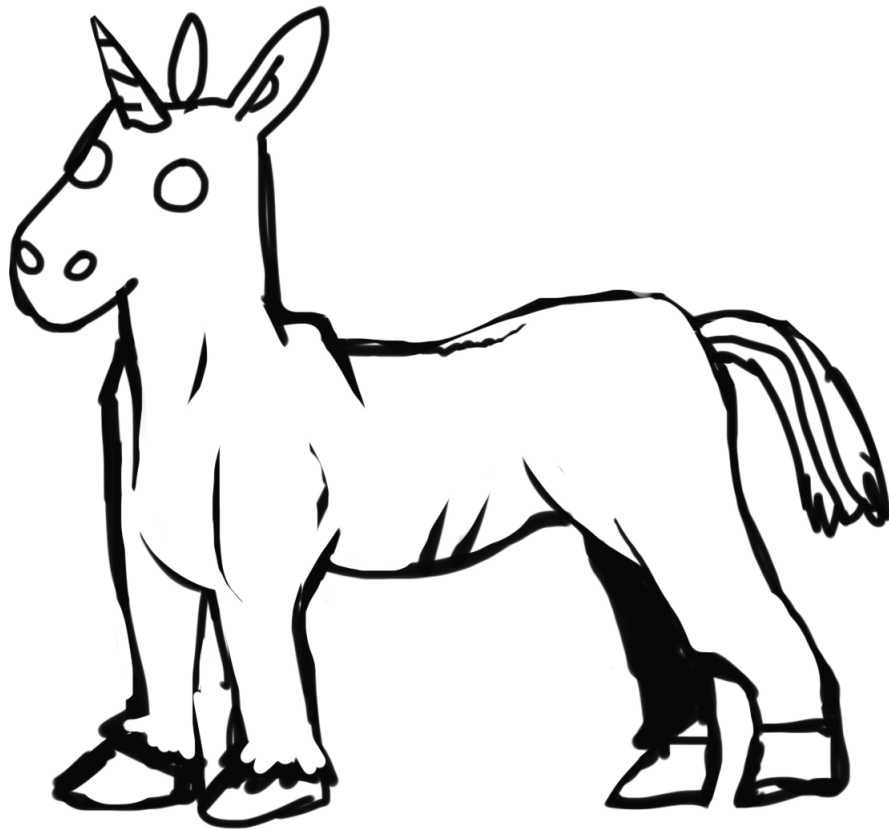
BEFORE proceeding on to quirk selection on page 20–21, return to this prologue and play it through. Once the prologue is done, continue character creation on page 20–21 of The Cloud Dungeon.

Round 7: magical energy creature summoning

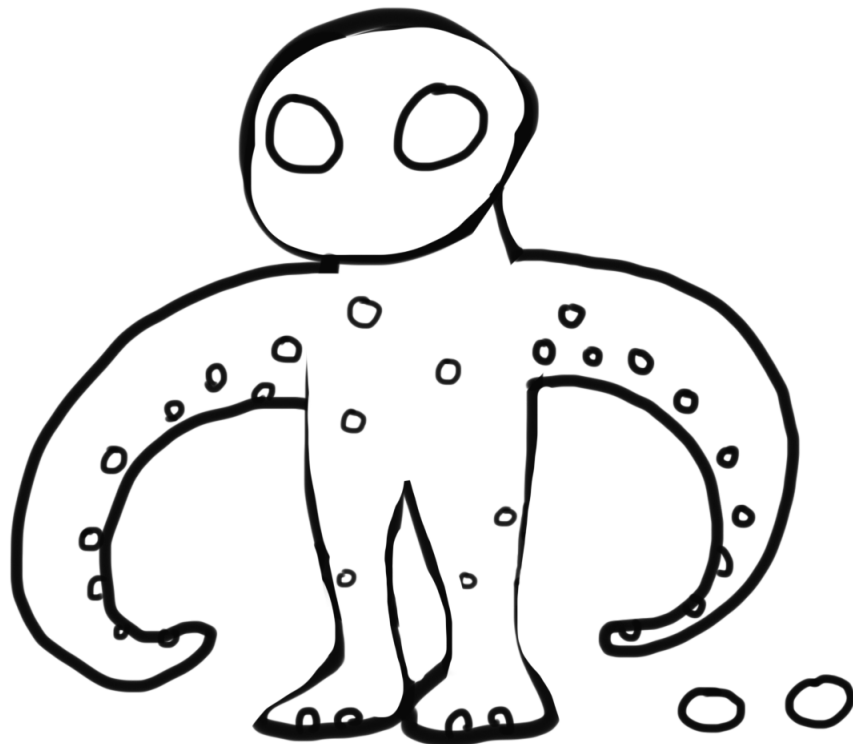
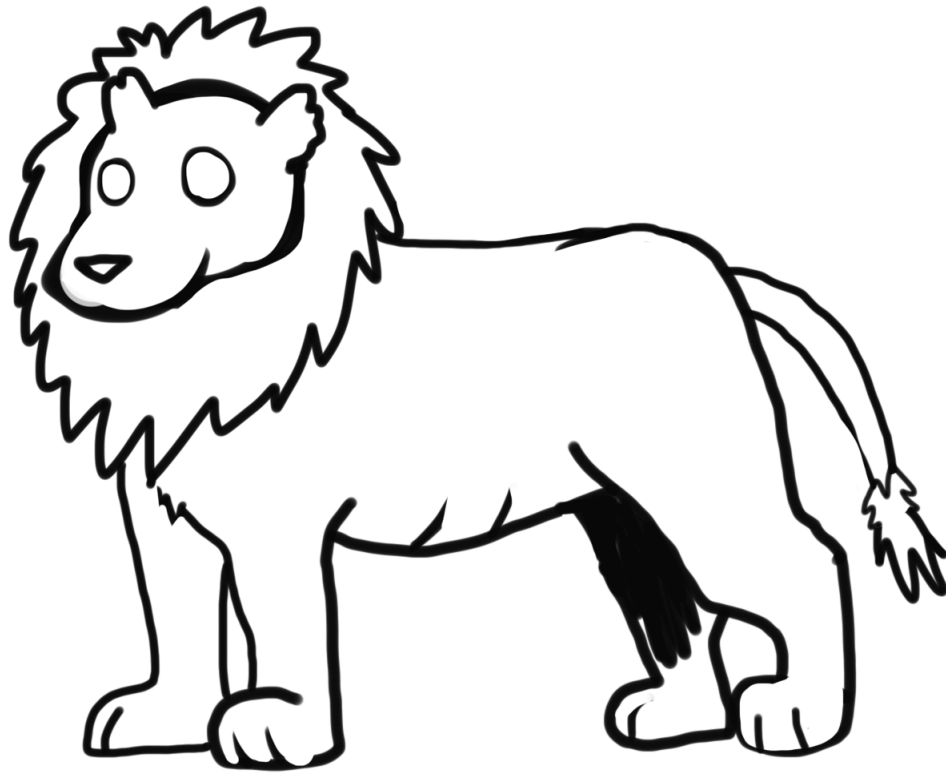
Each roll a die, the person who rolls the highest number selects first, then continue around the table clockwise. On your turn, select any unclaimed creature. Once every person has a creature in front of them, continue on to round 2.















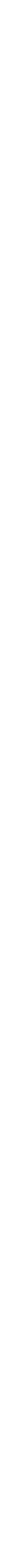




Round 2: magic practice.

Each roll two dice (re-roll any doubles), and select two traits to illustrate on the magical energy creature in front of you. When done, place all of the creatures back in the middle, and proceed to round 3.

-  Add stripes or polka dots to the creature.
-  Add spikes. Lots of them.
-  The creature is covered with magical fire, or ants.
-  Add plaid, or squiggles to the creature's hide.
-  or  Add anything you want to the creature.



Round 3: Oooops

The wand sputters, and unexpectedly spews sparks, enveloping you and your new pets. Bad things are happening.

Everyone passes their character to the player on the left. Each person rolls dice for the character in front of them, and adds body parts from a magical creature to the character in front of them, then passes the character to the left again. Repeat until everyone has their character back in front of them.

You may select the body parts from any creature in the middle of the table.











Two player: do this twice for your friend's character, then pass their character back to them.

After this round is over, proceed with character creation on pages 28-29 in The Cloud Dungeon!

- ☐ Add a leg or legs to the character
- ☐ Add an eye or set of eyes to the character
- ☐ Add an arm or a tail to the character
- ☐ Add a nose, snout, or beak to the character
- ☐ or ☐ Add any piece you want to the character.



Quirky! Replace any quirk table with this one!

						
	Living mus-tache	Every inch of skin is tattooed	had an unfortunate baking accident	Eyes are a strange color	Carries an animal on shoulder	Has a piece of pizza stuck to head
	Has weird facial hair	Grew scales after eating fish	Has dragon claws	Knows how to play the banjo	Has tree DNA	Hands turned to stone
	Friend to chickens	Made out of bread	Has a large nose piercing	Often sticks gum behind ear. Forgets about it.	Is an alien mummy	Is a dog transformed into a human
	Wears a giant invisible head-dress	Has an extra body part	Tentacles	Eyes grew 1/8 times their regular size	Ears have wings	wings covered in ears
	Is a sparkley vampire	hair is alive	hair is a rabbit	strange jewelry	clone with lizard DNA	clone with sheep DNA
	doesn't bathe	is secretly an octopus	loves teeth	giant nose piercing	is a robot	is a pumpkin