

ITEMS

DD Special Item

- 11 **Candle.** Lights up dark places, immolates objects.
- 12 **Bow.** Ranged weapon. Infinite arrows.
- 13 **Boomerang.** Can retrieve small items from a distance. A successful attack stuns the monster (not bosses) for the next ROUND.
- 14 **Magic Cape.** Can make wearer invulnerable (<-1 ENERGY per ROUND). Must be activated before dangerous ACTION ROLLS.
- 21 **Hammer.** Can smash things. A successful attack against a stone monster depletes 2 HEARTS.
- 22 **Grappling Hook.** Can grab hold of things from a distance, and carry user across gaps.
- 23 **Feather Boots.** Wearer can jump very high and far.
- 24 **Magic Fan.** Can create strong gusts of wind.
- 31 **Control Staff.** User can control a monster's actions (not a boss) for 1D ROUNDS; uses 1 ENERGY. Controlling the monster demands the user's full attention, and requires a INSIGHT roll for every action.
- 32 **Truth Lens.** User can see through illusions.
- 33 **Lightning Staff.** Can shoot electricity projectiles and activate technology from a distance. Successful ATTACK stuns target for 1D ROUNDS. Uses 1 ENERGY.
- 34 **Ice Staff.** Can shoot ice projectiles and freeze things from a distance. Successful ATTACK freezes target for 1D ROUNDS. Uses 1 ENERGY.
- 41 **Fire Staff.** Can shoot fire projectiles and immolate objects from a distance. Successful ATTACK reduces target's TOUGHNESS by 1. Uses 1 ENERGY.
- 42 **Mirror Shield.** +1D to DEFEND. User can reflect light and magic.
- 43 **Shrink Hat.** Wearer can turn tiny, and back to regular size. Uses 1 ENERGY when turning tiny.
- 44 **Hover Disc.** The hero can levitate and glide through the air. Uses 1ENEREGY per ROUND.

Loot

- ▶ Roll when heroes search a regular chest, or the like.
- ▶ Roll 1D when heroes defeat a monster or smash a pot:
1-2 No loot; 3-4 Roll loot.

2D Loot

- 2 **Meal.** Restores 3 HEARTS and 3 ENERGY.
- 3-4 **GEMS.** 1Dx5 pieces.
- 5-6 **Snack.** Restores 1 HEART and 1 ENERGY.
- 7 **Bombs.** 1D/2 pieces.
- 8 **Pixie.** Fully restores HEARTS and ENERGY for one hero. Can be caught in a bottle. Usable once.

The Shadow King dwells in the Cerulean Citadel, behind an impenetrable barrier. All the while, his evil influence is spreading across Cerulea.

The most fearsome of his beasts have fortified perilous lairs, from which monsters spawn and terrorize the region.

These beasts each protect a Trinity fragment. The Trinity is a legendary artifact which once restored is capable of breaking down the barrier surrounding the Cerulean Citadel, and defeating the Shadow King.

MASTER AGENDA

- ▶ Prepare dungeons full of trials and monsters.
- ▶ Apply the rules when things are clear cut, and make rulings when they aren't.
- ▶ Be fair, but challenge the players and their heroes.
- ▶ Strive to say "yes" to the players' creative ideas and solutions.
- ▶ Embrace the video game logic.

CAMPAIGN PLAY

The Shadow King has split the Trinity into three fragments. He has hidden each of these fragments inside a **dungeon**, with a **boss** to protect it.

Once the heroes have gathered all three fragments, they can enter the Cerulean Citadel and face the Shadow King.

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HEROES OF CERULEA

Pixelated Dungeon Crawl RPG



MASTER

Bläckfisk Publishing

CREATING DUNGEONS

- 1 Randomize or pick a **theme** and **architecture** for the dungeon. Make sure you feel inspired by it.
- 2 Combine and modify the results to name the dungeon—for instance Temple of Flame, Sky Ship, or Moon Cavern.
- 3 Roll 3D to determine the number of rooms in the dungeon, or just decide for yourself.
- 4 Randomize or pick a **challenge** for each room. If there are five or more rooms, one of them should contain an **item** chest. If there are six or more rooms, one of them should contain a **boss**.
- 5 Expand on the content of each room.
- 6 Layout the dungeon in a suitable manner.
- 7 Add corridors to taste.
- 8 Add/alter details and content as you see fit.

DD	Theme	Architecture
11	Fire/Flame/Volcano	Dungeon
12	Water/Ocean/Lake	Belly
13	Shadow/Darkness/Black	Castle/Palace
14	Air/Sky/Cloud	Temple/Shrine
21	Spirit/Ghost	Tower
22	Forest/Jungle	Crypt/Grave/Tomb
23	Swamp/Mire	Well/Sewer
24	Ice/Snow/Frost	Chateau/Manor
31	Earth/Stone/Rock	Fortress/Keep
32	Light/Sun/Moon	Tree
33	Death/Skull	Lair/Den
34	Sand/Desert/Dune	Maze/Labyrinth
41	Time/Past	Ruins
42	Dream/Illusion	Cave/Cavern/Grotto
43	Curse/Doom	Mine/Quarry
44	Storm/Wind	Ship

Best Practices

- ▶ Strive to feature non-linear paths through the dungeon.
- ▶ Try to come up with at least two possible solutions for most challenges—but be very open to the players' alternative solutions, as long as they make sense.
- ▶ The item that can be found in the dungeons should help solve some of the dungeon's challenges, and help defeat its boss.
- ▶ Embrace the video game logic—but also embrace the creativity and flexibility of a tabletop role-playing game.

INHABITANTS

Most inhabitants are focused on one single thing, and prefer to talk only about that. They generally know very little about other things, and try to steer the conversation towards their focus.

CHALLENGES

Challenges are problems the heroes need to solve in order to open a locked door, be able to go through a room, or get their hands on treasure.

DD	Challenge
11–14	Monsters. Roll reaction .
21	Switch puzzle. Find a hidden button and press it; hold a floor switch down to keep the door open; pull a lever from a distance.
22	Push puzzle. Push a particular block; rotate a statue in a particular direction; rearrange blocks in a particular pattern.
23	Lantern puzzle. Light all the lanterns; put out all the lanterns; light lanterns in a particular order; light lanterns in a particular pattern.
24	Teleport puzzle. Figure out the correct order of teleports; find the correct way or get teleported back to the beginning.
31	Hidden door. Bomb a cracked wall; cut through an overgrown opening; move a bookcase; melt a block of ice; pull down a tapestry.
32	Key in a chest. There is a locked door. The chest is in a different room.
33	Key on a monster. There is a locked door. The monster is in a different room.
34	Key from a puzzle. There is a locked door. The puzzle is in a different room.
41	Elevation obstacle. Traverse a pit; push a block to be able to climb up; pull down a ladder; raise the ground level.
42	Wall obstacle. Bomb stone blocks; melt ice walls; put out fire.
43	Liquid obstacle. Drain the water; lower the lava level. Usually through a puzzle, perhaps in a different room.
44	Darkness obstacle. Avoid pits in the dark; fight monsters in darkness; find the light switch.

MONSTERS & BOSSES

DD	Boss Feature	Monster (Quantity)
11	Nightmare/Grim	<u>Rat</u> . HEARTS: 1. Qty: 1D+3.
12	Electric/Lightning	<u>Bat</u> . HEARTS: 1. Qty: 1D+3.
13	Mighty/Strong	<u>Slime</u> . HEARTS: 1. Qty: 1D+3.
14	Magical/Enchanted	<u>Octopus</u> . HEARTS: 1. Qty: 2D–1.
21	Master/Chief/Captain	<u>Carnivorous Plant</u> . HEARTS: 2. Qty: 2D–1.
22	Phantom/Spirit	<u>Spider</u> . HEARTS: 2. Qty: 2D–1.
23	Giant/Big/Great	<u>Goblin</u> . HEARTS: 2. Qty: 2D–1.
24	Iron/Armored	<u>Skeleton</u> . HEARTS: 2. Qty: 2D.
31	Frost	<u>Warlock</u> . HEARTS: 2. Qty: 2D.
32	Death/Undead	<u>Lizard Kin</u> . HEARTS: 3. Qty: 2D.
33	Twins/Brothers/Sisters	<u>Armored Statue</u> . HEARTS: 3. Qty: 1D.
34	Dark/Shadow	<u>Ghost</u> . HEARTS: 3. Qty: 1D.
41	Blind	<u>Centipede</u> . HEARTS: 3. Qty: 1D.
42	Stone	<u>Troll</u> . HEARTS: 4. Qty: 1D.
43	Fire/Flame	<u>Knight</u> . HEARTS: 5. Qty: 1D/2.
44	King/Queen	<u>Centaur</u> . HEARTS: 6. Qty: 1D/2.

2D	Monster Reaction
2–3	Attacks, and will chase the heroes.
4–5	Attacks, but will not chase the heroes.
6–7	Only attacks if the heroes come to close.
8	Wants to talk, about something specific.

Bosses

A boss is a larger **monster**, with a special **feature**, and a specific random **action** moveset. They normally have 5–8 HEARTS (1d+4). When a boss is defeated, the heroes gain a TRINITY FRAGMENT, and increase their maximum HEARTS by 1 each.

1D	Boss Action
1	Special Attack. Usually related to the boss' feature or its monster type.
2	Attack. A regular attack.
3	Displacement. For instance, a sweep aimed at all heroes, or the boss might teleport.
4	Defense. A defensive action, which makes the boss impervious to attacks for the entirety of the ROUND.