

DUNGEON SOLITAIRE
LABYRINTH OF SOULS

TAROT CARD GAME

BY

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ILLUSTRATED BY JOSEPHE VANDEL

*Including a Compendium of the
Minor, Major, and Extra Arcana.*

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PREFACE

Dungeon Solitaire was inspired by old school roleplaying games, rogue-like dungeon crawls, and classic solitaire card games. I wanted to create a fast dungeon delving game that used a standard deck of cards. After pondering various approaches, along with a few false starts and breakthrough ideas, the core elements took shape. I knew I was on to something when I stayed up late playing game after game, trying to haul out more treasure from the Tomb of Four Kings.

The resulting rules for the original *Dungeon Solitaire* game took a month to write up, and are still available for free on my website. But from the beginning I had ideas for an even greater adventure, and an expanded version of the game using a deck of tarot cards. You hold in your hands that game. It is even more expansive than I had originally imagined, with an available custom tarot deck, and a multitude of alternate and expanded rules.

I want to thank Joseph Vandel for suggesting a collaboration, for pushing forward with this project, and for creating all the wonderful artwork for the game. He has created a stunning vision for this new *Dungeon Solitaire* and a deck of cards truly worthy of dark and dangerous adventures.

I want to thank Elizabeth Engstrom, Victoria Lowes, and Emily Bellinger for help editing the manuscript, and I want to thank Robert Lowes for help with playtesting. They've all made this a better game with their generous time, effort, and expertise.

I also want to thank all the generous backers who made this rulebook and the custom tarot deck possible. I want to thank each one for their enthusiasm and belief in this project, and for helping this game reach its full potential. I'm excited to be able to share this game with them and with the rest of the world.

So here it is ... *Dungeon Solitaire: Labyrinth of Souls!*

The cave you fear to enter holds the treasure you seek.

— Joseph Campbell

Sample file

WORDS OF THE ALCHEMIST

A human being is born without direction, unmarked by a path through life. And yet we know their days will be traced in pain and struggle, wrought with trials and tribulations. To what end then, do we ply our way through time? For what reason do we enter this dungeon of existence, if not for some treasure we seek?

Know then, you wary travelers, you brave adventurers, there is a dark place, lost in the wilderness, whose ancient halls are lined with riches. The wealth of civilizations long dead lies buried in its stony vaults. The tomb hoards of forgotten kings are locked in its secret crypts. But in that dungeon lies a treasure far greater than gold.

So seek your fame and fortune! Make yours the gift of knowledge, the beauty of awareness, and the joy of friendship. And remember this: hidden away, far from all things familiar, there are three heavenly gems, and whosoever finds them shall be like a god thereafter. Within they shall see the light of ten-thousand worlds. And for this treasure we will pass through doors and mazes, risk any trap, face any monster. For a glimpse of glory, we will gladly wander this Labyrinth of Souls.

— The Alchemist, *Discourses from the Sea of Ektheon*

PART THE FIRST

RULES

Being a recitation of the rules for the core game,
with additional variations and scenarios.

Sample file



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WALLED CITY

The safety of the wall is only an illusion.

INTRODUCTION

Labyrinth of Souls is a fantasy adventure game played with a deck of tarot cards, with or without a number of special additional cards. With each turn, you defeat monsters, disarm traps, open doors, and navigate mazes as you explore a dark dungeon. Along the way you collect treasure and magic items, gain skills, and gather companions. The dungeon is vast, but death awaits those who linger too long. If all your torches burn out, you will be lost forever in the darkness. If your rations run dry, you will starve or go mad. And the dungeon itself is a force of corruption, threatening all who enter. The objective is to find certain treasures, collect as much additional treasure as possible, and make it out alive.

The game rules are modular, with several levels of complexity to enjoy, as well as a number of alternate rules and game modes. After reading this chapter for an overview of the game mechanics, it is recommended to read through and play the Basic Rules first. This version will be familiar to anyone who has played the original *Dungeon Solitaire: Tomb of Four Kings*. Once you have grasped the basic game, move on to the Expert and Advanced Rules, each of which adds additional elements and challenges. Two-Player, Dragon's Lair, Undead Hordes, Mega-Dungeon, Campaign Mode, and Cartomancy are additional game modes that utilize the Expert and Advanced Rules. Each offers a different or expanded experience, while remaining true to the core mechanics of the game. Finally you may want to add your own house rules, such as new items, unique encounters, and even whole new scenarios.

THE CARDS

Playing cards originated in China as early as the 9th century. Cards and card games spread along the Silk Road to Persia and India, then Egypt, and finally to Europe in the 14th century. The standard playing cards we know today evolved from tarot cards, which first

appeared in Italy during the 15th century. The standard tarot deck has 78 cards with four suits and a series of trump cards. The illustrations for the trumps are often symbolic, illuminating a vision of the cosmos and the human experience. Tarot cards are still used for games in some places, and are frequently interpreted for divination and personal insight.

Labyrinth of Souls uses the complete tarot deck, plus ten additional cards in the advanced game. While any tarot deck can be used, a custom tarot deck is available, exclusively illustrated for the game. The *Labyrinth of Souls* tarot deck includes the ten extra cards used in the advanced game, as well as a title card and a logo card that can be used for house-rules.

The traditional tarot suits are swords, cups, coins, and wands. These suits evolved into the now common French suits of spades, hearts, diamonds, and clubs respectively. Likewise, many tarot decks use other names such as *staves* or *batons* for wands and pentacles or disks for coins. The trumps are also called the major arcana, and the four suits the minor arcana. Face cards of the four suits are also called court cards. But the essential nature of the suits and cards remains the same.

Drawing on both the traditional tarot and the French suits, these rules will use the following names and symbols: swords (♠), cups (♥), coins (♦), wands (♣), and trumps (t). The four suits each include four court cards: Page (P), Queen (Q), King (K), and Knight (N). Finally, the ten additional cards in the *Labyrinth of Souls* tarot deck are called the extra arcana (e).

The Quick Reference table shows the cards used for the basic, expert, and advanced version of the game. Each version includes all the preceding cards. The expert game includes all the basic and expert cards. The advanced game includes all the basic, expert, and advanced cards. Card functions are detailed in the rules for each version of the game. The Quick Reference table can also be found at the back of the rulebook and in a print-ready download at matthewlowes.com/games.

QUICK REFERENCE

BASIC CARDS

2-10 of Swords (♠)	Monsters / Actions
2-10 of Cups (♥)	Hit Points
2-10 of Coins (♦)	Traps / Actions / Treasure
2-10 of Wands (♣)	Sealed Doors / Actions
Knight of Swords (N♠)	Go Berserk
Knight of Cups (N♥)	Dodge Blow
Knight of Coins (N♦)	Disarm Mechanism
Knight of Wands (N♣)	Pick Lock
Queens (Q)	Divine Favors
Kings (K)	Tomb Hoards
Aces (A)	Torches
The Fool (0t)	Scroll of Light

EXPERT CARDS

Page of Swords (P♠)	Fighter
Page of Cups (P♥)	Cleric
Page of Coins (P♦)	Thief of Traps
Page of Wands (P♣)	Thief of Doors
The Magician (1t)	Magic-User
2-10 of Trumps (t)	Mazes / Actions
Strength (11t)	Potion of Giant Strength
The Hanged Man (12t)	Blessing of the Murdered God
Death (13t)	Foul Rotting (Corruption)
Temperance (14t)	Potion of Healing
The Devil (15t)	Demonic Possession (Corruption)
The Tower (16t)	Shifting Terrain
The Star, Moon & Sun (17-19t)	Heavenly Gems
Judgement (20t)	Potion of Prescience
The World (21t)	Blessing of the High Goddess

ADVANCED CARDS

Death's Door (1e)	Extra Hit Point
Alchemist Fire (2e)	Extra Torch
3-7 of the Extra Arcana (e)	Rations / Sanity
Holy Water (8e)	Sanctify Body and Mind
The Lich (9e)	Lord of the Undead
The Dragon (10e)	Dragon / Dragon Hoard