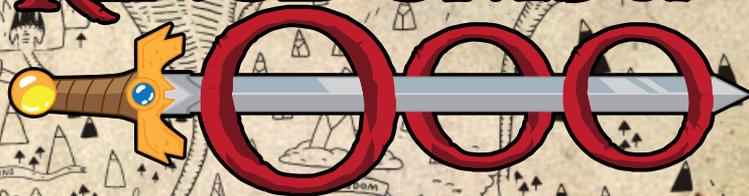


# KINGDOMS OF



# OOO

AN UNOFFICIAL ADVENTURE TIME SETTING  
FOR WORLD OF DUNGEONS

ALPHA TEST

HACKED BY GREMLINLEGIONS

WITH ADDITIONAL CONTRIBUTIONS FROM JONATHAN WALTON AND OTHER

G+ ADVENTURE TIME FANS



GREETINGS, YOUNG ADVENTURERS!

UNFOLDING BEFORE YOU LIE THE MYSTERIOUS AND MAGICAL KINGDOMS OF OOO, WHERE MYTHICAL MONSTERS MEANDER THE LANDS AND MANIACAL MAGES MENACE PEACEFUL MERITOCRACIES. STRANGE THINGS WHISPER IN THE SHADOWS, PROMISING DREAMS OF ROMANCE AND AMAZING TREASURES THAT DISTRACT EVEN THE GREATEST OF HEROES LIKE CANDY ENTICING SMALL, HUNGRY CHILDREN. OH YES, MUCH CANDY INDEED, BRAVE ADVENTURERS!

DO YOU DARE BELIEVE YOU HAVE WHAT IT TAKES TO BRAVE THE DANGERS THAT LURK WITHIN THE DEEP, DARK PITS OF DESPAIR THAT ARE BURIED WITHIN DANGEROUS, DARK DUNGEONS OF DOOM? ARE YOU PREPARED, ADVENTURERS? HAVE YOU THE COURAGE, CUBICAL DICE, WRITING MATERIALS, AND COLORFUL TOKENS NECESSARY TO SEEK THIS QUEST? WELL, DO YOU?!

...OH, YOU DO?

AH, GOOD! KEEP READING THEN, INDEED!



# YOU ARE AN ADVENTURER!

## NAME

The most difficult step is at the very beginning – choosing a **Name** befitting an awesome Adventurer such as yourself! One would think it trivial, yes? Yet so much time is lost waiting for creative minds to find that ever-elusive perfect name. Dear oh dear.

Thankfully, names must be simple within the **Kingdoms of Ooo!** Pick any normal name, or a pet's name, or the name of a food or household object, or some other nonsensical word, and that is your name!

Add to it a **Title** – an ever-so-brief description of who or what you are. Perhaps you are *Bob the Wandering Minstrel*, or *Princess Lasereyes of the Robot Kingdom*, or *The Great Big Toe the Great!* Make it fun, make it memorable, and make it quick, for you shall start playing in only a few, short minutes!



WRITE YOUR NAME  
AND TITLE!

## TALENTS

Every Adventurer has five numbers that describe how good they are at things Adventurers do...and so do you! You are an Adventurer, after all! We often call these **Talents**, and they are a handy way of comparing yourself to others. You get to spread a generous helping of points on your five tasty Talents...but only **fifteen points**, yes?

When you do something that Adventurers are expected to do, such as swinging from ropes, kicking a monster, or sweet-talking a pretty face, you get to roll **two dice** and **add them to one of your Talents** to see if you succeed. Which Talent? Well, that will certainly depend, won't it?

- 🗝️ **Brave** means you are daring and fearless; use it to leap into danger or face terrifying monsters.
- 🗝️ **Lucky** means you are curious and imaginative; use it to make a wild guess or avoid a surprise.
- 🗝️ **Smart** means you are wise, clever, and probably a bit nit-picky; use it to solve a puzzle or recognize a lie.
- 🗝️ **Tough** means you are strong, healthy, and sometimes gruff or mean; use it to lift really big things or beat up monsters with mighty blows!
- 🗝️ **Witty** means you are alert, talkative, and maybe mischievous; use it to

catch someone's attention or make them believe what you're saying!

DISTRIBUTE FIFTEEN POINTS AMONG YOUR FIVE TALENTS, TO A MAXIMUM SCORE OF 6.

# TRAITS

Some Adventurers can do certain things better than others, maybe even things no one else can do! There may be things that they struggle with, too! Perhaps one is adept with a sword and fly through the air, but unable to tell direction; there may be individuals with magical skill and a collection of ancient artifacts, but with a secret past that haunts them! I hear these exceptional things are called **Traits**, I am certain, and you will choose three of them – no no, no more than that...that would be quite strange!

Your Traits are short phrases that describe the strange things you can and cannot do. Start with three of the following, and fill in some details if you would be so kind:

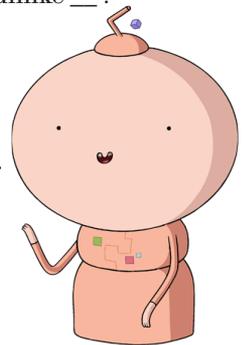
I can __ ...		I like __ ...		I can't __ ...
I know __ ...		I always __ ...		I must __ ...

They can be silly, strange, or even spicy. Talk with your fellow Adventurers first, and maybe Key-Per too, just to make sure not everyone chooses to be Storm Wizards with Staves of Wonder. However would you tell each other apart?

Then, add one of the following to each phrase you chose, again slathering on details like jelly on toast. Don't choose the same one twice! You have so many options, you should at least try out some different ones! Write them down and impress your friends with your penmanship!

... because I __ .		... whenever I __ .		... if I __ .
... except when __ .		... with my __ .		... but then __ .
... instead of __ .		... but I can't __ .		... unlike __ .

WHAT'S THAT? YOU CRIMPY GLIMMERS DON'T KNOW WHAT MAKES A GOOD TRAIT? HERE ARE SOME DOOBILY EXAMPLES!



- I can stretch my body like rubber, unlike other dogs.*
- I like fighting monsters with my Demon-Blood Sword.*
- I can't control fire if I am wet.*
- I know all about the Nightsphere and junk, but I can't stand going there for very long.*
- I always float around in the air because I'm Lumpy.*
- I must rule the Candy Kingdom wisely, because I am their Princess.*

Oho, perhaps you would like to know what to do with your Traits, yes?

- ♪ When you do something Adventurers are **expected to do**, remember how you roll two dice and add them to a Talent? Well, if you have a Trait that can help you out, you can **roll one more die**, and **toss away the lowest** of the three! Oh gee!
- ♪ Sometimes you will want to do strange or not-normal things. If you are a scientific genius, perhaps you would want to make a mutant taffy monster! Or maybe you'd want to grant someone's wish with your Glittery Magic! Do you think your big, sharp, nasty teeth will allow you to chew through that thick metal door? If Key-Per agrees that this is something your Trait is useful for, **you can try it!** It still requires a normal roll, but oh my, the possibilities!
- ♪ Your Trait may also include special insight or wisdom about the World of Ooo, its Kingdoms, lands, people, monsters, or other fiddly things. During play, if you describe some person, creature, place, or event specifically related to your Trait, **it will be true!** For example, a Princess would know all about her own Kingdom and its people, a mighty Hero would know of the mightiest monsters and their lairs, and a Disco Sorcerer could probably tell you where all the best dance clubs are. Of course, you will need to **give Key-Per a Level Token** first, to make sure that he doesn't exaggerate or twist your idea around, but you should have at least one or two to spare anyway, right?

What, you don't have any yet? Well, read on, Adventurer...

## LEVEL

Ah, yes, those elusive Levels.

In the days of yore, heroic deeds were recorded by scholars in dark, musty rooms full of scrolls and tomes, as told to them by peasants and wandering minstrels because they never got out much. But they rarely agreed what was most important for being a hero. Oh, great battles were waged in the Libraries of Ooo as they argued which Adventurers were the greatest. Tsk tsk.

Now, to make things easier...and because nothing is more pathetic than librarians attacking each other with highlighters...everyone has their deeds measured in **Levels** - from the lowliest stone to the mightiest of warriors. You start at **1st Level**, and as you prove your worth, that will **improve!** Perhaps you may eventually be 2nd Level...maybe even 3rd! At the start of each adventure, you receive a number of **Tokens** equal to your Level that you can spend to help you do heroic feats!



YOU START AT FIRST LEVEL!

## EXPERIENCE

There is an ancient and mystical way of showing how much you have learned during an adventure! Whenever you overcome hardships, failure, defeat, spicy foods, moral conflict, or other challenging challenges, Key-Per will add a **token of Experience** to a shared pool. At the end of an adventure, you and your friends get to **share the Experience**, which can be used to increase your **Level**, or even add **new Traits!** You don't get any Experience to start with. I know, I am sorry about that, getting your hopes up and all. But fret not, for you shall be earning them soon! Best that these tokens be made of something inedible... candies are a poor choice, as they will vanish far too quickly! Oh dear...

## ALIGNMENT

Tell me, dear Adventurer, what drives you on your quests? Why do you do... whatever it is you do? Think of two or three tasty words that guide your morality – this will be your **Alignment!** Write them down for posterity...no, not on your posterior. Ha ha. Silly Adventurer!

What, are you lacking inspiration? Here are some jolly examples of Alignments that are common in Ooo:

### GOOD

Perhaps you are an orderly and fair **Lawful Good**, a nit-picky and argumentative **Stubborn Good**, a happy-go-lucky but somewhat **Oblivious Good**, maybe a friendly and helpful **Jolly Good**, or a roughly scruffy-looking **Selfish Good**?

### EVIL

Are you a diabolical **Chaotic Evil** warlord, a **Pervy Evil** wizard who kidnaps potential wives, a ravenous and bloodthirsty **Hungry Evil** beast, a plotting and devious **Secretly Evil** mastermind, or maybe you're just **Not Quite Evil** at all?

### NEUTRAL

Are you completely uninvolved and detached from the world as **True Neutral**, a **Contemplative Neutral** sage of useless wisdom and advice, a dangerously unhinged **Sociopathic Neutral**, an **Honorable Neutral** warrior who never fights dirty, or maybe you're an **Apathetic Neutral** that just doesn't give a darn anymore?

### OTHERS

Don't think of the examples above as some definitive list, my good Adventurer – they are merely the most common Alignments that seem to ~~get in the most trouble~~ be the most visible. But there are as many as there are snowflakes in Ice King's beard! You could be an **Obsessive Nerdy** librarian, a **Daringly Stylish** minstrel, someone who's **Stubbornly Nitpicky**, or a **Whimsically Weird** Key-Per!

## STUFF

Of course, by now I am sure you're wondering where you can buy gobs of weapons, armor and other sundry **Stuff**, yes?

There is no need for such details, you silly Adventurer. Surely, you could not be a dangerous swordsman if you did not have a dangerous sword, and what kind of crazed alchemist does not have a pouch of foul powders and vials of potent potions? These are part of who you are and what you do! If it makes sense to both you and Key-Per that you would have a specific item, particularly if it is related to one of your handy-dandy Traits, **then you have it**. Easy! Make sure, though, to **write down any important Stuff**, because you don't want to forget about them.

You may pick up **new Stuff** during your travels, too. While you have them, you treat them like **new Traits**, as long as the description somehow includes the Stuff. It could be something like, "I can *breathe fire* if I drink this *bubbling red potion*," or "I always *see ghosts* except when I take off this *magical amulet*." Afterwards, though, if you don't **spend some Experience** on them, Key-Per will forget all about them before the next adventure, and they'll be **gone forever** (or at least until they become important to a future story). Oh, the loss!

## FINALLY...

What are you waiting for, Adventurer? Are you ready to jump into some daring quests? Have fun!





# YOU HAVE ADVENTURES!

## DOING STUFF

When you do something **risky, dangerous, completely bananas**, or that **conflicts** with someone important, Key-Per may let you know what some of the **possible Problems** are if you fail, and ask you to roll **2D6** and add one of your **Talents**. If you don't think it's worth the risk, you can always change your mind before you roll.

Which Talent gets added will kind of depend on what you're doing – for example, if you're bashing down a door with your fists, you can rest assured that you will be adding your **Tough**, or perhaps you're **Witty** enough to trick an ogre into bashing the door in for you!

- ♣ A total of **9 or less** is a **Miss**; remember those **Problems** Key-Per mentioned? Yep, some of them are going to happen.
- ♣ A total of **10–12** is a **Pass**; you do it, but it isn't perfect. Maybe not as good as you want it, or it isn't complete, or something bad also happens as a result. Key-Per will let you know...
- ♣ A total of **13–14** is a **Hit**; it happens just like you want it to happen. Nothing to worry about there.
- ♣ A total of **15+** is a **Win**; you do it so well, you get some added benefit or advantage! Mathematical!



Now, take note, dear Adventurer, for only you and your friends will be needing to roll dice. Whether you are acting upon your own initiative, or in reaction to someone else's intent, Adventurers are the only characters that ever need to worry about rolling them bones (or etched plastic cubes, if that is your preference). Key-Per will never need to roll, only describe what the many strange and sundry characters he controls are saying and doing...because that already takes a lot of effort! Take pity on poor Key-Per!

# THE DIE OF ULTIMATE DESTINY

Sometimes, there may be events beyond an Adventurer's control...perhaps even beyond Key-Per's control (though I doubt he would admit to such a possibility), and so Key-Per would need to roll **the Die of Ultimate Destiny!**

Did I say Key-Per would never need to roll dice? Perhaps I lied! Huzzah!

The Die of Ultimate Destiny randomly determines the result of any situation for which Key-Per has not accounted for: Will the weather be sunny or rainy? Have the bandits anything curious in their hidden stash? Does a wandering monster come sauntering by? It can also be used to judge an action for which sheer chance is the only thing separating success and failure!

When rolled, **odd numbers** are **bad** (whatever bad would mean in that situation), while **even numbers** are **good** (...or at least nothing terrible).

## PROBLEMS

When you **Pass your roll**, you do succeed, but you will have to deal with some sort of **Problem** too...oh, what a fickle soul Key-Per can be! Here are some unfortunate examples of Problems that can happen on a Pass:

- ☞ It isn't nearly as effective as you wanted or you get Hurt in exchange.
- ☞ It doesn't stop someone from doing something...they just don't do it very well.
- ☞ Something unimportant but interesting nevertheless distracts you.
- ☞ It causes you to lose your footing or your hold on something.
- ☞ It causes or allows something dangerous to get worse.
- ☞ It slows you down or prevents you from proceeding somewhere.
- ☞ You hear or learn something that provokes or irritates you.
- ☞ You hear or learn something you don't want to know.
- ☞ You hear or learn something that surprises or scares you.
- ☞ Your perception of the situation is muted or exaggerated.

If you **Miss your roll**, Key-Per is, most unfortunately, forced to impose some terrible Problems, such as:

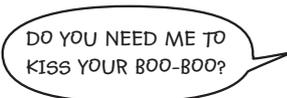
- ☞ You are captured, trapped, or lost somewhere!
- ☞ You completely ignore something important!
- ☞ You believe something that is completely wrong!
- ☞ Your action is mistaken for something it's not!
- ☞ You get Hurt, stunned, or lose something important!
- ☞ The entire situation gets a lot worse!

## GETTING HURT

Adventure isn't without its risks, Adventurer! You may have to deal with Problems that get you

**Hurt** – bruises, cuts, getting stomped, burned, embarrassed, or even craziness!

When you get Hurt, **mark it down** on your sheet. Later on, you can **choose to Miss a roll** because you are Hurt, and **remove one of the Hurt marks**. However, if you **collect more than three Hurt marks**, you are out of the action!



DO YOU NEED ME TO KISS YOUR BOO-BOO?



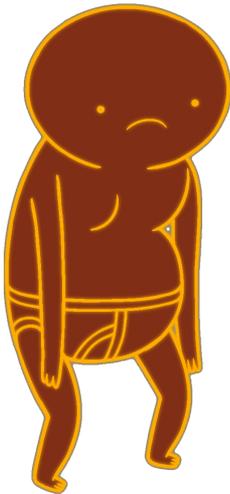
But don't worry too much, fearless Adventurer! You will only be out for a while. At the **start of a new scene**, or as the ancients would say, "After These Messages," you'll be ready for action again, albeit with **one Hurt mark still remaining**. Not to mention, my dear hero, who knows what situation you may find yourself in! It is very possible you could find yourself regaining consciousness while sitting in a cage full of soup, or frozen within a cage of ice, or buried in a cage of peanut brittle, or something else equally cagey! The horror!

## BEING PARTICULARLY HEROIC

Despite the dangers you may face, reckless Adventurer, you have a great advantage over the perils and pitfalls in the lands of Ooo – your **Level Tokens**! I believed I mentioned before that they can be spent when using your Traits, yes? Well, you can also spend them to do heroic feats!

...what? I said that before too? Oh, I need to explain how it works? Oh, certainly.

There are three ways to spend your Level Tokens to your advantage:



☞ Spend one to **make up details** with one of your Traits, like I explained earlier.

☞ Spend one to **change a roll by one rank**, whether yours or someone else's! For example, you could **turn a Miss into a Pass**, or a **Hit into a Win**. Potentially you could also do the reverse, such as turning a friend's roll from a **Hit into a Pass**. Why ever would you do that? Well, maybe they're trying to beat you at a game of *Card Wars*...wouldn't you want to prevent that?

☞ Spend one to **remove a Hurt mark**.

Be careful not to spend your Level Tokens willy-nilly, for they need to last you the entire adventure! You wouldn't want to face a dragon after using up all of your Level Tokens on fanciful pranks, now would you?

## EARNING EXPERIENCE

Now, I am most certain that I explained earlier that Experience are non-edible Tokens that you collectively earn throughout your Adventures, correct? Ah, good. Well, this is where I shall explain how it is actually earned.

During your adventures, my jolly Adventurers, Key-Per may be determined that you face challenges that will test your ~~metal~~...er, mettle. This can be tricky, because he normally doesn't have dice to roll!

Instead, Key-Per may offer to add **one Experience Token** to the pool in exchange for **changing your roll by one rank**, typically for the worse, such as turning a **Pass into a Miss** (because what challenge would there be if Key-Per gave you Experience to make your roll better?) If you decline the opportunity, Key-Per **can still change your roll**, but only by **adding two Experience Tokens** to the pool first.

Also, every time you **spend a Level Token** to improve someone else's roll, you **put it into the Experience pool**. It pays to help others, and everyone gets to learn from your example!

## SPENDING EXPERIENCE

At the end of your day's adventure, you and your fellow Adventurers get to collect the Experience Tokens and divvy them up between yourselves. Good show! Write down how much you've collected so far, so you don't risk losing any of the Tokens, and you'll be ready for your next adven...

...what?

...you want to SPEND your Experience?

...oh, yes, I guess I did hint at that. How do you expect me to remember these things?



✂ It costs **ten Experience Tokens** to increase your **Level by one**.

✂ It costs **twenty Experience Tokens** to add a **new Trait** to your sheet. You need to have a good reason for why you have this new Trait. Perhaps you gained it from some magical item you found, or it was granted as part of your adventure!

✂ It costs **ten Experience Tokens** to add a **new Trait** to your sheet, but on the condition that it only gets used once per adventure!

✂ It costs **five Experience Tokens** to **replace one of your current Traits** with a new Trait.

...and sadly, dear, dear Adventurer, you cannot spend Experience Tokens to improve your Talents. Most unfortunate, I know...

## ADVICE FOR KEY-PER



I know that Key-Per throwing off the chains of Goodness and embracing the power of Evil would be too much to hope for, so I'll not bother mentioning my first bit of advice. No one who actually advocates for foolhardy young do-gooders to venture into dungeons and caves and accursed swamps to defeat monsters would ever have the guts to take the reigns of a real, hard-core game of conquest and destruction.

### DON'T PLAN ANYTHING

Instead, I recommend a healthy dose of pure Chaos – don't plan anything. Don't have any pre-planned notes. Don't have a dungeon already drawn out and fully mapped. Don't know what that strange artifact actually does or what it really summons.

Figure it out as the adventure progresses, and offer the Adventurers choices. Terrible choices. Ask them their opinions, and pretend to care about the answers. Steal copious ideas directly from the Adventurers' own paranoid mumblings and write them down next to the doodles of monsters and traps, and look back on them when questions come up in the story. If they're worried about encountering Whywolves, make a note that there's a class of Whywolves studying in the library up yonder. Heh heh heh...

### MAKE UP EVERYTHING

Scribble and doodle as you go. Draw all over the place. Give things irreverent, incomprehensible, illogical names. Describe them in colorful, complicated, and contradictory ways. Mix things up. Catch them off-guard. Disgusting cute things that have voices as deep as the Pit. Wonderfully monstrous things that act daintily and quiet. If the Adventurers ask for explanations, turn it back around on them – why don't *they* know why it is the way it is? They can always use a Level Token and a Trait to answer...



# MONSTERS

The world of Ooo has spawned many terrible and wonderful creatures, full of foul odors and spiteful hatreds. In such a diversely evil ecosystem, there is no limit for your imaginative monstrous creations. Simple or complex, earthly or cosmic, tiny or titanic, anything goes. Especially since Key-Per rarely has to roll dice, there is that much more opportunity to make some truly strange things.

When in doubt, put the responsibility for describing a monster on the Adventurers! Ask them leading questions about the monster, based on a few rough ideas that you may have. Such as, "As it creeps forward, why does the monster make a 'plip-plop' sound?" or, "What did the foul beast just use to rend that stone wall into gravel?" If they can think of a good answer, use it! If you don't like their answers, but it spurs your own imagination, then yell at them triumphantly, "Ha ha! No, you fools! It was the butler all along!!"

...uh...ahem...or something like that.

## MAKE MONSTERS CHALLENGING

Like everything in Ooo, monsters should have **Levels**. This is a quick and easy way of comparing how challenging things might be to an average Adventurer, and I must grudgingly admit, it is much more efficient than how I do things in the Nightsphere.

**IF I WANTED EFFICIENCY, I WOULDN'T BE CHAOTIC EVIL!!!**

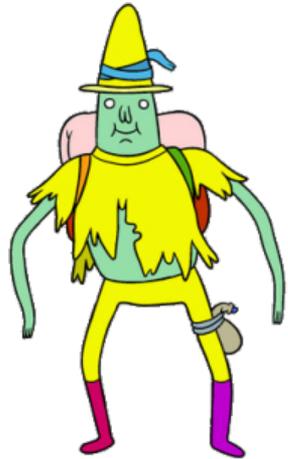
...ahem.

In any case, a challenging monster should have a Level about equal to the total Levels of all the Adventurers. It isn't an exact science, so you have to play it by ear, but it's a good start. Instead of spending Level Tokens like the Adventurers do (since that would be much more upkeep than that deranged Key-Per can handle), monster Levels determine **how much it can be Hurt** before it is defeated.

Yes, that does mean that an Adventurer can stand being Hurt more than a monster of equivalent Level...but that's due to something called "script immunity," I believe. Key-Per can remove Hurt marks from monsters by allowing an Adventurer to Pass when they otherwise would Miss, describing how the monster's weakness or wounds allowed the hapless hero to pierce it's otherwise cyclopean defenses.

## MAKE MONSTERS WEIRD

Like all things in Ooo, don't make your monsters boring. No one likes boring. I don't like boring. I have a special pit set aside for anyone who tries to perpetuate the creation of boring monsters.



Give your monsters style, give them dialogue, give them names and families, give them bow ties and fezzes.

...okay, maybe not the fezzes.

Most importantly, though, give them Tricks, at least two or three of them. Tricks are similar to the Traits that Adventurers have, helping to explain not only what the monster is or what they do, but also how they cause the Problems that you heap upon the Adventurers. The monster doesn't just Hurt them, it roasts their toes with its fiery breath! The Adventurers aren't just slowed down, their bodies get stuck together with the green ooze seeping from the monster's pores!

- ⌘ Aura of Sadness
- ⌘ Turns itself inside-out
- ⌘ Is a different monster in disguise
- ⌘ Gets really stretchy
- ⌘ Invites you over for tea or a card game
- ⌘ Insatiable appetite
- ⌘ Inflates like a balloon
- ⌘ Jumps into shadows
- ⌘ Mimics the appearance of your friends
- ⌘ Grows really big or really small
- ⌘ Has blood made of something delicious (jelly, ice cream)
- ⌘ Sprouts extra body parts (limbs, eyes)
- ⌘ Apologizes profusely
- ⌘ Falls in bromance with you
- ⌘ Dances professionally
- ⌘ Its monster weirdness gets in the way of its desires
- ⌘ Divides into multiples of itself
- ⌘ Resurrects itself from being dead
- ⌘ Bounces off things like a ball
- ⌘ Tells you about the many oaths it swore
- ⌘ Brags about something it did
- ⌘ Brags about something you did, but it pretends IT did
- ⌘ Knows the person you're talking about very well
- ⌘ Revels in its lack of information
- ⌘ Dissolves into a puddle
- ⌘ Is the very last of its kind
- ⌘ Becomes two-dimensional
- ⌘ Reveals its obsession for a certain common substance (cake, watches)
- ⌘ Has offputtingly bad manners







POWERED BY THE  
APOCALYPSE

