



# The Stygian Society

**RULEBOOK**

• VERSION 1.02  
SEPTEMBER 28, 2020

## UPON THE PLAGUE OF WIZARDRY

Kind folk, we have firm evidence that wizards have infiltrated us. Those who channel the eldritch forces through their body, mind, and soul – those who slowly lose their grasp on sanity and humanity have taken positions of power in our great country. They constructed towers from which to rule over the surrounding countryside and gathered minions by either creating them with foul enchantments or by corrupting their fellow citizens to guard their tower against intrusion.

Before long, the now-twisted wizard's mind turns to the quest for immortality, and in achieving it, they sacrifice what remains of their humanity, becoming something Other. And though this Otherness varies from wizard to wizard, it is never of benefit to the common good.

## THEREFORE, BE IT RESOLVED

By order of Emperor Francis Joseph I, the country once again calls upon the Stygian Society in this dark time. You brave men and women are hereby charged with the task of keeping our fair Austria free of these wizards who are so fully corrupted that they have constructed a tower and claimed sovereign rulership over a portion of our fair domain, thereby engaging in the most base act of treason.



## COMPONENTS

- 1 cube tower
- 1 crypt
- 1 field board
- 1 status board
- wooden status board tracking tokens (1 luck, 2 wounds, 2 experience, 1 peril)
- 1 knight figure
- 18 enemy figures
- 30 hero cubes (10 each in white, blue, and green)
- 30 enemy cubes (10 each in red, black, and yellow)
- 8 large wound tokens
- 20 small wound tokens
- 4 hero mats
- 4 mid-boss mats
- 4 wizard mats
- 26 room cards (13 lower, 13 upper)
- 21 enemy cards (7 each in red, black, and yellow)
- 25 chest cards
- 40 treasure cards (20 lower, 20 upper)
- 60 hero skill cards (15 for each hero)
- 48 status tokens (16 each in white, blue, and green)
- 16 status cards (4 for each hero)

### FIRST TIME SETUP NOTE:

Players need to assemble the tower before playing the first time. Don't worry, it's pretty simple. See the instructions at [www.apegames.com/stygiansociety/](http://www.apegames.com/stygiansociety/)

### GAINING LUCK

Any time two or more cubes of any color or colors (whether hero or enemy) fall into the crypt during a single hero's action; the team gains one luck (and only one, no matter how many cubes fall into the crypt). Adjust the luck marker on the status board. Heroes cannot gain luck above the maximum. Each luck can be spent as a cube of any color.



## FIELD BOARD WITH TOWER AND CRYPT

### Cube Tower

Players drop cubes into the tower and they fall out into the field and crypt. Heroes climb the tower, encountering new enemies at each level.

### Crypt

Each cube in the crypt counts as two cubes.

Before playing, insert the crypt into the game board. Then insert the tower so that the hole at the bottom faces the crypt.

### Starting Space

The hero (knight) begins the game on the starting space.

### Staging Areas

During gameplay, cubes in the field (not the crypt) are moved to the staging (flag) areas for hero and enemy cubes after falling out of the tower.



## STATUS BOARD AND TOKENS

### Generic Actions

The board also contains global actions that any hero can take.

### Status Tracks

The status board tracks the party's wounds, experience, luck and peril.

### Tracking Tokens



Luck can be spent at any time as a cube of any color.



Players gain an experience level each time the current experience token passes the required experience value.



The heroes lose the game if the current wounds token ever reaches the maximum wounds value.



Rooms and bosses become increasingly difficult as peril increases, until the heroes eventually lose the game.



## WIZARD MATS (4)

Heroes encounter a random wizard at the tower's top level. Defeat the wizard to win!

### 1. Peril Cubes

Heroes drop enemy cubes into the tower whenever hero cubes are dropped.

### 2. Health

Heroes defeat the wizard if they can deal this many wounds.

### 3. Portrait

Name and art for the wizard.



### 4. Wizard Rules

Special rules for the wizard, including enemy placement.

### 5. Cube Effects

Actions to perform if the proper number of cubes are in the field or crypt.

### 6. Peril Events

As peril rises, the game becomes more difficult for the players until, at the highest level, the players lose the game.

## BOSS MATS (4)

Players encounter a boss on the third level. Bosses are tougher than normal enemies to defeat, and leave an effect for the rest of the floors.

### 1. Health

The amount of damage the players must do to the boss to defeat it.

### 2. Portrait

Name and art for the boss.

### 3. Experience

Experience gained upon defeating the boss.

### 4. Defeated

The back of the card details some effect that occurs upon defeating the boss.

### 5. Peril Cubes

Heroes drop enemy cubes into the tower whenever hero cubes are dropped.

### 6. Boss Rules

Special rules for the boss.

### 7. Cube Effects

Actions to perform if the proper number of cubes are in the field or crypt.

### 8. Peril Events

New rules as peril rises.



## ENEMY DECK (21 CARDS)

References for the enemies found on room cards.

Enemy cards can be one of three different colors - red, black or yellow.

### 1. Health

The amount of wounds the players must inflict to the enemy to defeat it.

### 2. Experience

Experience gained upon defeating the enemy.

### 3. Portrait

Name and art for the enemy.

### 4. Effect

Details the enemy's actions.



## HERO MATS (4)

Each hero has a reversible mat.

The left half contains the hero's portrait and the right side shows that hero's starting skill.

### 1. Portrait

Hero art and type.

### 2. Starting Skill

Each hero begins the game with a level 0 skill.







## HERO SKILL DECKS (4 X 15 CARDS)

When leveling up, heroes can gain a random skill of a higher level or select a new skill of a level that the hero already has.

### 1. Skill Name Effect

Describes the skill's use.

### 2. Type

Support , Action   
Passive , or Response 

### 3. Level

Higher level skills are more powerful.

### 4. Expansion Symbol

The raven is the symbol for the Stygian Society base game.



## HERO SKILLS

### Support

A hero may use one support skill on their turn before they take an action. Many support skills are exhausted when used, meaning they cannot be used again until refreshed (which happens when the party gains a level).

### Action

A hero must use one action skill on their turn. Most actions do not get exhausted when used, but some do, just like support skills.

### Passive

Passive skills are always in effect for their owner. They never have to be exhausted.

### Response

Players use response skills after a specific event described on the card. Like support skills, responses often have to be exhausted when used.

## CHEST DECK (25 CARDS)

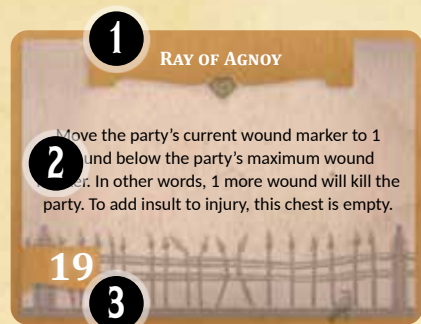
Chests usually contain traps that put a negative effect on the heroes. Keep peril low to avoid the worst effects.

1. Name
2. Effect

Details the chest's (usually) negative consequence.

3. Peril

The chest card only triggers if the party's peril is greater or equal to the value on the chest card.



## TREASURE DECK (20 UPPER/20 LOWER)

Certain treasure items can be given to one player, while others are used by the group.





1. Portrait

Item's name and art.



2. Effect

Details how the item works.



3. Type

Support , Action , Passive , or Response 

4. Usage

Icons indicate whether the item can be used once () or is exhausted when used ().

5. Solo or Group

Icon indicates whether the item is given to one hero  or used by the group .

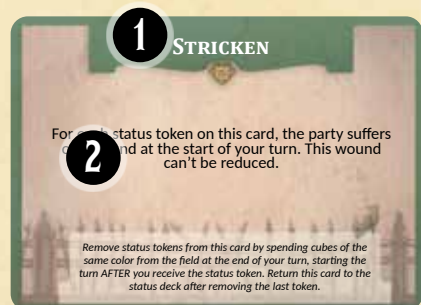


## STATUS DECK (16 CARDS)

Statuses are afflictions placed on heroes by enemies, chests, etc. Statuses can be removed by discarding hero cubes from the field.

1. Name
2. Effect

Details the chest's (usually negative) consequence.



## ROOM DECK (13 UPPER/13 LOWER)

Heroes climb the tower, one floor at a time. Rooms detail the enemies found, peril cubes dropped and peril effects. Most rooms also have one or more treasure chests.

1. Room Name
2. Enemies

Shows the type, number and position of enemies. The 'front rank' is toward the bottom of the card.

3. Peril Cubes

Shows which peril cubes are dropped with hero cubes, and the number of cubes in the field that raise the party's peril.

4. Peril Events

Negative events that occur as the party's peril increases.



## STATUS TOKENS (16 EACH BLUE, GREEN, WHITE)

As players gain status affliction cards they draw random status tokens and place them on the card.



## THE STYGIAN SOCIETY ICONS

This handy reference details the icons used in The Stygian Society.

### Exhaust

Found on hero skill and treasure cards. This icon indicates the card should be exhausted (turned sideways) as a reminder to not use the card again until the party levels up.

### Discard

Found on hero skill and treasure cards. The card should be discarded after one use.

### Shield

Found on hero and treasure cards. Prevent one wound for each shield symbol on cards in front of a player on their turn.

### Solo Item

Found on treasure cards. This item should be given to one of the heroes and used at that hero's discretion.

### Party Item

Found on treasure cards. The party agrees on the best time to use this item.

# OBJECTIVE

As members of The Stygian Society, it is your goal to battle your way up the tower. Encounter and defeat the wizard on the top level. If your heroes can defeat the wizard, you win the game together as a group. However, if at any time the party's current wounds equal or exceed their maximum wounds, you all lose the game.

There are other ways to lose the game, such as the peril rising too high, but the game will tell you when one of those things happens.



# SETTING UP THE GAME

1

## Tower & Game Board

Place the game board in the center of the play area. Place the crypt **A** and tower **B** on the board in their assigned spaces. The mouth of the tower should be facing the crypt.

2

## Peril Cubes

Sort the hero and enemy peril cubes by color and place them to the side of the field board, hero cubes (white, blue and green) **C** on one side, enemy peril cubes (black, red, and yellow) **D** on the other side.

3

## Player Setup

Each player chooses a hero either at random or (if the players all agree) by selecting their favorite. In a one-player game, choose three heroes, and in a two-player game, each player chooses two heroes.

Give each player the hero mat **E** and the 15 hero skill cards **F** for that hero. Return any unused hero mats and cards to the box. Each player should place their hero mat in front of themselves. Then, each player should shuffle their first-level hero cards and draw one at random, placing it face-up next to their hero mat. This card, as well as the card printed on their hero mat, are the hero's two starting skills.

Also, give each player one set of each of the four different status cards **G** for every hero they are controlling. These cards are set aside until needed.



4

## Treasure & Chest Cards

Separate the cards by type. Shuffle the chest cards together to form the chest deck **H** and place it facedown on the indicated space on the status board. Repeat this process for the lower floor treasure cards, placing them on the space indicated for the treasure deck **I**. Set the upper floor treasure cards aside for now.

5

## Track Tokens Setup

**J** **Luck Track:** Place the green Luck Marker on 0.

**K** **Experience Track:** Place one blue experience (XP) marker on 0 and the other on 8.

**L** **Party Wounds Track:** Place a large red Wound Marker on 0 and another on 25.

**M** **Peril Track:** Place the black Peril Marker on 0.

6

## Enemy Setup

Sort the enemy cards **N** and figures **O** by color and place them to one side of the playing area. Place the wound tokens next to the enemy figures as well **P**. Large tokens count as 5 wounds; small tokens count as 1.

7

## Room Cards Setup

Shuffle the lower floor cards, then place them face-down next to the enemy cards **R**. Set the upper floor, mid-boss, and wizard cards aside for now.

8

## Status Token Setup

Turn all of the white, green, and blue status tokens face down next to the status board **S**. Mix them up so that players cannot tell which color token they draw.

9

## Choose Starting Hero

Choose one of the heroes in play to begin the game. Play will continue clockwise from the chosen hero for the rest of the game.

**Hint:** It's often best to start with the Knight or the Burglar if they are used.



# GAME PLAY

## STARTING A NEW FLOOR

Follow these steps to begin the first floor and each floor after that.

### 1. Choose Room

Draw a card from the Room deck, turn it face-up, and place it near the field board. For floors one and two, select a room from the Lower Rooms deck. For floors four and five select a room from the Upper Rooms deck. Floors three and six are boss floors and do not use cards from the Room deck. Boss floors are described later.

### 2. Setup Enemies

Select the cards from the Enemy deck for each different kind of enemy shown on the floor card. Place these cards face-up where each player can see them. Then, take enemy figures and arrange them as shown on the room card. Enemies in the lower row shown on the sheet are in the front rank, while enemies in the upper row shown on the sheet are in the rear rank. This is important because some attacks can only target enemies in the front rank.



### 3. Clear the Field and the Crypt

Remove all cubes currently in the field and the crypt and return them to the banks of cubes near the Field Board. Do not disturb the tower. Any cubes currently inside the tower remain there. If this is the first floor, there will not be any cubes to clear, or cubes in the tower.

### 4. Set Peril to Zero

Set the peril to '0' on the Status Board.

### 5. Begin the Battle

The hero whose turn it is (the hero chosen to go first if you are on the first floor, otherwise the hero to the left of whichever hero completed the previous floor) takes their turn.

## TAKING A TURN

On your hero's turn, take the following steps. Afterwards, play passes to the hero on the left.

### 1. Use a Support Skill (optional)

If you wish to use a support skill on your hero's turn, you must use it before acting. A hero cannot use a support skill after they have acted.

Choose one (and only one) of the hero's support skills ( ) and follow the instructions on the card. Often, these skills must be exhausted when used.

### 2. Choose and Execute an Action (mandatory)

Use the following steps to process an action.

#### A. Choose a Skill

Either choose one of your hero's action skills ( ) or one of the generic action skills printed on the status board. The instructions below cover how to execute many of the action skills, but follow the instructions on the card for details.

#### B. Choose Target

Many actions target one or more enemies. Select which enemy to target before dropping any cubes into the tower. These skills specify whether the target must be on the front rank, rear rank, or either rank.

### C. Collect and Drop Cubes in Tower

First, collect the enemy peril cubes shown on the Peril Cubes line of the room card. These usually consist of one red, one yellow, and one black cube, but may differ according to peril effects (See "Peril" on page 11). Enemy cubes must be taken from the supply of cubes near the field board, NOT from the field or crypt.

After that, add any hero cubes shown on the selected skill card after the word "Drop." Make sure to gather up the correct number and colors of cubes. Gray cubes are wilds, so use the hero cube of your choice (blue, green, or white). As with enemy cubes, gathered hero cubes must come from the supply of cubes near the field board, not from the field or crypt.

Drop all of the gathered cubes into the top of the cardboard tower together, being careful not to touch the tower as you do so. Hold your hand about one inch above the tower and drop the cubes into the tower without forcing or throwing them.

Most cubes will fall out of the bottom of the tower, but some will get stuck inside.

### D. Resolve Enemy Actions

Once you've dropped the cubes into the tower, resolve any enemy actions that trigger this turn, as follows:

1. If there is at least one red-bordered enemy figure in play, check the associated red-bordered enemy card. If there are enough cubes in the field and crypt to activate the appropriate action on that card, spend the cubes required (see "Spending Enemy Cubes" below) and take the action, as detailed on the card. After processing the action, increase peril by one (See "Peril" on page 11).
2. If there are no red-bordered enemy figures in play, check the current room card for red cube actions. If there are enough cubes in the field and crypt to activate that action, then spend the required cubes and perform the action (usually raising peril by 2 or more). After an enemy action on the room card has





### Dropping Cubes:

The Knight uses his Steel Fist action **A**. First, he chooses one enemy in the front rank to target (Clank, in this instance) **B**. Then, he gathers up the peril cubes **C** - one red, one yellow, and one black cube, since there are currently no effects increasing the number peril cubes. Next, he gathers the hero cubes **D** for his Steel Fist action, as listed on his hero mat - two blue cubes and one other hero cube of his choice. In this case, he selects a white cube to hopefully help prepare the way for the Spellslinger to launch a powerful attack on her turn. So, in total, the Knight drops two blue, one white, one red, one yellow, and one black cube into the top of the tower **E**.



been performed, increase peril by one unless the action raised the peril as part of its effect.

3. Repeat 1 and 2, this time for yellow enemies.
4. Repeat 1 and 2 one last time, this time with black enemies.

**Note:** A given enemy action may only activate once per turn, even if there are enough cubes in the field and crypt to activate it multiple times. Additionally, there is only one enemy of each color in a room.

**Spending Enemy Cubes** - As with hero cubes, enemy cubes in the crypt count double when spent. When spending cubes for the enemies, the players should always remove cubes in the crypt only if necessary - always take them from the field first. However, cubes should be spent as economically as possible. So, for example, if there are two red cubes in the field and one red cube in the crypt and three red cubes need to be spent, then one should be taken from the field, and one from the crypt.

### E. Resolve Hero Action

After all enemy actions have been resolved, it is time to resolve the selected hero's action. Normally, this involves spending one or more cubes from the field and crypt for the selected skill. Spent cubes are removed from the field and crypt and returned to the bank of cubes by the field board. Unlike spending enemy cubes, hero cubes may be spent from the field and crypt in any way that the players decide.

Most actions allow the hero to wound enemies, heal the the party's wounds, or remove status tokens from a hero, but just follow the instructions on the selected skill card. See the sections "Wounding and Damaging Enemies" on page 10, "Healing the Party" on page 11, and "Removing Status Tokens" on page 11 for more details.

Some skills must be exhausted (turned sidewise) when used, similar to support cards. Look for the (☐) symbol on the bottom left of the card to see if it exhausts. An exhausted card cannot be used again until it's refreshed (returned to an upright orientation), which normally happens when the

heroes gain a level (see pg. 10).

If insufficient cubes are available in the field and crypt to perform the selected skill, then the hero must forfeit his action. Players may also decide to skip their action even if there are sufficient cubes available. See "Leftover Cubes" on page 10 for more details.

If you do not have enough cubes of a particular hero color, then you simply lose out on those cubes for this action - drop as many hero cubes as you have and ignore the missing cubes. However, for each enemy cube you are short, raise the peril by 1, as the wizard's attention is drawn towards the party!

Note the "Regroup" action printed on the status board. Using this raises the peril by 4(!) and costs a hero their action, but this can be a better course of action than bleeding out a point or two of peril every turn, or leaving too many hero cubes trapped in the tower. Knowing when to use the "Regroup" action and when not to is a vital skill to cultivate if you wish to win the game.

## OTHER GAMEPLAY DETAILS

### Wounding the Party

When the party suffers one or more wounds, increase the current party wounds marker by the number of wounds suffered. If this ever moves the marker into or over the the maximum party wounds marker, the heroes are defeated, and the players lose the game.

### Cube Details

#### Leftover Cubes

Any cubes remaining in the tower, field, and crypt at the end of a hero's turn stay there. At the end of each heroes turn, move the hero cubes in the field (not the crypt) to the corner of the field board with the hero banner (blue, green, white) and move the enemy cubes to the corner with the enemy banner (red, yellow, black).

Cubes are normally only removed from the field and crypt when spent during a hero or enemy action, at the start of a new floor, and when a hero takes the "Regroup" action. Because of this, you may "let cubes ride" so that another hero can use them on their turn. Similarly, enemy cubes will build up from turn to turn until they finally activate enemy actions. This ebb and flow of cubes are the very heart and soul of the game.

#### Example of Resolving Hero Action

Using the Knight's Steel Fist skill, let's assume that after enemy actions are resolved, two blue cubes remain on the field along with one blue cube in the crypt. Looking at the Steel Fist action, we can see that it costs two blue cubes to deal three wounds to the target, plus two extra wounds for every two additional blue cubes spent. Given the blue cubes available, the Knight could either spend two blue cubes to deal three wounds to the targeted enemy or four blue cubes (remembering that the blue cube in the crypt counts as two cubes) to deal five wounds to the enemy.

The Knight doesn't have to make this decision until after he has dropped the cubes for his action. It may make more sense to only deal three wounds to the enemy, and leave the blue cube in the crypt for later, or even to deal no wounds at all and leave all of the blue cubes for the next hero. If there were more blue cubes available to spend, he could deal even more wounds to the enemy if he wished to spend them. Deciding when to spend or save cubes is one of the most important things players will need to learn.

#### Accidental tower jostling

It is important to not accidentally touch the tower or jostle the table, etc. in a way that causes cubes to drop. But no matter how careful players are, accidents will happen and cubes will unexpectedly fall from the tower. Continue playing and use these cubes as normal for hero and enemy actions.

### Wounding and Damaging Enemies

Many hero actions are intended to deal wounds to an enemy. To mark damage, simply take the indicated number of wound tokens and place them beside the targeted enemy's token on the room card.

#### Enemy Defenses and Resistances

Many enemies have defenses that can reduce or even entirely negate attacks aimed at them. For instance, the Rider enemy card indicates the wounds dealt to the Rider are reduced by the number of enemies in the rank ahead of it. So, if it's in the front rank, this number would be 0, but if it's in the rear rank, count all the enemies in the front rank and reduced the damage being dealt to the Rider during every attack by one for each.

Other enemies have defenses against certain types of attacks. Nearly all hero attacks are melee, projectile, or magic. If a hero attacks an enemy with the matching "Resistance" (For instance, the hero uses a melee attack against an enemy with Melee Resistance), then the attack is reduced by the number of wounds listed. So, Melee Resistance two reduces all melee attacks against that enemy by two wounds (to a minimum of 0 wounds).

#### Eliminating Enemies

An enemy is eliminated when it has wound tokens on it equal or greater than its maximum wounds (shown on its enemy card.) Remove that enemy figure from play and return it to the pile next to the enemy cards. Then increase the party's current experience (XP) marker by the enemy's XP value (found in the upper right corner of its enemy card). If the current XP marker moves onto the required XP marker, the party immediately gains a level (see "Gaining Hero Levels" on page 10).

Once the enemy figure is removed, reform the enemy ranks as described below, under "Reforming Enemy Ranks."

#### Reforming Enemy Ranks

First, slide enemy figures left to fill in any gaps that eliminated enemies may have left. Then, if there are more enemy figures in the rear rank than the front rank, enemies in the rear rank must "fall down" until there are an equal or greater number of enemies in the front rank than in the rear rank.

When an enemy falls into the front rank, it is placed on the right side of the front rank. The order in which enemies fall into the front rank is as follows:

1. Any red-bordered enemies, starting from the left side of the rear rank.
2. Any yellow-bordered enemies, starting from the left side of the rear rank.
3. Any black-bordered enemies, starting from the left side of the rear rank.

### Gaining Hero Levels

When the current XP marker enters the same space as the needed XP marker, the party gains a level. When that happens, immediately carry out the following steps:

1. Reset the current XP marker to 0.
2. Advance the needed XP marker by one, unless it is already at the maximum.
3. Refresh all exhausted hero skill cards by returning them to an upright orientation.
4. Heroes gain skills. Each hero may select a skill card of a level they already have a level in, or they may shuffle their skill cards of the next higher level and choose one at random. For instance, if a hero has at least one first level skill, they may either gain their choice of any remaining first level skills or else shuffle second level skills and draw one at random. Place the new skill face-up next to the other skills for each hero.
5. Finally, move the current XP marker to capture any remaining XP from the enemy that was eliminated.

## Healing the Party

Whenever you take an action that heals the party of wounds, simply reduce the party's current wound marker by that many wounds, to a minimum of 0. Any leftover healing once the current wound marker has been reduced to 0 is wasted.

Skills or items that heal may be used even if the party is already at 0 wounds.

## Hero Armor

Some hero skills have one or more shield symbols on them (☒). Wounds inflicted to the party **during that hero's turn** are reduced by one per shield symbol that hero has on all of his or her acquired skill cards combined. So, if the Knight currently has a total of three shield symbols on his skills and treasures, and the party suffers seven wounds during the Knight's turn, the party would only suffer four wounds.

## Peril

Peril represents the extent to which the heroes have drawn the attention of the wizard. Each time the peril rises, look at the peril chart on the current room card. When the peril reaches any of the levels shown on the room card, the listed effect occurs. So, if the Peril Events section on the room card says "3 - Add a Clank to the right side of the front rank." then the moment the peril reaches 3, players add a red enemy figure for the Clank to the right side of the front rank. Once a given peril chart effect has occurred on a floor, it cannot trigger again, even if the peril is somehow lowered and then reaches that level again.

Note that the final effect on each peril chart causes the heroes to lose the game.

## Completing a Floor

Heroes complete a floor after they have defeated all of the enemies on the floor. The party may choose to open any or all chests listed on the current room card (see "Opening Chests and Gaining Treasure" below.) After players have opened or abandoned all of the chests, move the hero figure up one floor on the tower and start the new floor (see "Starting a New Floor" on page 8).

## Opening Chests and Gaining Treasure

Once heroes empty a floor of enemies, the party may choose to open one or more treasure chests, as shown on the room card. For each chest, the party opens, draw one card from the chest deck, look at the number in the lower left, and compare it to the current peril. If the number on the card is less than or equal to the current peril, read the effects of the card out loud and follow the instructions. Alternately, if the current peril is lower than the number on the card, ignore the effects of the card.

In either case, once the card's effect has either been enacted or ignored, shuffle it back into the chest deck and draw two cards from the treasure deck.

## Treasures

Treasures with the party icon (☒☒) should be placed faceup near the field board where every player can reach them. Treasures with the solo icon (☒) are given to one hero of the party's choice. Treasures are always one of the same four types as hero skills (Support, Action, Passive, or Response) and follow the same rules as hero skills of that type.

Heroes may trade their hero treasures back and forth among themselves before starting a new floor.

## Status Tokens

Sometimes, the heroes acquire lasting negative status effects as a result of enemy actions or chest traps. When this happens, that hero's player finds the appropriate status effect card and turns it face-up. Then, they draw one status token at random and place it on the status card for each time they've been afflicted with that status. Status tokens are always white, green, or blue, matching the colors of the hero cubes.

For example, if a Knight is stricken twice, he would place the stricken status card in front of himself, then draw two status tokens at random, placing them on the stricken card.

Statuses have different effects, as described on the card. Stricken, for instance, causes the party to suffer one wound per status token at the start of each of that hero's turns.

Players are limited to the status tokens in the game. Skip adding a new token if all of the tokens are already on status cards.

## Removing Status Tokens

Heroes may get ride of status tokens on the turn after acquiring them. To do so, the hero simply spends hero cubes matching the token's color from the field or crypt, then discards the tokens. As usual, spending a cube from the crypt counts double - the hero could discard two status tokens of that color. Set the status card aside if there are no more tokens on it.

For example, if the Knight above had one green and one blue status token on his stricken card, he could spend a blue cube and a green cube from the field to discard both status tokens from his stricken card, which would then allow him to turn the card back face down.

Alternately, some hero skills and treasures allow the removal status tokens without spending cubes.



## THE MID-BOSS, THE WIZARD, AND WINNING THE GAME

The third floor of the tower is always the mid-boss. When the heroes start this floor, randomly select one of the mid-boss cards instead of a room card.

Mid-bosses are set up and encountered the same as a normal floor, except for any special instructions on the card. When the heroes eliminate the mid-boss, the other enemies on the floor flee and disappear, unless otherwise stated. (No XP is awarded for enemies that flee.) Heroes select treasure from the lower treasure deck as normal after defeating the mid-boss.

Also, once the mid-boss is defeated, turn the mid-boss to the Defeated side and read what happens. Normally, some small but significant effect comes into play for the rest of the game. Other effects include swapping out the lower room cards for the upper room cards and the lower treasure deck for the upper treasure deck.

The 6th floor is always the wizard. When the heroes start this floor, draw a wizard mat randomly. The wizard is faced just like the mid-boss, but when the players defeat the wizard they immediately win the game!

## TWO-PLAYER RULES VARIANT

Mr. Wilson designed each of the heroes to have different strengths:

**Knight:** The tank of the group, the knight has several skills that do melee damage to targets in the front rank, and other skills that protect the team from damage.

**Spellsling:** The spellsling deals high magic damage to teams in the rear.

**Doctor:** The doctor's skills provide the most efficient way to keep the party's wounds under control.

**Burglar:** The burglar is a utility character. She can manipulate cubes and luck.

To maximize cooperation, players should have at least three heroes. That said, the publishing team didn't always have the luxury of three players. We played dozens of two-player games using just one hero each with the following rules:

1. Each player selects a hero. We suggest that one player pick the knight or spellsling and the other player choose the doctor or burglar. Advanced players may also find success when one player is the doctor and the other is the burglar.
2. Draw a random first-level skill, as per the main rules.
3. Look through the remaining first-level skills and select another one.
4. Set the max wound level on the status board to 28 instead of 25.

We've found success when playing this way, and if you would prefer to use just a single hero in a two-player game, then we invite you to try these rules.

## FREQUENTLY ASKED QUESTIONS

**Q: How is luck gained?**

**A:** Any time two or more cubes of any color or colors (whether hero or enemy) fall into the crypt during a single hero's action; the team gains one luck (and only one, no matter how many cubes fall into the crypt). Adjust the luck marker on the status board. Heroes cannot gain luck above the maximum. Each luck can be spent as a cube of any color.

**Q: The tower assembly instructions show level 5 as having a hollow center, but the actual level 5 game component has blockers in the middle. Is that right?**

**A:** That's right. We did last-minute testing on actual mass-produced components and found that the tightness of the tower caused cubes to bounce around a little more than the early production towers. This bouncing led to cubes falling through too easily, so we added blockers to level 5. We decided to not set production back another 3 weeks by updating the assembly diagram.

**Q: The rules and cards mention 'field', 'crypt', and 'field or crypt'. Can you clarify these?**

**A:** The crypt is the fence-in area. If a rule talks about the crypt, then it excludes the field and means just the fence-in area. If it says 'field or crypt' then it means either the field or the crypt. 'Field' also means field or

crypt since there aren't rules that affect just the field and exclude the crypt. Remember, each cube spent from the crypt count as two cubes!

**Q: Are Slasher and Ripper the same enemy?**

**A:** Yes.

**Q: What is the Stalker referred to on the Stalker Has Awakened chest card?**

**A:** Replace Stalker with Weaver.

**Q: Can you help me understand front and rear rank? The rules are confusing.**

**A:** The front rank is the column on the left, and the rear rank is 'behind it' on the right. Or, if you turn the card 90 degrees anti-clockwise, the front rank is on the bottom and the rear rank above it.

**Q: How do we use the Woes and Lamentations cards?**

**A:** Woes and Lamentations are only in the Kickstarter edition of the game. They provide additional difficulty for players that somehow find the game isn't challenging enough. Woe cards have one mask on the card back, while Lamentations have two. Lamentations are more brutal than Woes and are harder to get rid of.

At the start of the game, each character gets one Woe or Lamentation at random. Each card will have some negative effect, as described on the card. Players may discard Woes and Lamentations by paying the amount of hero cubes from the field or crypt at the end of their turn, as shown on the card.

**Q: Some skills trigger before enemy actions. If I use such a skill that eliminates the last enemy, does the rest of the enemy phase still happen?**

**A:** No, the game ends immediately upon eliminating the last enemy.

**Q: How many treasures are on each floor?**

**A:** (edited) The number of chests can be found on the room or mid-boss card. On room cards it's the gem symbol and on mid-boss cards it's the chest symbol. By default there are two treasures in each chest, but effects can change that.