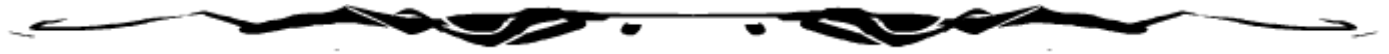


# CARD ROGUE

## RULEBOOK V1.1.2



### About the game

Card Rogue is a tribute to the classic Rogue dungeon crawling game. Rogue was a computer game released in the 1980's that featured many of the aspects that are present in this game; tributes to Rogue are appropriately named roguelike video games. Unlike other roguelikes, Card Rogue is playable with a group of friends and away from the computer.

Card Rogue is a challenging game that requires an equal amount of luck and skill. One to four players try to survive the mysteries of the dangerous catacombs. The game board is randomly created as the players make their way down uncertain paths. Thus, every game is different and requires a unique approach.

To survive, a player must be lucky, adaptable, and tactical. Traps, enemies, loot, or fame are met around every corner. Players must sometimes ally together, but other times they must betray that trust. Only the strongest and smartest will make it out alive.

### The story

Stories tell of an ancient cult of sorcerers. Desiring power, they once conjured dark magics that spread fear throughout the land. Great heroes were summoned to drive back the sorcerers. As a countermeasure, the sorcerers sculpted a giant clay golem and used their magic to bring it to life. Though none of the heroes were able to defeat the monster, their perseverance forced the sorcerers to hide underground. Though the darkness was suppressed, the catacombs were never discovered.

History turned into legend and the catacombs were all but forgotten. That is, until the caravan of a debt-ridden merchant collapsed through the ground. The merchant found himself trapped in a labyrinth of underground passageways. He dared not wander from where he fell, as the passages were riddled with horrific monsters and deadly traps.

The cave-in was soon discovered, and a ladder was lowered to the merchant. He told the local village of what he discovered and vowed to aid any explorer willing to enter. Word spread across the kingdom, and fame-seeking mercenaries began to enter the underground lair. Will you face your fears and enter the catacombs? Will you bring home stories of great deeds and moments of glory? Or will you fall to the darkness that awaits you below?

# About the rulebook

Card Rogue is a game about exploration and discovery. This means the rulebook can be a bit intimidating. Players are encouraged to read the rulebook and play the game in unison. Start by reading the [Goal of the game](#) and [Setting up the play area](#) sections. The rulebook will explain a part of the game, and the players should play up to that point. The sections should be used as a reference when new cards are introduced, or when players aren't clear about certain rules or game mechanics.

Often times, the simple descriptions given in the rulebook are not enough detail. At the end of the rulebook is a [Clarifications](#) section. Many terms in the rulebook are UNDERLINED. This means further explanations can be read in the Clarifications section. Additionally, players can look up specific card descriptions for further clarification.

In the rulebook, the reader will sometimes see side notes like this. These notes are to help clarify complex rules or to explain exceptional rules. They can safely be avoided unless a certain gameplay mechanic isn't clear.

In order to simplify the reading of this rulebook, the pronoun "he" is used when referring to a player or enemy. However, we strongly encourage both girls and guys to play this game. If there was a word in the English language that suggests 'he or she', we would have used it.

## STARTING THE GAME

### Goal of the game

#### PLAYING WITH FRIENDS

Card Rogue is meant to be played by a group of friends. The game includes enough player-tokens and character cards for four players, but more players can be added using enough creativity.

The game can even be played by a single player. Read [Playing by yourself](#) below for single-player specific rules.



The goal of the game is to gain the most [VICTORY POINTS](#). Victory points are awarded for completing certain goals that are outlined at the end of the rulebook. The winning player is the one who has the most victory points when the game ends. Although the players are competing, they must also work together to complete some of the challenges. An intelligent player knows when to help his friends, and when to betray them. Many of these challenges are far too difficult to face when the game begins. To overcome these challenges, players will explore the catacombs for better equipment and magical items.

#### PLAYING BY YOURSELF

A single person can casually play the game by himself. The player should decide which of the [goals](#) he wants to accomplish before starting the game. Perhaps the player is only interested in fulfilling a single goal. Perhaps he wants more of a challenge, and decides to complete all the goals. In order for the single player to succeed, he must accomplish all designated goals and leave the dungeon safely without [DYING](#). Single player rules are meant to be modified to the preference of the player. A player can modify certain in-game rules to better fit his playing pleasure.

## STORY MODE

As a separate form of play, a single player can play using the [STORY MODE RULES](#). Story mode is a version of the game that has a predefined dungeon to explore. The experience is more like a puzzle, as players will need to learn the perfect set of moves to make it out of the dungeon alive. Each level of the dungeon is prefaced with a story that unfolds the mystery of the dungeon.

After reading the [STORY MODE RULEBOOK](#), play the first campaign: [A SON'S DESCENT](#).

Players may also submit their own story mode campaigns, called community challenge maps. Players can compete for a high score on a challenge map by seeing who can discover the quickest way to complete the challenge. Read more about how you can get involved in the [STORY MODE RULEBOOK](#).

## Setting up the play area

### REMOVE EXTRA CARDS

Card Rogue comes with a few spare cards, in case some get lost, and a few cards only used in [STORY MODE](#). Before beginning normal play, remove the [DESCENDING LADDER CARD](#) from the [STARTING TILES](#), and all [SPARE CARDS](#) from the different decks.

### ARRANGE THE CARDS

SHUFFLE. STACK FACE-DOWN



DON'T SHUFFLE. CAN REVEAL



DISTRIBUTE



To start the game, players should gather around a large table. Shuffle the [EXPLORATION CARDS](#) and place them face-down in one stack. Shuffle the [PATHING TILES](#) and place them face-down in another stack. All [GOLD CARDS](#), [SHOP CARDS](#), and [EFFECT CARDS](#) should be placed in separate piles. There should also be an area reserved for a discard pile. The remaining cards are the [STARTING TILES](#). Each player should take one of these tiles. The rest can be discarded.

### THE DECIDING ROLL AND CHARACTERS

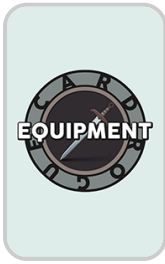


Once everything is set up, each player rolls the die. Whoever rolls the highest gets to start the game. The starting player picks one of the [CHARACTER CARDS](#), and a [PLAYER-TOKEN](#). The next player, to the left of the starting player, picks next, and the order continues clockwise.

Every player plays the game the same way. The character cards, however, give each player unique traits that are expressive of that character.

If a player chooses the [MAGE](#) as a character, he should also take the [COOLDOWN EFFECT CARD](#) from the effect cards deck.

## CONVENIENT CARDS

[illegible]

Once every player has chosen a character card, they should each take a pen or pencil and a [SCORE SHEET](#), which they will update as the game progresses. Unless specified, each player starts with 10 maximum health. This should be recorded on the score sheet. Every player starts with no change to the [ATTACK ROLL](#), and a score

of 0. You can [DOWNLOAD THE SCORE SHEET AS A PDF](#) from the Print page.

Each player should also take an [EQUIPMENT CARD](#). Players will use this card to keep track of equipped weapons and armor.

Finally, players should take a REFERENCE CARD.

## First move

The game begins with the **starting player** placing his **STARTING TILE**, face-up, on the table in front of him. This should be placed as close to the player as possible, so that one path on the starting tile would lead off of the tabletop surface. That path is not **explorable** and is treated as a **wall**. The player places his **PLAYER-TOKEN** on the starting tile.

The next player begins by placing four [EXPLORATION CARDS](#), face-down, in a tight line to the left of the starting player's starting tile. These cards keep the game in a tight grid, and separate the players in the beginning. Next, he places his starting tile down following the four exploration cards, and places his player-token on it. All players follow likewise, connecting all starting tiles with face-down exploration cards.

Depending on the layout of the players and the shape of the tabletop, players may need to deviate from this pattern. Whatever pattern is chosen, each starting tile needs to be at least four exploration cards away from each other. The game must keep a grid-like shape. Players can only place a card to the left, right, top, or bottom of another card.

Additionally, all edges of starting tiles should have a face-down exploration card next to it, excluding the edge that is against the edge of the tabletop.



# TURNS

## Standard turn sequence

Once the initial setup is completed, the regular game sequence begins. Each player is presented with a sequence of operations that he may perform during his turn. The standard turn sequence steps are:

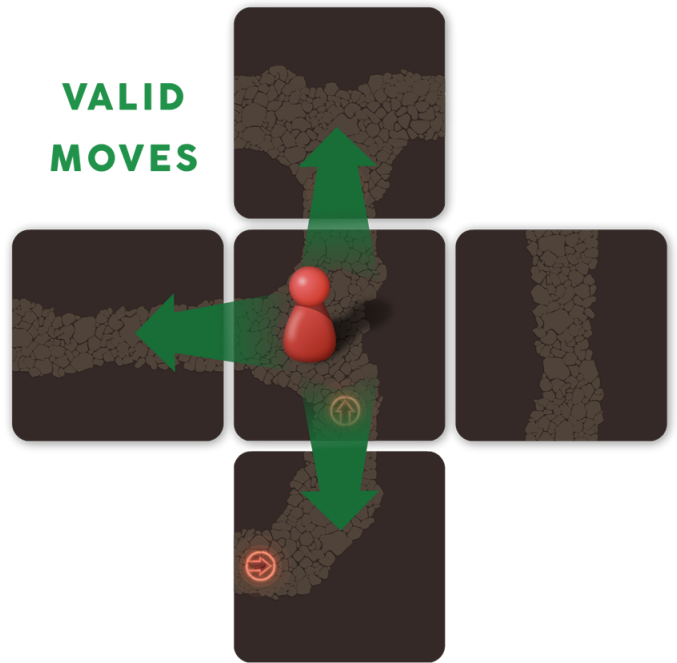
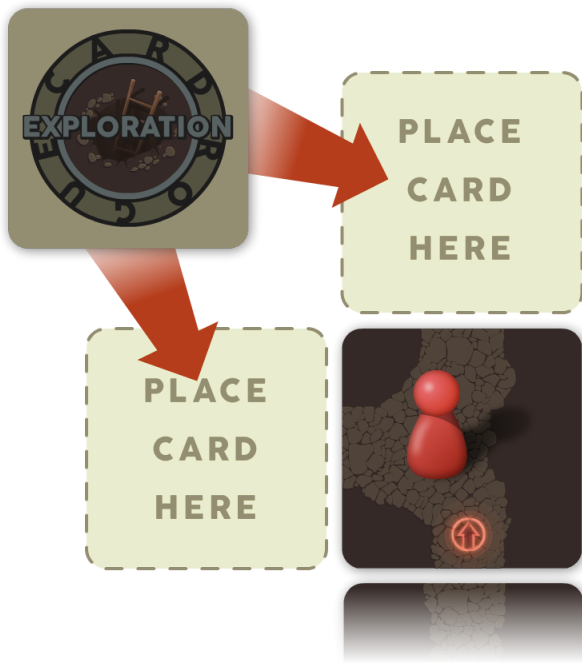
- 1. Flip adjacent cards:** The player may flip over face-down [EXPLORATION CARDS](#) that are adjacent (directly up, down, left, or right of) his current tile. The player may flip over any or all [ADJACENT CARDS](#) in one turn, but must interact with the following cards when they are flipped over:
  - If the card is a [TRAP](#), the trap is triggered and inflicts the player.
  - If the card is an [ARTIFACT](#), he must pick up the card, and replace it with a [PATHING TILE](#).
  - If the card is an [ENEMY](#), the player [enters combat](#).
- 2. Move:** The player may move his player token onto an [ADJACENT](#) face-up card that is not occupied by another player or enemy.
  - If he moves onto a [TRAP](#), the trap is triggered and inflicts the player.
  - If he moves onto a [POTION](#), he **MUST** pick up the card, and replace it with a Pathing Tile.
  - If he moves onto a [SHOP](#), he may [BUY](#) and [SELL](#) with the shopkeeper.
  - If he moves onto a [FOUNTAIN OF HEALING](#), he will interact with it at the start of his next turn.
- 3. Interact:** If the player moves adjacent to an enemy, the player enters combat. Otherwise, if a player is adjacent to another player, he may interact with that player.  
[See Interacting with other players](#) for more details
- 4. Place exploration cards:** The player places face-down exploration cards on his current pathing tile if paths lead to unexplored areas.  
[See the following section](#) for more details.

**An example turn:** the player flips over an adjacent face-down card and a shop is revealed. The player flips over another face-down card and a spike trap is revealed, which reduces his health by 2. The player decides to move onto the shop tile, and buys from the shop. Finally, the player places additional exploration cards face-down adjacent to the shop card.

If the only action taken by the player was to move his player token, and the player did not interact with another card or player, he may repeat his turn from step 2. Once a player's turn is over, the next player takes his turn.

## Walls and paths

[PATHING TILES](#) are represented as stone paths of a face-up card. Pathing tiles can be flipped over (face-up) [EXPLORATION CARDS](#) or cards from the [PATHING TILE](#) stack. Each pathing tile has a certain number of paths, ranging from 1 to 4, leading off of the edges of the card. When a player moves onto a pathing tile, he lays exploration cards face-down next to any path on that tile that does not lead to an already placed card. All edges of pathing tiles that do not have paths are walls. If one pathing tile leads to another pathing tile that has no connecting edge (because it is a wall), then that edge is counted as a wall. Players cannot move through a wall to an [ADJACENT TILE](#).



When a player flips an exploration card to reveal a pathing tile, he should rotate the tile so its paths connect with his current tile's path. Pathing tiles that have a red arrow should be rotated such that the arrow is pointing away from the tile the player is currently standing on.

### Exploration card flipped over and rotated correctly



# Combat



When a player flips over an [ENEMY](#), or a player moves to an [ADJACENT TILE](#) of a revealed enemy, that player must enter combat with the enemy. Entering combat starts the combat turn sequence, and the [standard turn sequence](#) for that player is skipped until after he leaves combat.

## COMBAT TURN SEQUENCE

1. **Roll for attack or flee:** The player rolls a die. This is called an [ATTACK ROLL](#). The player will deal the rolled amount to the enemy's health after applying any attack modifiers. The enemy's starting (max) health is listed on the enemy card.  
Instead of rolling an attack roll, the player may attempt to [flee](#). Read the following section for more information.
2. **Apply enemy ability (if any):** If the enemy has a special ability that require a die roll, roll for this ability. Apply the ability if the roll matches the ability's required roll, or if the ability does not require a roll. Ability descriptions can be found in the [Clarifications](#) section. Look up the ability itself, and not the name of the enemy.
3. **Enemy attacks:** The enemy will attack the player. The player will lose health equal to the attack amount listed on the enemy card after applying any defense altering effects.



A player keeps track of his current health and the current health of the combating enemy on the [SCORE SHEET](#). If neither the player or enemy are slain during this turn, the player ends his turn and must start the combat turn sequence again next turn. If the player is affected (by [PARALYSIS](#) or [POISON](#)) those effects will continue during the start of the next combat turn sequence. If the player loses all his health, he [DIES](#). If the enemy loses all his health, he is slain.

See [Player dies](#) below for more detail.

## FLEEING FROM AN ENEMY

During the player's turn of the combat turn sequence (step 1), he can choose to flee instead of attacking by announcing that he is attempting to flee. The player rolls a die. If the player rolls a 1, 2, or 3 the player failed to flee and the combat turn sequence will continue at step 2. Otherwise, he can flee from an enemy by moving his player token to an adjacent tile away from the enemy. Players may perform other actions while fleeing. Refer to [FLEE](#) in the Clarifications section.

If a player successfully flees from an enemy, the player and enemy will leave combat and the player can resume his [Standard Turn Sequence](#) at step 4, and the enemy's health will be completely restored.



## SLAYING AN ENEMY

When a player slays an enemy, the player places the enemy card into his hand. Each enemy card has a gold amount, this is the enemy's loot. The card is treated like gold, and can be used to [BUY](#) items in the [SHOP](#), or [TRADE](#) with other players. If two players are attacking an enemy, the player who dealt the last attack takes the enemy card.

When the enemy card is picked up, it should be replaced with a face-up [PATHING TILE](#) drawn from the pathing tiles stack. The player may now resume his [Standard Turn Sequence](#) at step 2 if he flipped over the enemy card, or at step 4 if he moved adjacent to the enemy.

## PLAYER DIES

When a player's health is reduced to 0 (or below) that player is dead. However, this does not mean game-over for that player. The player places his player token on any one of the [STARTING TILES](#). He keeps one card of his choosing. If he still has cards, he places one card face-down on the tile he died on. All remaining cards in his hand that cannot be [SOLD](#) (with a crossed-out gold amount symbol) are placed face-down on the tile he died on. All other cards are discarded.

The player's attack roll and max health are reset to their starting values. The player ends his turn and waits for his next turn to start over again. The first player to move onto the tile with the face-down cards reveals the cards and puts them in his hand.

## Interacting with other players

If a player is not in combat, he may interact with another player on his turn. Some interactions benefit both parties, and some will betray your friend's trust. A player can only interact with another player that is on an [ADJACENT TILE](#).

## TRADING

A player may trade with an adjacent player. The two players may trade the cards in their hands, but only cards that have a trading symbol. Players cannot trade if they are in combat.

## TRIPPING

A player may attempt to trip an adjacent player. On his turn, the player can roll a die. If he rolls a 4, 5, or 6 he successfully trips the player. This means the tripped player loses his next turn, and the other player may leap over the tripped player's token to one of that player's [ADJACENT TILES](#). This is useful if a player is blocking a path, or if two players are racing to a certain tile.

A player may attempt to trip another player who is in [COMBAT](#). If the roll is successful, the player in combat loses his next turn while remaining in combat. If the roll fails, the player in combat performs an [ATTACK ROLL](#): dealing the attack roll plus attack modifiers' damage to the player who attempted to trip him.

## STEALING

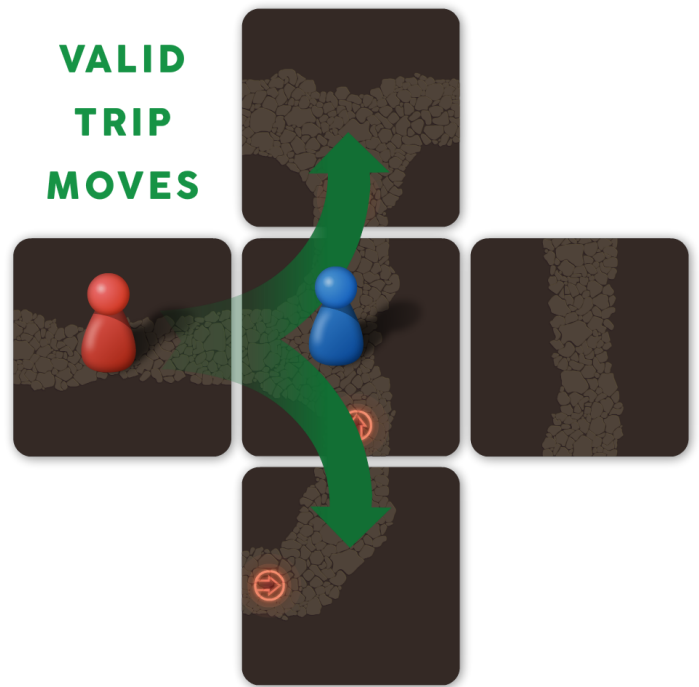
A player may attempt to steal from an adjacent player. On his turn, the player can roll a die. If he rolls a 6 he may pick a random card from the other player's hand. [Equipped](#) cards cannot be stolen.



## SURROUND AN ENEMY

This interaction does not follow the [normal interaction rules](#). Two (or more) players may attack a single enemy at once. Both players must be on separate [ADJACENT TILES](#) to the enemy. Each player will be in [combat](#) with the enemy and may attack on his turn.

The enemy, will only attack the first player to enter combat with him. All other players attacking an enemy can flee without rolling and do not trigger the enemy's ability if the enemy has one. If the player who is being attacked by the enemy [flees](#), the enemy will then turn to attack the next player who entered in combat. This is true even if the fleeing character returns to attack the enemy. When an enemy dies, the player who dealt the last damage to that enemy takes the enemy card as loot.



# TILES

## Traps



When a player flips over a trap card, he is immediately affected by the trap. The trap will only affect him once when it is flipped over (i.e. even if a player remains on his tile, it will not trigger again). If a player or enemy moves onto a trap after it has been revealed, he will trigger the trap's effect. The trap will only affect him once while he remains on the tile. Every time a player or enemy steps on a trap again, it will trigger again.

### THERE ARE THREE TYPES OF TRAPS:

- **Spike Trap:** The player or enemy will lose 2 health.
- **Paralysis Trap:** An effected player ends his turn and skips his next turn. If an enemy is moved on the trap, he will be unable to attack or apply combat effects for a turn.  
See [PARALYSIS](#) for clarification

- **Poison Trap:** An effected player or enemy loses 1 health, at the beginning of each turn, for 2 turns.  
See [POISON](#) for clarification

### SPIKE TRAP



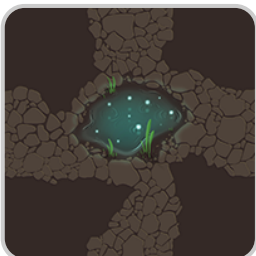
### PARALYSIS TRAP



### POISON TRAP



## The fountain of healing



Exploration may reveal a fountain of healing. At the beginning of a player's turn, if he is on the Fountain of healing tile, he will roll a die. If he rolls anything but a 6, he is healed 2 health. If he rolls a 6, the fountain is drained. The fountain is then discarded and replaced with a [PATHING TILE](#). The fountain may be used each turn by any player standing on it, until it is drained.

# The Shop



A player may reveal a shop card while exploring. If a player moves onto the shop tile, he may purchase and sell cards with the shopkeeper. Any card that has a gold amount can be sold to the shop for the given amount. The shop sells cards from the [SHOP CARDS](#) pile. **All cards bought from the shop cost twice as much gold as is indicated on the card.** In other words, the sell price is half of the purchase price.

## BUY AND SELL



To buy or sell a card, a player must be on the [shop tile](#). To sell a card, discard the card and pick up [GOLD CARDS](#) equal to the gold amount listed on the card. To buy a card, take the card from the shop pile and discard as many gold cards, or cards with a gold amount, equaling or exceeding **twice** the gold amount indicated on the desired card. If the player paid more for the item than **twice** the given amount, the player picks up the remainder in gold cards.

A player may sell and buy multiple cards during a single turn.

# ITEMS

Certain cards in the game display symbols at the bottom of the card. These symbols can also be crossed out. If this is the case, it means the item cannot be used in such a way.

- The throw symbol means that an item may be thrown on an adjacent enemy or player. See [THROW](#) for more details.
- The gold amount symbol shows how much an item can be [SOLD](#) for at the [SHOP](#). If the symbol is crossed out, the item cannot be sold or discarded.
- The trade symbol means that this item can be [TRADED](#) with another player. If the symbol is crossed out, a player may still [STEAL](#) that item.



# Scrolls



Scrolls can be purchased from the shopkeeper for **twice** the indicated gold amount. Scrolls can be used anytime during a turn, but once used they must be discarded. A scroll can only affect the player who uses it.

See [IDENTIFY AN UNKNOWN ITEM IN YOUR HAND](#), [MOVE TO ANY ADJACENT TILE](#), [POISON INSTEAD HEALS +1 HEALTH](#), [REMOVE ALL YOUR CURSED ITEMS](#), and [+X TO MAX HEALTH](#)

## Weapons and Armor



Weapons and armor can be purchased from the shopkeeper for **twice** the indicated gold amount. Each weapon and armor has a special property given on the card. This property is only applied if the weapon or armor is equipped. To equip an item, a player lays the card face-up on the [EQUIPMENT CARD](#) slot that matches the equipment symbol given on that card. Only one item can be

equipped for each slot.

### Slots shown on weapon, armor, and equipment cards

#### HEAD



#### CHEST



#### FEET



#### PRIMARY HAND



#### SECONDARY HAND



## Artifacts

### DISCOVERING AN ARTIFACT



Artifacts are any items that cannot be [SOLD](#) and cannot be [TRADED](#). An artifact must be placed in the hand of the player who discovered it. Once picked up, it should be replaced with a [PATHING TILE](#).

An artifact cannot be removed from a player's hand unless a scroll of [REMOVE ALL YOUR CURSED ITEMS](#) is played or the artifact is [STOLEN](#). A player can have multiple artifacts in his hand.

### PROPERTIES OF AN ARTIFACT

Artifacts provide permanent effects to a player as long as the player has the artifact. The effect is immediately applied when the card is picked up.

The artifact's effects are listed on the artifact card, but a detailed explanation of each effect can be found in the [Clarifications](#) section of the rulebook.

# Potions



A potion is any card that shows a picture of a potion. Potions are picked up by the first player who moves his piece onto the potion tile. It is placed in the hand of that player, and replaced with a [PATHING TILE](#).

Note that the [THROW](#) symbol has a potion in it: this does not mean the card is a potion.



A potion can be drunk (used on self), or [THROWN](#) on an enemy or another player. Potions can be drunk or thrown at any time on a player's turn. Multiple potions can be used in one turn. Once a potion is used, it must be discarded from the player's hand.

## PROPERTIES OF A POTION

Potions provide either temporary or permanent effects. These effects are only applied to the player who drank the potion, or to the player or enemy the potion was thrown on. The potion immediately take effect on the player/enemy once drunk or thrown.

Potions start out with an unknown effect. Once the potion is used its effect is revealed. All remaining potions in the game with the same potion color have that same effect. A player may write the potion's identity on the [SCORE SHEET](#) to help remember which potions have been identified. Roll the die to discover the potion's property:

1. [POTION OF HEALING](#): restore health to max health
2. [POTION OF POISON](#): lose 1 health, at the beginning of each turn, for 3 turns .  
See [POISON](#) for clarification
3. [POTION OF STRENGTH](#): +1 to [ATTACK ROLL](#). Update attack roll on score sheet.  
See [+X TO ATTACK ROLL](#) for clarification
4. [POTION OF WEAKNESS](#): -1 to attack roll. Update attack roll on score sheet.  
See [-X TO ATTACK ROLL](#) for clarification
5. [POTION OF TELEPORTATION](#): move to any [PATHING TILE](#) and end turn.  
See [TELEPORTATION](#) for clarification
6. [POTION OF PARALYSIS](#): end turn (if it is the player's turn) and skip the next turn.  
See [PARALYSIS](#) for clarification

If a number is rolled, but another potion color already has that effect, the player must re-roll so that each potion color has a different effect.

Potions can also be thrown on an adjacent enemy or player. Read in the [Clarifications](#) section about each potion for further information about how the potion works when thrown, or how it works in special circumstances.

# GOALS

The goal of the game is to gain the most [VICTORY POINTS](#). Victory points are awarded for completing certain goals that are outlined below. The winning player is the one who has the most victory points when the game ends.

## THE CHEST AND KEY



As players are exploring the passages, they may discover a locked chest. Hidden inside is, most certainly, secrets about the ancient cult of sorcerers that built these passageways. The player who unlocks the chest will be awarded a [VICTORY POINT](#) for his discovery. The chest, however, can only be opened by the key. When a player finds the key card, he places it into his hand. When that

player moves onto the chest tile, the key card is discarded and the player is awarded a victory point to be recorded on the [SCORE SHEET](#).

The key may be [STOLEN](#) by another player, but once the chest is opened the victory point remains with the awarded player.

## THE SHOPKEEPER'S DEBT



One of the items that can be [BOUGHT](#) from the [SHOPKEEPER](#) is his debt. Once bought, the debt is removed from the game, and the player who purchased it is awarded a [VICTORY POINT](#) to be recorded on his [SCORE SHEET](#). This victory point cannot be [STOLEN](#).

## THE BOSSES

There are three bosses in the game. Bosses are enemies that are extra tough. They should be strategically approached, and will usually require the [cooperation](#) of players to defeat. When a boss is defeated, the player who dealt the finishing damage takes the boss card, which awards the amount of [VICTORY POINTS](#) indicated on the card. This card cannot be [SOLD](#), [TRADED](#), or otherwise discarded. It can, however, be [STOLEN](#) by another player, along with the victory point that is associated with that card.

## THE BASILISKS



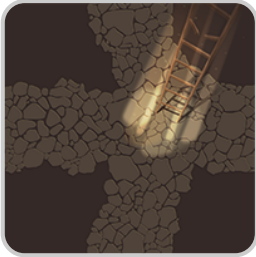
The basilisks are two mini-bosses that award a victory point each. The victory points associated with these bosses have special rules. Both basilisk cards cannot be in one player's hand. If at any time both cards are owned by one player, they are discarded from the game, and no victory points are awarded.

## THE GOLEM



The golem remains alive as a testimony that the stories of the sorcerers are true! The player who rids this monster from the catacombs will be awarded two [VICTORY POINTS](#). These points are connected to this boss card. This card can be [STOLEN](#) by other players during the end rush.

## THE END RUSH (2+ PLAYERS ONLY)



When the [THE GOLEM](#) is slain and the card is taken by one of the players, it is a race to the surface to share stories of glory to all that await the players' return. Players make their way back to any exit ([STARTING TILE](#)). [POTIONS OF TELEPORTATION](#) have no effect during this stage of the game, and any player that dies does not reenter the game. Once a player reaches the starting tile, that player is awarded an extra [VICTORY POINT](#), to be recorded on the [SCORE SHEET](#), and the game is over.

## GAME OVER SCORING (2+ PLAYERS ONLY)

The winner of the game is decided by tallying each player's [VICTORY POINTS](#). Certain cards have victory points can be [STOLEN](#) during the game. The victory points are awarded to the player who holds these cards when the game ends. The player with the most victory points is announced the winner.



# EXCEPTIONAL RULES

## QUITTING A GAME EARLY

A player may want to quit a game early. There are several possible ways to proceed if this occurs:

- If a player rage quits (quits because he becomes too frustrated), the player [DIES](#). All of his equipped cards and cards in his hand are placed face-down on the tile the player died on.
- If a player must temporarily leave the game, the other players may either wait for his return or the player is removed from the tiles. The game continues without the player. When the player returns, he is placed back on the same tile he was removed from. If another player is on that tile, he must wait for that player to move off the tile before returning.
- If a player must leave for the entirety of the game, the player dies. All of his equipped cards and cards in his hand are placed face-down on the tile the player died on.

These rules can be modified by the other players as circumstances require.

## ALL PATHING TILES LEAD TO DEAD ENDS

If a player is unable to lay new tiles, meaning all [PATHING TILES](#) lead to dead ends or loops, the player can call on the aid of the mole. The mole can instantly replace any pathing tile with a 4-path pathing tile that can be searched for through the pathing tile stack (shuffle the stack once looked through). His services cost 10 gold. A player may [SELL](#) any of his sellable items to the mole if he does not have enough gold to pay for the mole's services. If the player still does not have enough gold, the mole takes all the player's cards, excluding the [UNSELLABLE](#) cards, and aids the player.

A player does not need to call on the aid of the mole; however, if all players are unable to lay new tiles, there are only two options: 1) either one, or multiple players, call on the aid of the mole, or 2) the game enters the [end rush](#).

## THERE ARE NO MORE EXPLORATION CARDS OR PATHING TILES IN THE STACK

When all tiles are laid, the game does not end. The [Golem](#) must still be slain in order to start the [END RUSH](#). If players don't dare fight the Golem, or cannot defeat the Golem, all players forfeit the game. There may be face-down exploration cards that are unreachable. Players may reuse these cards when the stack runs out.

## TELEPORTING OR MOVING TO A TILE, BUT TURN IS ENDED

A player can move, or be moved, to another location on the board when it is not his turn (the [POTION OF TELEPORTATION](#) and the scroll of [MOVE TO ANY ADJACENT TILE](#) cause this event). When this happens, the moved player does not flip over tiles, pick up cards, enemies do not attack him, and traps do not trigger until the beginning of that player's turn. If an enemy is teleported adjacent to a player, the same rules apply.

## ATTACK ROLL MODIFIER + OTHER ATTACK MODIFIERS

The attack roll modifier is always applied after all other attack modifiers.

For example, a player may have drunk a potion that grants +1 to attack roll, and may have a weapon equipped that doubles the attack of a roll. If he rolls a 5 for his attack roll, the attack damage will be  $5 * 2 + 1 = 11$ .

## OTHER EXCEPTIONS

There are other possible exceptions to the game. When it is unclear what to do in an instance, make sure to read the [Clarifications](#) section carefully. If it is still unclear, try to rationalize what a possible rule would be. Exceptions must always favor the player who is being afflicted.

## Updates from previous versions

### FROM V1.1.1

- Grammatical corrections.
- Several small clarifications.

### FROM V1.1

- Added a box content section.
- Strength and weakness potion now have same effect when thrown on player or enemy.
- Dying during end rush does not grant player the end rush victory point.

### FROM V1.0

- Paralysis now ends the player's turn, and skips his next turn.
- Players may move twice in a turn if no other actions or interactions were taken.

# CLARIFICATIONS

When looking up clarifications about certain cards, look for the card descriptions and not the name of the card. Terms that start with symbols (+, -) are found at the end of this index.

**ADJACENT TILE** An adjacent tile is any tile that has a path leading directly to it from the current tile. Players may not interact with, enter in combat with, move to, or pick up cards that are not on an adjacent tile.

An adjacent card must be one tile left, right, up, or down from the current tile.

For example, if the current [PATHING TILE](#) is a dead end, there is only one adjacent tile: the path that leads out of the dead end.

## ARMOR

Read the [Weapons and Armor](#) section in the rulebook

See [BOOTS](#), [CHESTPLATE](#), [HASTY BOOTS](#), [HELM](#), [SHADOW CAPE](#), [SHIELD](#), and [VISION LENS](#)

**ARMOR SLOT** All slots on the [EQUIPMENT CARD](#), excluding the [PRIMARY HAND SLOT](#).

See [HEAD SLOT](#), [CHEST SLOT](#), [FEET SLOT](#), and [SECONDARY HAND SLOT](#)

## ARTIFACT

Read the [Artifacts](#) subsection in the [Items](#) section of the rulebook

## ATTACK AGAIN

See [ROLLING AN X: ATTACK AGAIN](#)

## ATTACK IS DOUBLE THE ROLL

See [ROLL A DIE: ATTACK IS DOUBLE THE ROLL](#)

## ATTACK MISSES

See [ROLLING AN X: ATTACK MISSES](#)

**ATTACK ROLL** When a player is in combat, during his [combat turn sequence](#), he rolls a die to determine his attack amount. This is called the attack roll. Damage is dealt to the enemy equal to the attack roll after other effects have been applied. Effects do not modify the player's actual roll, just the attack amount.

For example, a player may have an item that gives him +1 to attack roll. If he rolls a 5 for his attack roll, the attack damage will be  $5 + 1 = 6$ , but this does not mean the player's roll counted as a 6 (just the attack).

**BARD** One of the six [CHARACTER CARDS](#) available to play. You may [download a replacement](#) of this character card to print or view as a reference.

## **BASILISK (THE)**

Read [The Bosses](#) subsection in the [Goals](#) section of the rulebook

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

See [ROLL A DIE: IF X: PARALYZE FOR Y TURNS](#), and [ROLL A DIE: IF X: POISON -1 HEALTH FOR Y TURNS](#)

## **BATTLE AXE**

Read the [Weapons and Armor](#) section in the rulebook

See [MIN. ATTACK: X](#)

## **BLOCK ENEMY'S ATTACK THIS TURN**

See [ROLLING AN X: BLOCK ENEMY'S ATTACK THIS TURN](#)

## **BODY SLOT**

See [CHEST SLOT](#)

## **BOOTS**

Read the [Weapons and Armor](#) section in the rulebook

See [-X DAMAGE TAKEN](#)

## **BOOT SLOT**

See [FEET SLOT](#)

## **BOSS**

Read [The Bosses](#) subsection in the [Goals](#) section of the rulebook

**BUY** When a player is on a shop, he may buy and sell items. He can sell any item in his inventory for its given gold amount. He may buy any item from the shop for **twice** the price indicated on the item's card. Once he buys an item, he places it in his hand.

See [SELL](#), [SHOP](#), and [TRADE](#)

## **CAN FLEE**

See [ROLL A DIE: IF X: CAN FLEE](#)

## **CAN AVOID TRAP**

See [ROLL A DIE: IF X: CAN AVOID TRAP](#)

## **CAVE BAT**

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

**CHARACTER CARD** Each player chooses a character card at the beginning of the game. There are six characters: the [WARRIOR](#), the [ROGUE](#), the [CLERIC](#), the [EXPLORER](#), the [MAGE](#), and the [BARD](#). Each character has two positive traits, and one negative trait. Once the game starts, a player may not trade his character card.

## CHEST

Read the [The Chest and Key](#) subsection in the [Goals](#) section of the rulebook

## CHESTPLATE

Read the [Weapons and Armor](#) section in the rulebook

See [-X DAMAGE TAKEN](#)

**CHEST SLOT** One of the [ARMOR SLOTS](#) on the [EQUIPMENT CARD](#). A single card with the matching chest slot symbol can be equipped by placing this card on the chest slot on the [EQUIPMENT CARD](#).

**CLERIC** One of the six [CHARACTER CARDS](#) available to play. You may [download a replacement](#) of this character card to print or view as a reference.

**CURSED** Cursed items are indicated on the item's card. If an item is cursed, it cannot be removed from the player's hand, unless a scroll of [REMOVE ALL CURSED ITEMS FROM YOUR HAND](#) is played. In this case, all cursed items in that player's hand are discarded.

## DAGGER

Read the [Weapons and Armor](#) section in the rulebook

See [ROLLING AN X: REROLL TWICE](#)

## DAMAGE TAKEN

See [-X DAMAGE TAKEN](#)

**DEATH (PLAYER DIES)** When a player's health is reduced to 0 (or below) that player is dead. Read more in the section: [Player Dies](#).

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

**DESCENDING LADDER** A card in the [STARTING TILES](#) deck represented by a ladder descending into a hole. This card is only used in [STORY MODE](#).

## DODGES PLAYER'S ATTACK

See [ROLL A DIE: IF X: DODGES PLAYER'S ATTACK](#)

**DOES NOT CHASE** An enemy with this ability will not chase a fleeing player. Therefore, a player can flee without needing to roll.

See [FLEE](#)

**DOUBLE DAMAGE** Attack is double the attack roll before other attack modifiers are applied.

For example, a player may have drunk a potion that grants +1 to attack roll, and may have a weapon equipped that doubles damage. If he rolls a 5 for his attack roll, the attack damage will be  $5 * 2 + 1 = 11$ .

**EFFECT CARD** In order to keep track of effects that last longer than a single turn, players may use an effect card. The effect card should be rotated as needed to indicate to the player the amount of turns he has left under the effect. The cooldown effect card is a card specifically used by the [MAGE](#) to keep track of spell cooldown.

## END RUSH

Read the [End rush](#) subsection in the [Goals](#) section of the rulebook

**ENEMY** Any card that a player may flip over that has attack and health.

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

**EQUIPMENT CARD** Players may use this card to keep track of equipped weapons and armor. To equipped an item, that player should place the card onto the appropriate slot on his equipment card. Two items cannot exist on the same slot.

**EXPLORATION CARD** When a player moves onto a [PATHING TILE](#) that has paths leading onto an empty spot on the table, the player places an exploration card on that empty spot face-down. At the start of the player's turn, he may flip over exploration tiles to reveal that card.

**EXPLORER** One of the six [CHARACTER CARDS](#) available to play. You may [download a replacement](#) of this character card to print or view as a reference.

**FEET SLOT** One of the [ARMOR SLOTS](#) on the [EQUIPMENT CARD](#). A single card with the matching feet slot symbol can be equipped by placing this card on the feet slot on the Equipment Card.

**FLEE** To leave combat a player may attempt to flee by rolling a 4,5, or 6. If the roll was successful, the player moves to an adjacent tile and is no longer in combat. Alternatively, a player may flip over adjacent face-down exploration cards in an attempt to move away from the enemy. However, if a player flips over an enemy, or moves adjacent to another enemy, the player reenters combat. When a player is adjacent to multiple enemies, he is in combat with those enemies. The player picks one enemy to perform step 1 of the combat turn sequence, but steps 2 and 3 are applied for all enemies to that player.

Read the section, [Fleeing from an enemy](#) for more details.

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

## FOUNTAIN OF HEALING

Read [The Fountain of Healing](#) subsection in the [Tiles](#) section of the rulebook

## GOBLIN

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

**GOLD** Gold is the currency used in the game. Items and loot can be [BOUGHT](#) and [SOLD](#) for a gold amount at the [SHOP](#). Any leftover gold from shop transactions can be drawn from the [GOLD CARD](#) pile.

**GOLD CARD** When a player sells items at the [SHOP](#), he picks up Gold cards equal to total gold amount of the items and loot sold.

## GOLEM (THE)

Read [The Bosses](#) subsection in the [Goals](#) section of the rulebook  
Read the [Combat](#) subsection in the [Turns](#) section of the rulebook  
See [ROLL A DIE: ATTACK IS DOUBLE THE ROLL](#)

## HASTY BOOTS

Read the [Weapons and Armor](#) section in the rulebook  
See [+X MOVEMENT. MUST BE OUT OF COMBAT](#)

**HEAD SLOT** One of the [ARMOR SLOTS](#) on the [EQUIPMENT CARD](#). A single card with the matching head slot symbol can be equipped by placing this card on the head slot on the Equipment Card.

**HEALS +X HEALTH EACH ATTACK** An enemy with this ability will heal his current health X amount each turn.

**HEALTH** Players and enemies have health. When an enemy's health is reduced to 0 (or below), the player who inflicted the finishing damage places the enemy card in his hand. When a player's health is reduced to 0 (or below) that player is dead.

See [DEATH](#)

## HELM

Read the [Weapons and Armor](#) section in the rulebook  
See [-X DAMAGE TAKEN](#)

## HELM SLOT

See [HEAD SLOT](#)

**IDENTIFY AN UNKNOWN ITEM IN YOUR HAND** This scroll can be used to identify a single unknown item from the player's hand.

For example, a player has a red colored [POTION](#) in his hand, but the identity of that potion has not been discovered yet. A player may use this scroll to identify the potion. The player will roll to determine the potion, but the potion will not be used.

See [SCROLL](#)

## IMP

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook  
See [ROLL A DIE: IF X: DODGES PLAYER'S ATTACK](#)



## KEY

Read the [The Chest and Key](#) subsection in the [Goals](#) section of the rulebook

## KOBOLD

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

## LEG SLOT

See [FEET SLOT](#)

**LOOT** Each enemy card has a gold amount: this is the enemy's loot. When a player slays an enemy, the player places the enemy card into his hand. The card is treated like gold, and can be used to [BUY](#) items in the [SHOP](#), or [TRADE](#) with other players.

**MAGE** One of the six [CHARACTER CARDS](#) available to play. You may [download a replacement](#) of this character card to print or view as a reference.

## MAUL

Read the [Weapons and Armor](#) section in the rulebook

See [DOUBLE DAMAGE](#), and [ROLLING AN X: ATTACK MISSES](#)

**MAX HEALTH** All players start with a max health of 10, unless a player's [CHARACTER CARD](#) states otherwise. Players may lose or gain max health as the game progresses. Enemy's max health is indicated on the enemy card. A player's or enemy's current health cannot exceed the max health through healing effects.

See [+X TO MAX HEALTH](#), and [-X TO MAX HEALTH](#)

**MIN. ATTACK: X** If an attack roll is less than X, it's as if the attack roll was X. This occurs before any attack modifiers.

**MOVEMENT** Normally, players are allowed to move one tile each turn. However, items or abilities in the game may break this rule. Additionally, if a player [FLEES](#) he may be able to move again for his turn.

Read the [Standard Turn Sequence](#) section in the rulebook.

See [+X MOVEMENT. MUST BE OUT OF COMBAT](#)

**MOVE TO ANY ADJACENT TILE** The player can move his piece to any tile that is up or down from, or left or right of his current tile, and end his turn. This ability is meant to move a player to a tile that he could not normally move to, because the pathing does not lead to that tile. The player may not move onto a tile that another player token is on, an enemy is on, or onto a tile that has not been revealed yet.

Read in the rulebook the Exceptional Rules section, and the subsection [Teleporting or moving to a tile, but turn is ended](#)

## MUST BE OUT OF COMBAT

See [+X MOVEMENT. MUST BE OUT OF COMBAT](#)

**MUST KILL WITHIN A SINGLE TURN** To slay this enemy, the player must reduce its health to 0 by the end of that player's turn. If the player cannot kill the enemy in a single turn, the enemy's health is reset to its starting health (max health).

**PARALYSIS** If a player or enemy is paralyzed he will end his current turn, if it is his turn, and lose a turn before being able to play again. While paralyzed, all game elements can continue to affect the paralyzed player or enemy. The player or enemy will remain in combat while paralyzed. A player may [FLEE](#) from a paralyzed enemy without needing to roll.

Players may use the Skip Turn [EFFECT CARD](#) to help remember the duration of the paralysis.

**PATHING TILE** Any tile that a player can normally walk on that has no effect, or special rules. Pathing tiles can be flipped over (face-up) [EXPLORATION CARDS](#) or cards from the [PATHING TILE](#) stack.

See [ADJACENT TILE](#)

**PLAYER-TOKEN** Players are represented in the game as pawn game pieces. Move this token around the playing area as the player moves.

**POISON** If a player, or enemy, is poisoned he will lose 1 health, at the beginning of each turn, for X turns. If that player/enemy is poisoned again, while he is already poisoned, the player will still lose 1 health per turn, but for the new poison's X amount of turns. This is true unless the new X amount is less than the old X amount. Poison is not a curse.

For example, if a player is inflicted with poison for 3 turns, and is poisoned again with a poison that lasts 4 turns, the player will lose 1 health per turn for 4 turns. However, if the same player is instead poisoned again with a poison that lasts 1 turn, the player will lose 1 health per turn for 3 turns (his original poison amount).

If an enemy is poisoned, he will take damage at the beginning of his turn, but only during the turn of the player who poisoned him.

Players may use the Poison [EFFECT CARD](#) to help remember the duration of the poison.

See [EFFECT CARD](#) for details about how to keep track of turns poisoned  
[POTION OF POISON](#), [TRAP OF POISON](#), and [POISON INSTEAD HEALS +X HEALTH](#)

**POISON INSTEAD HEALS +X HEALTH** If a player is poisoned, he may use this scroll to reverse the effect of the poison. As long as the player remains poisoned he will gain +X health at the beginning of each turn instead of taking poison damage. Once poison is removed from the player, this effect is removed entirely.

See [POISON](#)

## POTION

Read the [Potions](#) section in the rulebook.

See [POTION OF HEALING](#), [POTION OF PARALYSIS](#), [POTION OF POISON](#), and [POTION OF STRENGTH](#)

### **POTION OF HEALING** Identified by rolling a 1.

- **If drank:** restore health to max health.
- **If thrown:** the potion will fully restore the health of the player or enemy it was thrown on.

If the current health is greater than max health before the potion is used (see [-X TO MAX HEALTH](#) to read how this is possible), the potion will have no effect.

### **POTION OF PARALYSIS** Identified by rolling a 6.

- **If drank:** end turn, and skip the next turn.
- **If thrown:** the potion will cause [PARALYSIS](#) on the player or enemy it was thrown on for a turn. An enemy will be unable to attack or apply combat effects for that turn.

See [PARALYSIS](#)

### **POTION OF POISON** Identified by rolling a 2.

- **If drank:** lose 1 health, at the beginning of each turn, for 3 turns.
- **If thrown:** the potion will cause [POISON](#) on the player or enemy it was thrown on. A player will lose 1 health, at the beginning of each turn, for 3 turns. An enemy will lose 1 health, before he performs an action, for 3 turns.

See [POISON](#)

### **POTION OF STRENGTH** Identified by rolling a 3.

- **If drank:** +1 attack to attack roll. Update attack roll on [SCORE SHEET](#).
- **If thrown:** the potion will grant the player it was thrown on +1 attack roll. An enemy, it was thrown on, will gain +1 to their standard attack.

This effect is permanent.

See [+X TO ATTACK ROLL](#)

### **POTION OF TELEPORTATION** Identified by rolling a 5.

- **If drank:** move to any [PATHING TILE](#) and end turn.
- **If thrown:** the player who threw the potion can move the enemy or player it was thrown on to any Pathing Tile.

A player or enemy may not be teleported to a tile that another player token is on, an enemy is on, or onto a tile that has not been revealed yet. This potion cannot be used during the [END RUSH](#).

Read the [Teleporting or moving to a tile, but turn is ended](#) subsection in the [Exceptional Rules](#) section of the rulebook

### **POTION OF WEAKNESS** Identified by rolling a 4.

- **If drank:** -1 attack to attack roll. Update attack roll on [SCORE SHEET](#).
- **If thrown:** the potion will grant the player it was thrown on -1 attack roll. An enemy, it was thrown on, will gain -1 to their standard attack.

This effect is permanent. It is not a [CURSE](#). If the player or enemy's total attack damage becomes negative, because of this effect, the attack does nothing.

See [-X TO ATTACK ROLL](#)

**PRIMARY HAND SLOT** This is the [WEAPON SLOT](#) on the [EQUIPMENT CARD](#). A single card with the matching primary hand slot symbol can be equipped by placing this card on the primary hand slot on the Equipment Card.

**REFERENCE CARD** Included with the game is a convenient card that outlines some of the more challenging rules to remember. There is a card for each player to refer to.

**REMOVE ALL YOUR CURSED ITEMS** If this scroll is played, all [CURSED](#) items that a player has in his hand or equipped must be discarded.

See [CURSED](#)

**ROGUE** One of the six [CHARACTER CARDS](#) available to play. You may [download a replacement](#) of this character card to print or view as a reference.

**ROLL A DIE: IF X: (SHOWN ON SOME CARDS)** If a player has an item equipped on this symbol, an extra die roll is required outside of the [COMBAT](#). If an enemy card has such a description, a die is rolled before the enemy attacks.

**ROLL A DIE: ATTACK IS DOUBLE THE ROLL** Attack is double the attack roll. This is before any other attack modifiers are added.

**ROLL A DIE: IF X: CAN FLEE** When a player attempts to [FLEE](#), if he rolls X or 4,5,6 that player may flee. If a [WARRIOR](#) character has this ability, he may flee any enemy by rolling X.

**ROLL A DIE: IF X: CAN AVOID TRAP** When a player triggers a trap, he may roll a die. If the die roll is X, the trap triggers, but has no effect on the player.

**ROLL A DIE: IF X: PARALYZE FOR Y TURNS** If X is rolled, the attacking player is paralyzed for Y turns.

See [PARALYSIS](#)

**ROLL A DIE: IF X: POISON -1 HEALTH FOR Y TURNS** If X is rolled, the attacking player loses -1 health each turn for Y turns.

See [POISON](#)

**ROLL A DIE: IF X: DODGES PLAYER'S ATTACK** If X is rolled, the enemy takes no damage from the attacking player for this turn.

**ROLLING AN X: (SHOWN ON SOME CARDS)** If the player has an item equipped with this description, when X is rolled for the player's attack roll, apply the given effect.

**ROLLING AN X: BLOCK ENEMY'S ATTACK THIS TURN** If X is rolled for an attack roll, the attacking enemy deals no damage to the player. Additionally, if the enemy has any abilities they are not applied this turn.

**ROLLING AN X: REROLL TWICE** Player rolls two more times for his [ATTACK ROLL](#). Once for the first attack, and once for the second attack. If either of these rolls is an X, two more rolls are allotted. Repeat until an X is not rolled as an attack. Attack modifiers are applied to the sum of all rolls for that turn.

For example, say a player has +2 to attack roll and rolls an X. The player rolls twice more resulting in a 2 and a 5. Therefore, the damage dealt is 9 (2 + 2 + 5).

**ROLLING AN X: ATTACK MISSES** Player deals no damage to the enemy this turn.

**SCORE SHEET** Players may keep track of in-game stats and other values on the score sheet. As the game advances, players will gain and lose stats. For example, on their score sheet, players should keep track of their current health (which starts at the player's maximum health amount) and enemy's current health (which starts at the health amount indicated on the enemy card) when the player is in combat. Additional score sheets may be downloaded and printed from the [Print page](#).

**SECONDARY HAND SLOT** One of the [ARMOR SLOTS](#) on the [EQUIPMENT CARD](#). A single card with the matching secondary hand slot symbol can be equipped by placing this card on the secondary hand slot on the [EQUIPMENT CARD](#). Under special situations, a second weapon may be placed in the secondary hand slot (the [ROGUE](#) character can equip a second [DAGGER](#) in this slot). Some items are double-handed, like the [MAUL](#), meaning the item covers the [PRIMARY HAND SLOT](#) and the Secondary Hand Slot when equipped.

**SELL** When a player is on a shop, he may buy and sell items. He can sell any item in his inventory for its given gold amount. He may buy any item from the shop for **twice** the price indicated on the item's card. Once he sells a card, he should discard it.

See [BUY](#), [SHOP](#), and [TRADE](#)

## **SEWER RAT**

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook  
See [ROLL A DIE: IF X: POISON -1 HEALTH FOR Y TURNS](#)

## **SCROLL**

Read the [Scrolls](#) section in the rulebook.  
See [IDENTIFY AN UNKNOWN ITEM IN YOUR HAND](#), [MOVE TO ANY ADJACENT TILE](#), [POISON INSTEAD HEALS +X HEALTH](#), [REMOVE ALL YOUR CURSED ITEMS](#), and [+X TO MAX HEALTH](#)

## **SHADOW CAPE**

Read the [Weapons and Armor](#) section in the rulebook  
See [ROLL A DIE: IF X: CAN FLEE](#)

## SHIELD

Read the [Weapons and Armor](#) section in the rulebook  
See [ROLLING AN X: BLOCK ENEMY'S ATTACK THIS TURN](#)

## SHIELD SLOT

See [SECONDARY HAND SLOT](#)

## SHOP

Read [The Shop](#) subsection in the [Tiles](#) section of the rulebook  
See [BUY](#), [SELL](#), and [TRADE](#)

**SHOPKEEPER** He's the owner of the shop. He also plays a part in [the story](#).

Read the [The shopkeeper's debt](#) subsection in the [Goals](#) section of the rulebook

## SHOPKEEPER'S DEBT

Read the [The shopkeeper's debt](#) subsection in the [Goals](#) section of the rulebook

**SHOP CARD** Shop cards are the items that can be purchased while a player is on a [SHOP TILE](#). A player may purchase an item by paying **twice** the indicated gold amount.

See [BUY](#), [SELL](#), and [TRADE](#)

## SHOP TILE

Read [The Shop](#) subsection in the [Tiles](#) section of the rulebook

**SKIP TURN** This is an effect card that a player may use to indicate how many turns should be skipped. Rotate the card to indicate the number of turns left under that effect.

See [EFFECT CARD](#) for details about how to keep track of turns paralyzed  
See [PARALYSIS](#)

**SPARE CARD** Card Rogue has hundreds of small cards, and we'd hate the game to become unplayable if a fundamental card is lost. 20 spare cards are printed with several card backs, they can be recognized with the title: **SPARE XX**. They should be taken out of the game until a card is lost. Instead of writing on the spare card and having ink smear over cards, the spare cards are conveniently uniquely labeled. Keep a reference paper for each spare card used of what card it is replacing.

## STANDARD TURN SEQUENCE

Read the [Turns](#) section of the rulebook

**STARTING TILE** Each player lays down a starting tile to begin the game. Starting tiles need to have at least four [EXPLORATION CARDS](#) between them. A dead player will start again at any starting tile. During the [END RUSH](#), the game ends when a player moves onto a [STARTING TILE](#) to exit the catacombs.

## STEAL

Read [Stealing](#) subsection in the [Interacting with other players](#) section of the rulebook

## SWORD

Read the [Weapons and Armor](#) section in the rulebook

See [+X TO ATTACK ROLL](#)

## TELEPORTATION

See [POTION OF TELEPORTATION](#)

**THROW** When a player is on an adjacent tile to another player or enemy, he may throw items on him. This means that the player can remove a throwable item from his hand and the item's effect is given to the player or enemy that the item was thrown on. Items generally work somewhat differently when thrown. See the individual items' terms for more detail.

## TRADE

Read [Trading](#) subsection in the [Interacting with other players](#) section of the rulebook

See [BUY](#), [SELL](#), and [SHOP](#)

## TRAP

Read [Traps](#) subsection in the [Tiles](#) section of the rulebook

See [TRAP OF PARALYSIS](#), [TRAP OF POISON](#), and [TRAP OF SPIKES](#)

**TRAP OF PARALYSIS** End turn, and skip the next turn. If an enemy moves on the trap, he will be unable to attack or apply combat effects for a turn.

See [TRAP](#) for details on how a trap works

See [PARALYSIS](#)

**TRAP OF POISON** Lose 1 health, at the beginning of each turn, for 2 turns. If an enemy steps on the trap, he will lose 1 health for 2 turns.

See [TRAP](#) for details on how a trap works

See [POISON](#)

**TRAP OF SPIKES** The player or enemy will lose 2 health.

See [TRAP](#) for details on how a trap works

## TRIP

Read [Tripping](#) subsection in the [Interacting with other players](#) section of the rulebook

## TROLL

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook

See [DOES NOT CHASE](#)



**UNSELLABLE** When an item has the gold amount symbol crossed out, that item is unsellable. The player cannot [SELL](#) an unsellable item. Also, an unsellable item cannot be discarded; however, it may be stolen. When a player dies, if they do not choose to keep the unsellable item, it must be placed face-down on the tile where the player died.

## VAMPIRE BAT

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook  
See [HEALS +X HEALTH EACH ATTACK](#)

## VICTORY POINT

Read the [Goals](#) section of the rulebook

## VISION LENS

See [ROLL A DIE: IF X: CAN AVOID TRAP](#)

**WARRIOR** One of the six [CHARACTER CARDS](#) available to play. You may [download a replacement](#) of this character card to print or view as a reference.

## WEAPON

Read the [Weapons and Armor](#) section in the rulebook  
See [BATTLE AXE](#), [DAGGER](#), [MAUL](#), and [SWORD](#)

## WEAPON SLOT

See [PRIMARY HAND SLOT](#)

## ZOMBIE

Read the [Combat](#) subsection in the [Turns](#) section of the rulebook  
See [MUST KILL WITHIN A SINGLE TURN](#)

## +5 OR +2 OR +1...

See [+X TO ...](#) terms below

## -3 OR -2 OR -1...

See [-X TO ...](#) terms below

**-X DAMAGE TAKEN** A player takes X less damage from an attack. If X is greater than the attack, the player takes no damage. If the player has multiple items that reduce damage taken, the damage reduction stacks. This only applies to attack damage: [POISON](#) still causes the player to lose 1 health each turn.

**+X MOVEMENT MUST BE OUT OF COMBAT** If a player is not in combat, he may move +X more in a single turn. A player must take additional moves during step 3 of [THE STANDARD TURN SEQUENCE](#).

**+X TO ATTACK ROLL** The player's [ATTACK ROLL](#) is increased by X permanently. This means that after a player rolls for attack damage, add X to that amount. If conflicting meanings occur with other applied effects, the meaning that gives the greatest advantage to the player is applied.

For example, a player is attacking an enemy and rolls a 2 on the die. He will deal  $2 + X$  to that enemy's health. If the player has an item that ensures the minimum attack damage is 3, then he will deal  $3 + X$  to that enemy's health.

**-X TO ATTACK ROLL** The player's [ATTACK ROLL](#) is decreased by X permanently. This means that after a player rolls for attack damage, subtract X from that amount. If conflicting meanings occur with other applied effects, the meaning that gives the greatest advantage to the player is applied. For clarification, this does not mean a player can disregard this effect, but certain effects can be negated in certain circumstances.

For example, a player is attacking an enemy and rolls a 2 on the die. He will deal  $2 - X$  to that enemy's health. If the player has an item that ensures the minimum attack damage is 3, then he will still deal 3 damage.

If a player's attack is 0 or negative, the attack does nothing.

**+X TO MAX HEALTH** The player gains a permanent increase to his [MAXIMUM HEALTH](#). He also immediately adds X amount to his current health when the artifact is picked up.

For example, if a player has a maximum of 10 health, but currently only has 7 health, his maximum health will become  $10 + X$ , and his current health will be  $7 + X$  health.

**-X TO MAX HEALTH** The player gains a permanent decrease to his [MAXIMUM HEALTH](#). He does not lose the X amount from his current health when the artifact is picked up, even if this means the player's current health exceeds his maximum health. Instead, healing will never exceed the amount of the maximum health.

For example, if the same player instead had his current health at his maximum health, that of 10, his maximum health will be  $10 - X$ , but his current health will still be 10. If he later loses 1 health, he cannot restore his health to 10. He can restore health once his health is lower than  $10 - X$ , and can only restore it to  $10 - X$ .