

# Torchlit Abyss - Venture Forth

Torchlit Abyss is a 1-9 player dungeon crawler where players take turns building up the dungeon from cards in their hand



Estimated Time: 45-180 mins

## Box Contents



51 Monsters



72 Rewards



39 Dungeons



12 Starters



9 Players



100 Energy Points



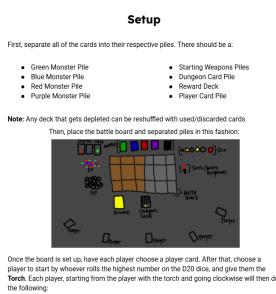
D20 | D6 | D10 | D12 | D8 | D4



100 Health Tokens (1-1000)



1 Battle Board



Once the board is set up, have each player choose a player card. After that choose a player to start by whoever rolls the highest number on the D20 die, and give them the Torch. Each player, starting from the player with the torch and going clockwise will then do the following:



1 Rulesheet

1 Torch

# Setup

First, separate all of the cards into their respective piles. There should be a:

- Green Monster Pile
- Blue Monster Pile
- Red Monster Pile
- Purple Monster Pile
- Starting Weapons Piles
- Dungeon Card Pile
- Reward Deck
- Player Card Pile

**Note:** Any deck that gets depleted can be reshuffled with used/discard cards

Then, place the battle board and separated piles in this fashion:



Once the board is set up, have each player choose a player card. After that, choose a player to start by whoever rolls the highest number on the D20 dice, and give them the **Torch**. Each player, starting from the player with the torch and going clockwise will then do the following:

- Roll a D10. Take the result of that roll, add 10 to it, and that will be your starting health (take health tokens that add up to this number)
- Choose from three classes, cyan/magic, green/ranged, or red/melee. Take 2 EP (Energy Point tokens) of the classes' respective color and the classes' starting weapon
- Privately draw three dungeon cards and keep them hidden by you

After this, the party is ready to start the game!

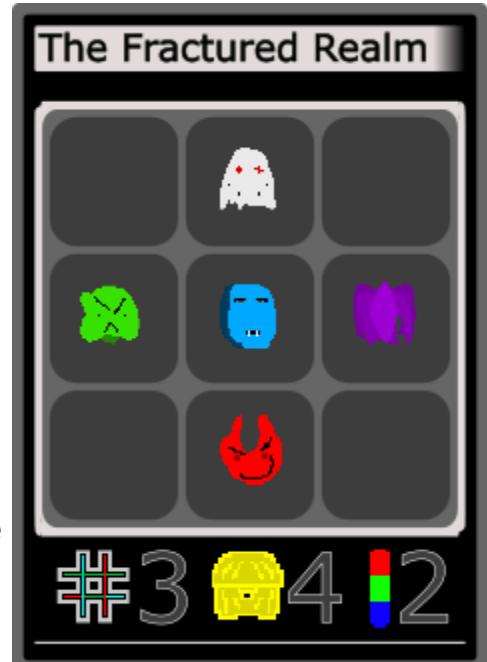
# Before The Battle

The torchbearer will now place a dungeon card of their choice from their hand and place it beneath the Battle Board in the section highlighted in the setup example.

Monster dungeon cards generally look like this 

They have a name, followed by a 3x3 grid that contains some assortment of monsters, and then how many actions the players can take each round and the rewards at the bottom.

Before monsters are placed, have each player (starting with the torchbearer and going clockwise) place their player card on the left-hand 3x3 of the battle board (colored brown). After all players have placed their cards, draw a monster card for each monster symbol from the correlating deck (the green depicted monster here would have you drawing a green monster card) and place it in the corresponding tile on the right-hand 3x3 of the battle board (colored gray).



For white monster symbols, the deck to draw from is determined by a dice roll. A roll of 1-6 is a green monster, 7-13 is a blue monster, 14-18 is a red monster, and 19-20 is a purple monster. The dice you roll to determine this however changes depending on the number of dungeon cards you've played. The dice type goes from the D6, to the D10, to the D12, to a combination of the D4 and D12 at the same time, and finally to the D20 after 20 dungeons have been beaten.

The other two types of dungeon card are more straightforward, they are as follows:

## Treasure room

Draw reward cards equal to the number rolled on a dice (may split the rewards up amongst players as you wish, dice type specified at the bottom)



## Shop room

Place the top four reward cards face up on the battle board and each player may take turns trading for an item by trading one or more of theirs to equal or exceed the value of the card they want (may combine with other player's cards values, does not constitute trading)



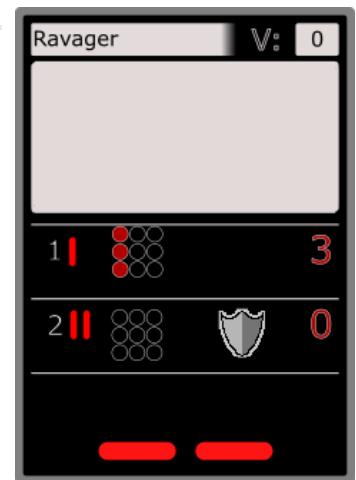
# The Battle (Players)

Starting with the torchbearer, and going clockwise, each player will have the opportunity to either take a number of actions (if any are left to be taken) or take an EP off of a weapon that currently has an EP on it (if applicable). During the player round, each player will get to do one of the following, defaulting to the second option if there are no more actions left to be taken. Actions are as follows:

- Using an attack on a weapon
- Using an item
- Trading items

Weapon cards generally look like this

They have a name, value, image, some number of attacks, and places to put EP. To use an attack on a weapon, place EP equal to the amount labeled on the left of the attack in the slots (if there is space) thus triggering the attack and using an action. Where an attack hits is labeled by a grid or by arrows that affect the monster's side, then next to that are any icons of effects that the attack may have, and then finally on the far right is the damage amount per tile hit. There may also be subtext further explaining what the attack does. For what an icon means, consult the iconography at the end of the rules.

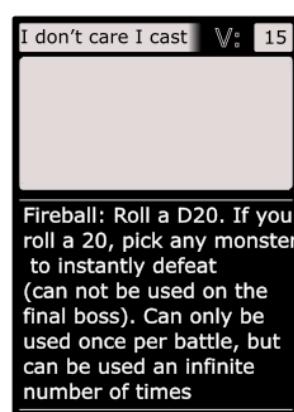


**Note:** You may only have 3 weapons out at a time, any excess weapons go into a face up pile that you may trade with to swap two weapons (essentially trading with yourself)

Item cards generally look like this

They have a name, value, and some description. All you need to do for these cards is use an action to activate them and then do what the text says. You may have as many item cards as you'd like, choose to keep them hidden or revealed, and use them in any order as long as you have the actions to do so.

Finally, when trading with another player, you may either give them a card for nothing or have them give you a card in return for giving them a card.

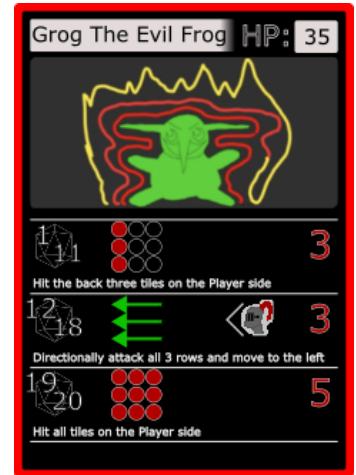


Once every player has done actions or taken an EP off (if applicable), the players may choose to retreat from the dungeon by majority vote, thus triggering an "End of The Battle". If they stay, it goes to the monster's round.

## The Battle (Monsters)

Monster cards generally look like this

They have a name, health, image, and some actions they can do. The actions are fairly similar to weapon actions, with two differences. The first difference is that their attacks focus on the player side of the board rather than the monster side, and the second difference is that instead of an EP cost for attacks, they are determined by a dice roll. For this card, a roll of 1-11 hits the back three tiles on the player side for 3 damage each, 12-18 does another attack, and 19-20 does a 3rd attack. Monsters only take one action each per round, and the turn order for monsters is top to bottom, left to right (top left monster goes first, bottom right monster goes last).



Once all monsters have gone, it goes back to the player's round.

## End of The Battle

The battle ends if either all monsters are defeated, all players die, or the players retreat. The following happens for each outcome:

- If all monsters are defeated
  - The rewards for the dungeon card are collected by the player who placed the dungeon card (they may give one of their rewards to another player)
  - The player who placed the dungeon card may draw a new one face down
  - Players who died during the fight come back to life with 10 HP. They additionally lose a treasure card and a quarter of their EP (rounded down, cannot go under 2 EP)
  - Pass the torch piece to the next player (clockwise) and start the "Before The Battle" phase
- If all players die
  - The party has lost the game, restart and try again!
- If the players retreat
  - The torchbearer **does not** draw a new card
  - Players who died during the fight come back to life with 10 HP. They additionally lose a treasure card and a quarter of their EP (rounded down, cannot go under 2 EP)
  - Pass the torch piece to the next player (clockwise) and start the "Before The Battle" phase

# Winning The Game

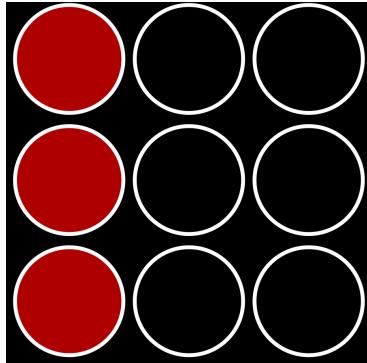
To win, the party must defeat “The King”, who resides in one of the dungeon cards and is not placed in any deck (as though to taunt you directly of your impending doom). If the party defeats the king, everyone wins. Do note that the party cannot retreat from the king room once inside.

**Good luck out there! May the abyss make you anew. Keep it lit!**

## Iconography

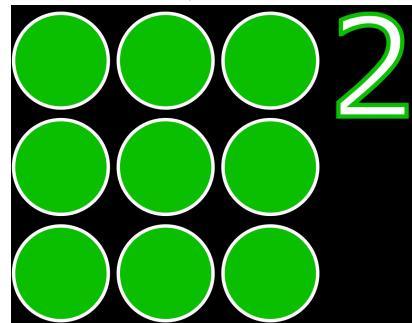
Direct Attack:

Attacks any tile highlighted in red



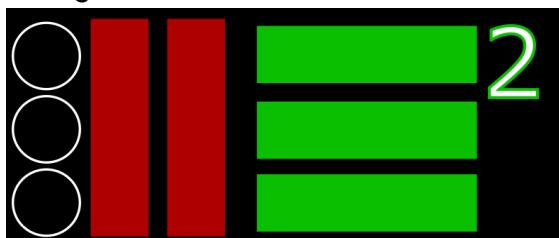
Custom Direct Attack:

Attacks a number of the green highlighted tiles equal to the number on the right (any two in this instance)



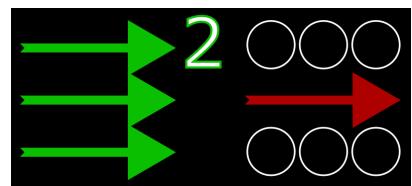
Column/Row Attack:

Attacks every tile in a column or row, or a number of them based on the given number on the right



Directional Attack:

Attacks the first entity it encounters traveling in the direction of the arrow, the green and red system works similarly to the direct and custom direct attacks



**Healing:**

Heals for the number in green (usually replaces the damage amount)



**Stun:**

Stuns the target, skipping their next turn



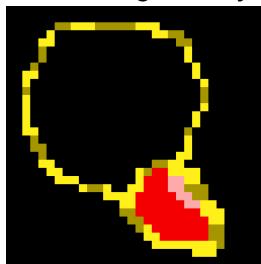
**Location-Based Attack:**

Attacks tiles based on the current location of the entity (the first of the two image examples would attack the column in front of the entity)



**Charms:**

When you see this on an item, that means that this card can be used more than once and does not go away when used



**Block:**

Blocks damage for the amount specified on the shield icon



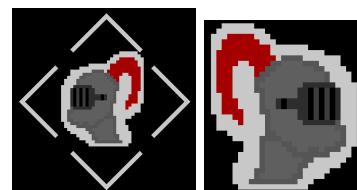
**Lifesteal:**

Heals the amount of dealt damage



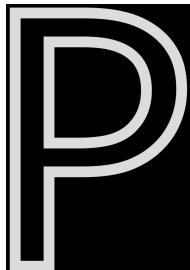
**Movement:**

Moves in one of the given directions labelled by arrows, or if there are no arrows, move to any unoccupied space. If an entity is in a space that another entity is trying to move into, they swap places. Finally, if an entity finds themselves on the wrong side of the board (not their side), then they must move back to their side (and the position they traveled from) after their turn is over



**Passive:**

Read whatever is written next to this symbol, and apply it when necessary



**Consult subtext:**

If a symbol is missing but this is there, then consult the subtext for what the card does



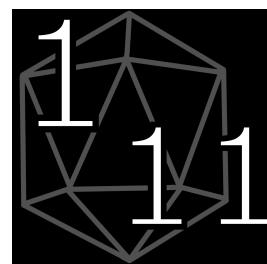
**Syphon:**

If this attack kills an enemy, you can place one more EP on this card to attack again. Ignore this card's max EP. Maximum of 2 Syphon activations per turn



**Dice Roll:**

A roll between 1 and 11 would trigger this action, the numbers differ, and only 1 number means that only one number can trigger the action



## Credits

TAs: Joshua DeWinter, Cedric Guessou, Nicholas Lusardi, Nick Binetti, and Ethan Purnell

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