

## The Tower

Welcome!

*You are trapped on the top floor. Search for a way out.*

When you flip a card, read the entire card before resolving it. When you're ready, resolve the card by following the instructions from the top down.

Place this card off to the side. This will be the beginning of a pile of discarded cards. Then, flip the top card of the deck.

## Dusty Corridor

Environment

Continue on...  
*(Discard this card, and flip the top card of the deck.)*

## Empty Corridor

Environment

Continue on...

*The shadows in the hallway beckon you forward. You know what to do.*

## Key

Item

Equip  
*(Keep this card in front of you, and flip the top card of the deck.)*

Activate: Discard a Locked Door. If you do, flip the top card of the deck.  
*(You can choose when to use Activate abilities.)*

## Vial of Poison

Item

Equip

Activate: Discard this card. You die. Refer to Death A.

## Locked Door

Environment

*It's locked.*

## Boon of Safety

Item

Equip

If you would die, discard this card instead.

## Anti-Magic Ward

Environment

If you have a Boon of Safety, you die. This death cannot be prevented by Boon of Safety. Refer to Death B.

*(You may use Activate abilities of other cards after reading and before resolving flipped cards.)*

Continue on...

## Storage Room

Environment

*You hear a strange noise from the next room. It may be wise to arm yourself.*

Reveal the top two cards of the deck. Choose one to resolve, and discard the other. Discard this card.

## Rusty Sword

Item

Equip

Activate: Discard a creature and this card. If you do, flip the top card of the deck.

## Mysterious Ring

Item

Equip

Soulbind  
*(Sometimes, you won't know what cards do.)*

## Goblin

Creature

You die. Refer to Death C.

*The only failure that matters is a failure to learn.*

## Merchant

You may flip over one of your Items. It is now a Coin.

Continue on...

## Fountain

Holy Site

You may discard a Coin to discard the top card of the deck.

Continue on...

## Spike Pit Trap

Environment

You die. Refer to Death D.

*One wrong step leads to disaster. Unlucky...*

## Cursed Amulet

Item

Equip

Soulbind  
*(Activate: Capture a Creature by placing it under this card. If you do, flip the top card of the deck.)*

## Vengeful Ghost

Creature

You die. Refer to Death E.

*Finder's keepers.*

## Altar

Holy Site

*(You may purge your Soulbind Items at Holy Sites by discarding Captured Creatures. For each Creature discarded, discard the top five cards of the deck.)*

Continue on...

### Dismissal of the Gods Event

You die. Refer to Death F.

*They are petty beings, and they demand respect.*

### History Book Item

Equip

*"The Merchant card is one of the oldest in The Tower, even older than subtypes. He's since been errata'd to have the Creature subtype."  
- Rhystic Readings, Vol III*

### Curse of Knowledge Event

You die. Refer to Death I.

*What? You've never heard of being bored to death?*

### Secret Passage Environment

You win. Refer to Victory A.

*A quick and easy way out.*

### Disdain of the Gods Event

You die. Refer to Death G.

*The only sin worse than ignoring them is failing them.*

### Favour of the Gods Event

You die. Refer to Death H.

*Alas, they only know one mercy.*

### The Exit Environment

You win. Refer to Victory B.

### The Basement Environment

You... shouldn't be here. If this is your first time playing, you're looking at the bottom of the deck. Flip the entire deck over, and start with Card 0: The Tower. If you got here naturally by playing the game, refer to Death J.