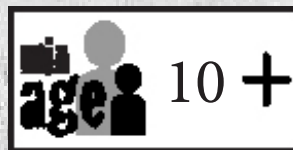


# The Lich's Crypt

*Delve into this dangerous dungeon in your attempt to defeat the evil Lich lurking in its depths.*

Deep in a forgotten crypt, an ancient evil has returned and is beginning to regain its former strength. Take on the role of six unique adventurers who risk their lives to stop the Lich before it can fully resurrect. Each adventurer has their own special set of skills to help them fight. Venture deep into the heart of the crypt, fending off vicious foes and avoiding dangerous traps. Work as a team to overcome a variety of unique encounters that get more challenging the further into the crypt you go. Collect treasure and other useful trinkets along the way and use them to defeat your toughest enemies. In this rogue-like dungeon-crawler, it's up to your wits and your strength as a team to put the ancient evil to rest for good.



# What's in the Box

- 20 Encounter cards
- 72 Enemy cards (X first floor, X second floor)
- 2 Boss cards
- 12 Hazard cards

- 6 Player cards
- 36 Item cards

- 1 White six-sided die
- 2 Orange six-sided dice
- 2 Green six-sided dice
- 2 Blue six-sided dice
- 2 Purple six-sided dice
- 2 Cyan six-sided dice
- 2 Pink six-sided dice
- 12 Red six-sided dice
- 12 Yellow six-sided dice

## Objective

Work together as a team to conquer all four floors of the Lich's dungeon and face off against the fearsome foe one final battle. Fight through 5 encounters on each floor with the objective of reaching the boss at the end of the floor.

## Combat Cards

Zombie

Undead

1

Retaliation

(On Non-Ranged/Non-Reach attack and not killed, attack attacking player)

2

6

## Hazard Encounter

Corrosive Haze

Players roll a six-sided die; any who roll a 1 lose one of their equipped items (Player's Choice)

Any who don't have items lose 1 health

## Boss Card

Zombie Ogre

Undead

1

Cleave 2

4

18

## Item Card

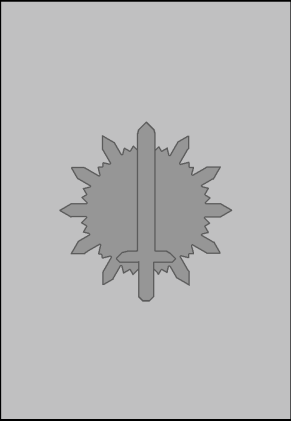
Wooden Shield


Armor

Held

+1 Armor

Player Card






**Paladin** 

*Warrior of the Gods (Passive)*  
(Weapon items give +1 damage)  
(Holy items give +1 energy)

*Divine Smite (Spell, 2, Action)*  
(Deals 2 + Attack damage, Non-Ranged)  
(Requires Undead target)

*Healing Hands (Spell, 2, Action)*  
(Heals target for 2 health)  
(Requires Undead on field)



Setup

- 1. Each player chooses a character card and places it in front of them. They then take two colored dice, not red (enemy health dice) or yellow (energy dice), and use them to represent their health. Finally, they take yellow six-sided dice to represent their energy. These dice can be placed near their character card.
- 2. Place the two Boss cards and the three Minion decks aside face-down. Then sort and shuffle the item, encounter, hazard, and monster decks, placing them face-down in the order shown below

- 3. Draw first floor item cards equal to the number of players plus two and place them face-up. As a group, give each player a single item card. Put the two remaining cards back into the deck and reshuffle it.
- 4. Take the top five encounter cards and lay them face-down in a row and then place the first floor boss card face-down to the right of the fifth encounter card.
- 5. Set up the party by placing each player's character card next to each other in a row, leaving enough space above each character card in order to place enemies during combat. The order of the cards is up to the players.

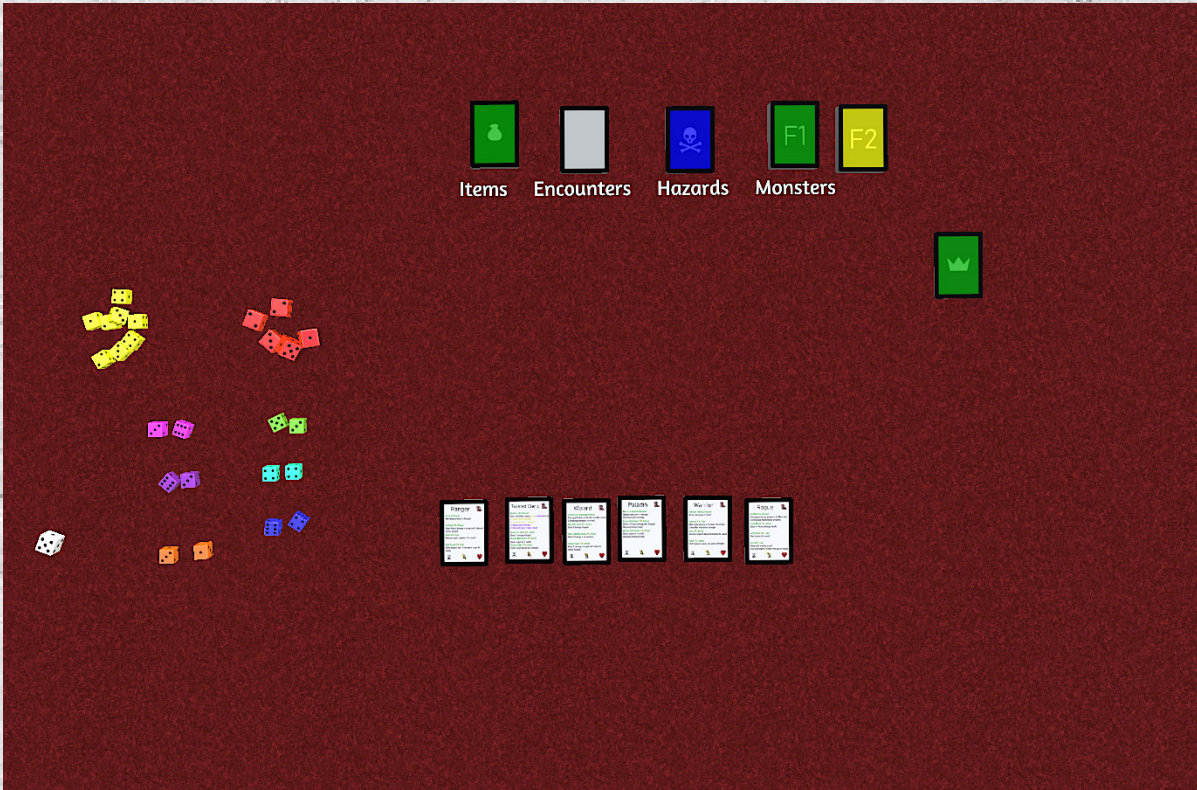
How to Play

Players

Stats and Abilities



Each player has numbers showing their attack (crossed swords), health (heart), energy (lightning), and speed (boot).





Player's Base Damage is listed on their card.

- Non-Weapon Damage is their Base Damage
- Weapon Damage is Base Damage + Weapons bonus damage
- Ability Damage is the number in the description + Base Damage + Weapons bonus damage
- Spell Ability Damage is the number in the description + Spell Power

Player's maximum health and energy values are listed on their card. This is also their starting values. If a player's health is ever reduced to 0, they faint. Until they regain any health, that player cannot take actions, activate abilities, and their turn is skipped. At the end of every encounter, all fainted players return with 1 health. If all players faint at any time during an encounter, the players lose and the game ends. Players regain all of their energy at the end of the floor.

Players also have unique abilities listed in green text on their card. The parenthesis next to the action name describe the action:

- **Passive** means the action is always active
- **Spell** means the action is magic based and the effect is increased with spell power
- **Cost**, represented by number and lightning, is the number of energy the ability costs
- **Free** means the player can activate at any point on their turn
- **Action** means the ability requires the player's action

#### Dual Wielding (Passive)

(Can equip a second weapon in the Worn slot)  
(Cannot equip Reach/Range weapons)

#### Sneak Attack (1⚡, Action)

(Deals 1 + Attack damage, Reach)

#### Swift Stance (1⚡, Free)

(Gain Evade 4 for round)

#### Dash (0⚡, Free)

(Swap with another player)

(Cost increases to 1⚡ after first use per round)

## Items

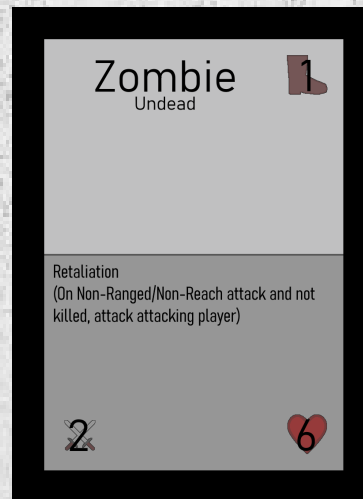
Players can have any number of items at a time, held in their inventory. Players may freely trade items between each other between encounters.

Each character has a **held**, **worn**, and **trinket** slot for equippable items. Equippable items that increase maximum health and/or energy will add to a character's current health/energy value **the first time it is equipped**. Trading this with other characters or unequipping and reequipping it will only increase the maximum values. A character can only equip one of each type unless specified otherwise. Indicate the currently-equipped items by placing it beneath the character using it.

## Enemies

Each enemy has numbers showing their attack (crossed swords), energy (lightning) if any, health (heart), and speed (boot).

Enemy's maximum health and energy, if any, values are listed on their card. This is also their starting values.



Enemies also have unique abilities listed on their card divided into passive and active abilities (whether there is an energy cost or not). Passive abilities are always active, while active abilities are used every round the enemy has energy (most expensive ability used first).

## Encounters

Progressing through each floor is separated into individual encounters, represented by the face-down encounter cards. To begin, flip over the leftmost face-down encounter card and follow the described encounter. If the card has a **red** background, it is a combat encounter. If the encounter has a **blue** background, it is a hazard.

Combat Encounters



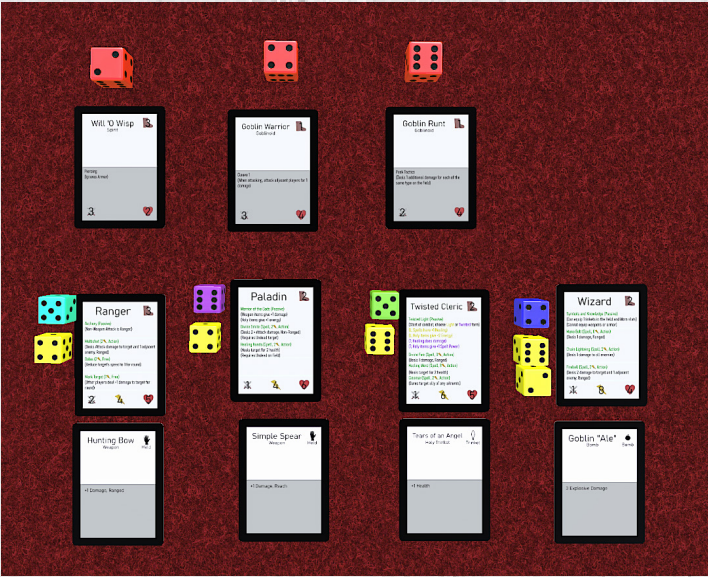
Draw the specified number of cards from the enemy deck that match es what floor the party is currently on, modified by the Player Scaling table below. Place red six-sided dice near each of the enemy cards to represent each card’s health as shown on the bottom. These encounters are resolved through combat.

Player Scaling

In order to accommodate parties of varying size, the amount of enemy cards drawn changes based on the number of players. When drawing enemy cards, draw more or less than what is listed on the encounter card based on the table below (minimum of 1 card drawn, maximum of 6 cards drawn. Counts for bosses as well).

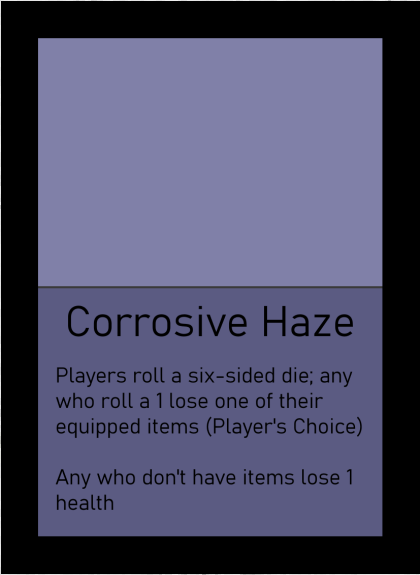
Number of Players	Additional enemy cards to draw
1	-2
2	-1
3	0
4	0
5	+1
6	+2

Card Placement



Setup the enemy cards so that each one is above each member of the party, laying them down from left to right. If there are less enemy cards than there are members of the party, lay down however many enemy cards there are. If there are more enemy cards than player cards, lay down the remaining enemy cards in a row in front of the other enemy cards from left to right (for example, if there are 3 enemy cards and 2 players, lay the extra enemy card in front of the first enemy card so that the first player has 2 enemies in front of them and the second player only has 1).

Hazard Encounters





Hazard encounters require the party to maneuver their way out of/around a dangerous hazard. Draw a hazard card from the hazard deck and lay it face up. Read the description of the hazard card and resolve the encounter as the card says.

### ***Between Encounters***

Once an encounter is completed, if it was a combat encounter, as a group draw two item cards and pick one of the two to keep. The other is discarded. The kept card may be given to any player, determined by the group.

Before moving on to the next encounter, party members may trade items with each other, use any consumable items they have, swap positions in the party freely, and use any abilities they have (paying the energy cost as normal).

### ***Deviating from the Path***

Once the party is prepared, they move onto the next encounter. Flip over the next encounter card. At any point in time after the first encounter, the party gets some choice in the encounter that they fight: after flipping over the next encounter on the main path, the party may choose to either play that encounter, or to **deviate from the main path** and move onto a **secondary path** by placing an encounter card above that one face-up. Now players must choose whether to continue on the main path or head onto the secondary path.

After completing the encounter on the secondary path, the party then places a new encounter card down to the right of the encounter they just resolved. The party must resolve this encounter. Once this encounter is resolved, the party can choose again whether they want to **continue resolving encounters on the secondary path**, or if they want to **return to the main path** by clearing the encounter below the currently resolved encounter.

The party cannot deviate from the secondary path onto a third path; only two paths may exist at a time. The party is also not allowed to backtrack and can only move forwards or between the main path and secondary path. No matter what, the party

must complete the final encounter on the main path in order to access the boss for that floor.

### ***Boss Encounter***

The last encounter of the floor is the floor boss. After flipping the boss encounter card, move it to the left most position of combat and follow Combat Encounter rules.

After the encounter, flip the boss artifact card and as a group decide who keeps it. Then follow steps 4 and 5 of Setup, substituting the first floor boss card with the next floor boss card.

## ***Combat***

Combat consists of a series of turns; every player and enemy has one action per turn and once each player and enemy has gone, that turn ends and the process repeats. Some effects last a certain number of turns, so make sure to keep track of turns as they pass. Players and enemies can only attack the player that is in front of them (unless a card/ability says otherwise).

### ***Speed***



Turn order will **follow speed values**, so the card with the highest speed goes first. If a player has the same speed as an enemy, the **player goes first**. If two enemies or players have the same speed, resolve their actions **from left to right**.

### ***Player Actions***

On a player's turn, they can perform one of the following actions:

- **Attack** an enemy: The enemy loses health equal to your attack damage. If the enemy's health is reduced to 0, it dies. Players can only attack the player that is in front of them (unless a card/ability says otherwise).
- Use an **Item**: A player may play any playable item card in their hand.
- Use **Ability**: Spend the amount of energy and

- follow the abilities description. Some abilities cost their action to use, and others are free.
- **Swap** positions with another player.
- **Pass**: Do nothing.

Players are allowed to give another player an item from their inventory. This can only be done on the giving player's turn and does not use their action.

### ***Fainting***

When a player faints, any monster in front of them immediately moves to the leftmost open space in front of a non-fainted player. If there is no such space, then move that monster behind the current leftmost monster into a new **back row**. Each round that monster spends in the back row, it heals 1 hp instead of using other actions on its turn.

At the end of each round, if there is an open space in front of a non-fainted player, shift all monsters left of that open space to the right and move a monster from the back row into the new leftmost opening. If there are multiple monsters in the back row, fill them in order from left to right.

## **Winning the Game**

The goal of the game is to complete the 4th floor of the Crypt and defeat the final boss.

## **F.A.Q**

### ***Does evade stack?***

No, only the highest value is applied. So if a character has Evade 2 from one source and Evade 4 from another, their total evade is still 4

### ***Do monsters count as adjacent even if there's a gap between them?***

No. If there are three monsters on the field and the one in the middle is killed, the other two do not count as adjacent.

### ***Do item bonuses to energy and health increase both current and total energy/health?***

Yes. Any items that grant these bonuses increase both their current and maximum energy or health by the listed amount.

### ***When can the Warrior use its Shove ability?***

The Warrior can Shove a creature in front of them when there is an open space on either side of the enemy being shoved and the space has a non-fainted player in front of it.

## **Credits**

The following people made this game possible.

Game Concept:	Kyra Cruse	Simon
Demirjian	Connor Gordon	David
Patch		

Game Art:	Connor Gordon
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Play Testers: Alex Herman, Matt Benson, Camryn Jette, and The Class of IGME 621

# Reference

Types of Attacks	Description
Normal	Can only attack cards directly in front of it
Reach	Can attack cards directly in front of it or immediately adjacent
Ranged	Can attack any card regardless of position

Keywords	Description
Animated	Cannot be killed, Removed when last monster type
Armor X	Reduces damage by X to a minimum of 1
Chant X (1 Energy Cost)	Adjacent allies gain X attack for round
Cleave X	Deal X to players adjacent to the target
Diseased X	Roll six-sided die; On X or lower, target gains Sickened ailment
Evade X	On Non-Spell attack, Roll six-sided die; On X or lower, attack misses
Gelatinous	Ignores Weapon damage
Guard X	Reduces Non-Spell damage dealt to adjacent allies by X to a minimum of 1
Hatch	After 2 turns, remove this card and replace with monster of next floor
Quick-Toss	Can be used at any point during combat, even if it's not the player's turn
Pack Tactics	Deals additional damage for each enemy of the same type on field
Piercing X	Ignores X Armor
Reanimation X	On Non-Spell/Non-Explosive death, Roll six-sided die; On X or lower, return with 1 health
Retaliation	When attacked by Non-Ranged/Non-Reach melee attack and not killed, Attack back
Swarm	Additional Health for each of the same type starting on field
Vampirism	Heals for damage dealt
Wail X (1 Energy Cost)	Players Roll six-sided die; On X or lower, their initiative is 1 for next round



Ailments	Description
Sickened	Card has -1 Attack