

EXPLORE

Tomb of Rasha

"Ah adventurers, you have arrived. Recent attacks by fowl beasts have been reported and forced our hand in seeking your help. For centuries, the tomb of the fallen snake queen, Rasha, has lied dormant, so why now does it stir with these monsters? Seek out the cause brave adventurers. Help us."

Setup:

- Remove the Rasha and adventurer cards from the deck.
- Separate and shuffle each type of card into their own decks creating an encounter, market, and attack deck.
- Place the Rasha card at the bottom of the encounter deck.
- Both players choose an adventurer, there must be one ranged and one melee adventurer. (If you play solo, also choose one melee and one ranged adventurer. You take actions with both adventurers.)

Exploring the Tomb:

A single game includes 7 encounters, each consisting of a combat and a market phase. At the start of each encounter, draw cards from the encounter deck and place them face-up on the table until you've drawn a certain number of enemy cards.

- *Encounter 1:* 1 enemy
- *Encounter 2:* 2 enemy
- *Encounter 3:* 3 enemy
- *Encounter 4:* 4 enemy
- *Encounter 5:* 5 enemy
- *Encounter 6:* 6 enemy
- *Encounter 7:* Rasha, the Snake Queen

Trap cards affect the encounter but don't count as enemy. Keep drawing until you have enough enemies. Place each enemy on the table so that its highest HP is on the top of the card.

Combat Phase:

Combat happens over a series of rounds. Each round, characters take turns in this order:

1. **Ranged adventurer:** The ranged adventurer may use one activated item by rotating it 90 degrees clockwise and attack any one enemy. 
2. **Melee adventurer:** The melee adventurer may also use one activated item and attack once. However they cannot attack a ranged enemy if there are any melee enemies left. 
3. **Enemies:** Starting with the enemy drawn first, each enemy attacks once. Melee enemies attack the melee adventurer, and ranged enemies attack the ranged adventurer, unless that adventurer is knocked out. In which case, all enemies attack the sole surviving adventurer.

The 1st round of combat is the ambush round. During this round, only adventurers and enemies that have the -Ambush-ability take their turn.

Each adventurer has its own special ability. Special abilities can only be used once per encounter.

To attack, first declare a target and the use of any items or special abilities that modify the attack, then draw an attack card and add the card's number to the attacker's attack value.

- An adventurer hits an enemy if this number is equal to or higher than the enemy's defence.
- An enemy hits an adventurer if this number is higher than the adventurer's defence. (*The adventurers win ties.*)

A hit deals 1 damage to the defender (unless stated otherwise). Rotate the defender's card 90 degrees clockwise, therefore reducing its HP by 1. The defender is knocked out if it loses its last HP.

- The players take a knocked-out enemy's card as a gold reward to spend at the market. 
- Knocked-out adventurers can't attack or use items for the rest of the combat.

Continue taking rounds of combat until all adventurers or all enemies are knocked out.

Note: *Restore and shuffle the attack deck before each new encounter and any time the deck is exhausted.*

Note: *Attacking and targeting are different. An adventurer that can't attack certain enemies, might still be able to target them.*

Market Phase:

After each combat, the adventurers return to the market. Draw two market cards and place them face-up on the table.

At the market, the adventurers can spend gold from enemy rewards to perform any of the following actions any number of times:

- **Buy:** Buy any of the face-up market cards for their buy cost. Choose which adventurer will hold the item and gain its bonuses. Potions can only be used on the adventurer holding that item.
- **Restore Activated Items:** Pay an item's restore cost to rotate it back to its starting position. 
- **Upgrade Permanent Items:** Permanent items give constant bonuses to its owner. You can pay the upgrade cost on some permanent items to rotate it to its improved version. 
- **Heal:** You can restore 1 HP to any adventurer for 100 gold. You can do this any number of times, and you can even revive a knocked-out adventurer this way.

You may spend an enemy's reward on multiple purchases up to the card's total reward, then discard it. You can also combine enemies' rewards for a larger purchase. (*For example, you could spend one 200g card to purchase two 100g items, or two 100g cards to buy a 200g item.*)

The market doesn't give back any change for rewards not fully spend.

When you're done with purchases, discard items in the market that you didn't buy. If you didn't spend an enemy's reward on anything, then you may keep that enemy to spend on a later market phase.

During the market phase, adventurers may also exchange any items with each other.

End of game:

The game ends in victory if you defeat Rasha in the 7th encounter. You lose if both adventurers are knocked out during combat.

For the print and play:

All cards and images are under construction. Everything you currently see is just to give an example.

The adventurer cards are two-sided with the fighter and shieldman on one card and the ranger and wizard on one card. This makes it that there is always one melee and one ranged adventurer.



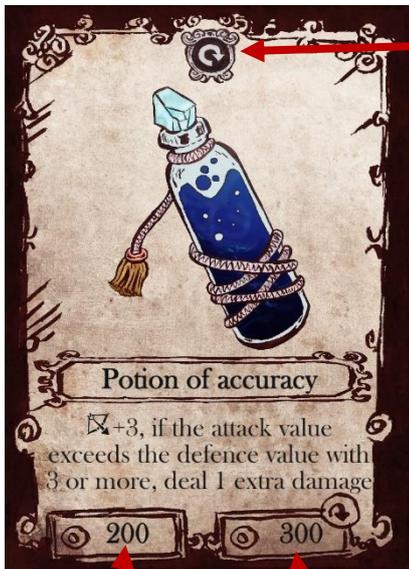
Melee value



Ranged value



Gold reward



Costs to buy

Costs to restore



Type of item



Costs to buy

Costs to upgrade