

# Labyrintheus

Tome of Knowledge - Booklet Draft

## Back Story

In the world of Ellian, nothing is as it seems. The powers of the ancients still surge throughout the lands. Titans, once slumbering are now awake and hungry for power. Only those that are strong of heart and mind survive this land. You are an adventurer, answering the call of the High King. His ranks of Champions need filling, and you need a job. You and your fellow contestants will fight to survive the Labyrintheus, a vast magical catacombs sprawling deep below the Royal Palace. Here you will face adversaries not only of your homeland, but also of those of your party members. Deadly traps riddle the damp halls. Outsmart your party members, and be the one to survive. For if you survive Labyrintheus, you will become a Kings Champion!

## Objective

Using your persona card, you will collect items in Labyrintheus to use to defeat monsters, bypass deadly traps and collect gate stones. You will use the gate stones to access the portal to the outside world, but only after slaying one last Titan!

## Game Contents

- Persona Cards
- Treasure Cards
- Encounter Cards
- Gate Stones
- Backpack (Cards in your hand)
- Health Counters
- Hardness Counters (same as health counters)
- Encounter Difficulty Increase Cards

## Game Setup

Each player must choose a character to become. Each character will have a Persona Card, Treasure Cards and Encounter Cards specifically for them. You can tell what character the cards belong to by matching the symbol of the Treasure and Encounter Cards with the symbol on the Persona Card.

Now all players will combine their Treasure Cards into one community Treasure Deck. Place this deck in the center of the table accessible by everyone. Then combine all of the players Encounter Cards into one community Encounter Deck. Now take 3 Encounter Difficulty Increase cards, and shuffle them into the community Encounter Deck. Place this deck near the Treasure Deck accessible by everyone.

Take your Persona Card and place it on the play space in front of you. Make sure you have enough room to place cards all along the outside of the Persona Card.

Place as many health tokens/markers on your persona card for the amount of health that you have.

## Game Play

Everyone roll their combat die, the highest roll goes first.

Every player starts with 3 treasure cards hidden away in their backpack (your hand). You can never have more than 5 treasure cards in your backpack, unless another card says differently.

There are three different phases to a players turn; **Prep**, **Encounter** and **Cleanup**.

**The Prep Phase:** During the prep phase you may equip any item you hold in your backpack. You may also drink any potions in your backpack or equipped. If you equip an item in a slot that already has an item, you must discard the currently equipped item before you can equip the new item.

**The Encounter Phase (Living player):** At the start of this phase, you draw 1 Encounter Card face up for all to see.

- **If it's a monster**, you must be successful during combat or else you will take the amount of damage marked on the card (plus any bonuses the monster might have from other player cards or encounter difficulty increase cards). To resolve combat, roll your combat die. If it is equal to or greater than the monsters defense score you win. At any time during combat you can discard items to activate their defensive or offensive bonuses. If the item has a harness, you can activate the item without discarding it. But every time you do you must place a hardness counter on the card. Once your hardness counters equal the hardness score of the item, the item is then discarded. Every monster you defeat in combat will reward you with 1 Treasure Card from the Deck. If you defeat a monster that shares the same character symbol as you, collect a gate stone. If you fail to defeat the monster, then you must take damage. You may discard any item that gives a bonus to defense to soak up some of the damage you are about to take. To do this, take the amount of damage being dealt, and subtract the amount of damage being soaked by the item. The remaining damage is then dealt directly to your character. Remove a Health Counter from your Persona Card for every point of damage you end up taking. If you ever run out of Health Counters, well then you're dead. But don't walk away, you still have a role to play in the torment of the other "Living" players. More on that later.
- **If it's a Trap**, you must successfully avoid the trap or take the amount of damage marked on the card (plus any bonuses the trap may have from other player cards or encounter difficulty increase cards). To see if you avoid the trap, roll your combat die. If it is greater than the Trap's skill check score (not equal to, but must be over) you avoid it. Avoided traps don't give Treasure Cards, so don't draw one. If for some reason you fail to avoid the trap, you must take the amount of damage listed on the card. Items cannot be used to soak up damage from traps (An acid pit doesn't care if you have a shield, it'll still eat your feet).
- **Always re-roll the combat die if you land on a 6 and add the two scores together for your real score.**
- **A roll of a 1 on the combat die is always a critical failure, no matter what bonuses you have you will always fail.**
- **If it's a Treasure Chest**, then follow the instructions on the card.
- **During this phase the only potions you can drink are the ones equipped in your Item slots.**

**The Encounter Phase (Un-Dead player):** At the start of this phase you draw 1 Encounter Card face up for all to see.

- **If it's a monster**, you may use this monster as a buff to your current abilities. You assume the monsters damage as a bonus to your current damage. You can also assume the monsters special ability if you want. But you can only have one special ability at one time. Once combat is over, place this monster in the discard pile.
- **If it's a Trap**, ignore it. You don't care about traps!
- **Always re-roll the combat die if you land on a 6 and add the two scores together for your real score.**
- **A roll of a 1 on the combat die is always a critical failure, no matter what bonuses you have you will always fail.**
- **If it's a Treasure Chest**, ignore it. Being dead you have no need for worldly possessions.

**The Cleanup Phase:** During this phase you may equip any item you hold in your backpack. You may also drink any potions in your backpack or equipped. If you equip an item in a slot that already has an item, you must discard the currently equipped item before you can equip the new item.

Now that your turn is over, the person to the left of you goes next unless a card has been played that alters this play order.

## Special Conditions

**Ability Cards:** Ability cards are special abilities your character can perform above and beyond what is included on your Persona Card. These cards can be played in any phase on any players turn and can target any player, monster or trap.

**Party Cards:** These cards are special cards that bring the entire party together. Everybody in the game is affected by Party Cards, even undead players. Follow the rules on the card and once complete, consider the encounter phase complete and move on to the cleanup phase for the current player.

**No more Encounter Cards:** If you can't draw any more Encounter Cards because the deck is empty, then shuffle the Encounter Discard pile and add in 2 more Encounter Difficulty Increased Cards to the mix.

**No more Treasure Cards:** If you can't draw any more Treasure Cards because the deck is empty, then shuffle any Treasure Cards that are in the Discard pile to make a new Treasure Card Deck.

**Combat – Monster Cards:** To resolve combat, roll your combat die. If it is equal to or greater than the monsters defense score, you win. At any time during combat you can discard items to activate their defensive or offensive bonuses.

**Combat – Other Players:** To resolve player versus player combat, the attacker will roll their combat die. If it is equal to or greater than the defending players Defense (after bonuses), you have scored a hit, now deal damage.

**Chaos Orb:** Sure the Chaos Orb might not look like an Orb, but isn't that Chaotic? The Chaos Orb is a special item in the world of Elia (the world Champions Challenge is set in). The Chaos Orb is said to alter space and time. Using the Chaos Orb you can alter the direction of play. So instead of the direction going to the player on the left, it will go to the player on the right. Another special thing about this item is that it has two uses. The ability will trigger when you equip the Orb, and again when you

discard the orb. It is best practice to use the orb at the beginning of your Prep phase. That way you don't get stuck with some nasty monster or trap card.

## I'm Dead...

Just because you failed the King in life doesn't mean you will fail him in un-life. Once you die, flip your Persona Card over to reveal your undead self. Some of your stats and abilities may be different so keep that in mind. Now your sole purpose in un-life is to stop the other players from leaving Labyrintheus alive. Hold on to powerful items, steal gate stones if you can or outright attack the other living players. It's your choice. Sure you can't technically "win" the game, but you can still have fun helping your once fellow party members prove they have what it takes.

## I have 4 Gate Stones, now what?

Now that you have collected 4 Gate Stones, you can attempt to leave. On your next Encounter Phase, you may announce that you are attempting to leave Labyrintheus. To do so, start flipping over any remaining Encounter Cards in the Deck. Revealing each and every one until you get to a Titan. If any Encounter Difficulty Increased Cards are revealed, make sure to put these into play. If no Titan comes up, then shuffle the Encounter Discard Pile (while adding 2 more Encounter Difficulty Increased Cards to the mix) and keep revealing until you get to one. Fight this Titan. If you fail the combat, take damage and lose all of your Gate Stones. If you win, you use the Gate Stones to start opening the portal home. While you prepare the spell to open the portal, each player gets one more turn. If any players is able to get to 4 gate stones during this time they can challenge you, by stopping the spell and attacking you on your next Encounter Phase. If you win this combat, you successfully leave Labyrintheus. If you don't, then like the Titan you lose all your Gate Stones and have to try again. Then the attacking player will need to announce on their next Encounter Phase that they are attempting to open the portal, giving the other players just one more chance escape.

## What if I'm the last one alive?

Congratulations, you win! You will be welcomed into the Order of the Kings Champions! Be sure to brag about it on Twitter to all your friends, and include us @keepgames. Or send us a post on Facebook at [www.facebook.com/KeepGamesLLC](http://www.facebook.com/KeepGamesLLC).

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