Return to Ravingspire

Player's Guide

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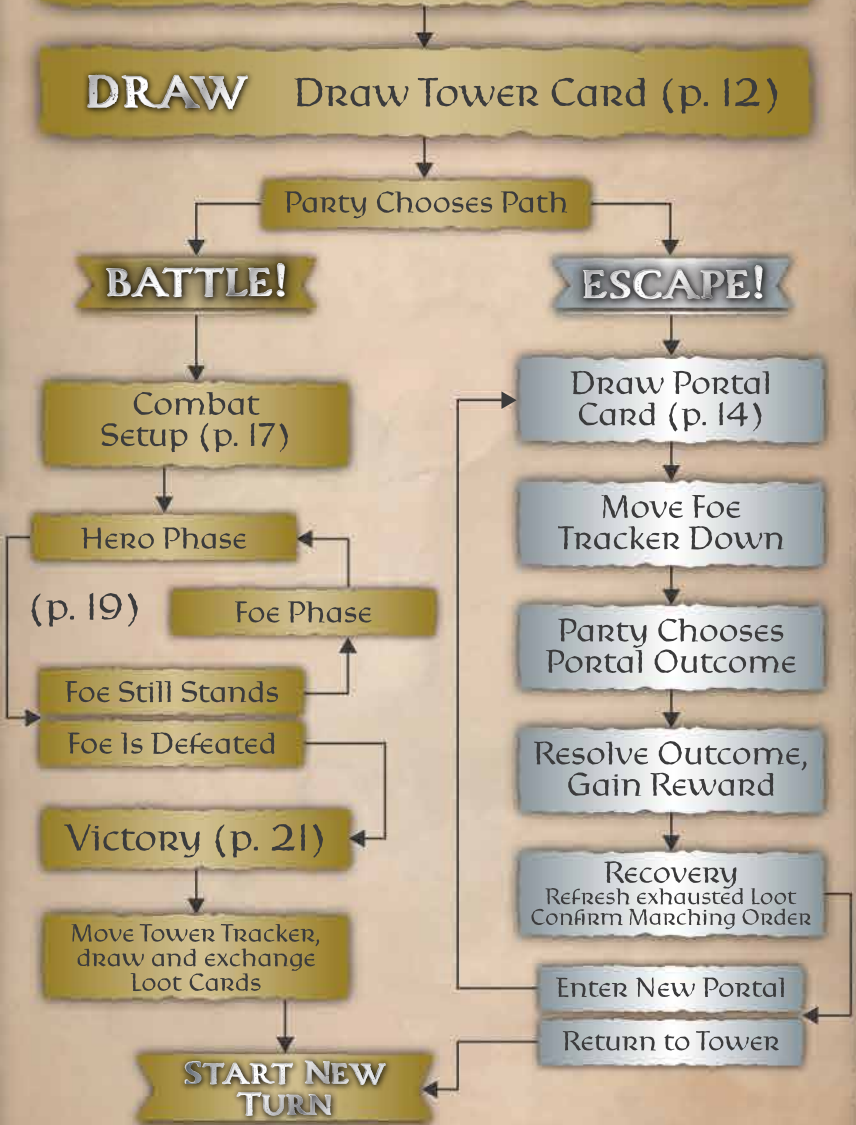
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Refresh exhausted Loot
Confirm Marching Order

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Return to Tower

START NEW TURN

A Special Thanks

Components

30 Tower Cards

6 Battlemats

Combat Board

3 Spire Cards
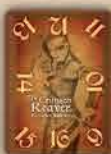
6 Vigor Cards

6 Hero Pieces

5 Combat Pieces

4 Vorpal Cards

36 Loot Cards

24 Portal Cards

6 Character Dice

4 Ravingspire Dice

6 Class Dice

4 Vorpal Dice

Portal Book

Return to Ravingspire

The Tower of Madness

Return to Ravingspire is a cooperative questing game for 1 to 4 players. Take on the roles of heroes climbing the ever-shifting Tower where no quests are ever the same.

To Win the Game

To win the game you must travel up the Tower levels to the Spire. There you will face the Master of the Tower. Defeat the Spire card to win the game.
Beware! The Tower lies upon a nexus of space-time, and its portals may lead to other dimensions.

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Rulebook

In the far future, an accident aboard the orbital research vessel Chronomega-1 causes the station to slice backward through the fabric of space-time, leaving loose threads in its wake. As the maelstrom fades and the threads pull together, knots are formed.

The Tower of Ravingspire sits upon a prime nexus of this entropy, and its immortal lord has haunted the peoples of the Vorpal realm for generations. The Dark Lord of the Tower was defeated by your own hand. But time doesn't work like it should in the Tower, and those who should have succumbed to mortality... have come back.

Mystic legends state that four sacred objects from the ancients can unweave the tendrils of time that are trapped within the Tower, and stop the Lord of Ravingspire from traveling within the aeons. Through great trial you have collected these four artifacts, and now stand ready to put an end to the immortal terror of the Tower, once and for all.

TOWER SETUP

The Tower of Ravingspire lies upon a Nexus point of dimensional energy. The passageways and portals are ever-shifting. Strange creatures and mysterious treasures can appear without warning. Many have perished within its maddening corridors.

- Each player places their Battlemat, Vigor Card, Hero Dice and Vorpal Dice in front of them.

- Shuffle the Tower Cards and place them face-down to form the Tower Deck.

- Place the Portal Book near the play space to be referenced when the Portal Cards indicate.

- Shuffle the Loot Card Deck and place it face-down next to the Tower Deck.

- Shuffle the Spire Cards, choose one card, and set it aside face-down without looking at it. This card will be revealed only if the heroes reach the top of the Tower.

- Place the Ravingspire Dice within easy reach of all Players.

- Choose one player to be the Battle Scribe and place the Combat Board near that player.

- Place the Foe Tracker on the Tower Spire Space and the Tower Tracker on the Tower Start Space. Place the Fight, Skill, and Charm markers next to the Combat Board.

- Finally, each player should place their Hero Standee in one of the six Marching Order Positions on the Combat Board. Position 1 must be occupied.

Game Layout

Hero Battlemat

Vorpal Equipment

Tower Deck

Loot Deck

Portal Deck

Combat Board

Spire Deck

Portal Book

Character Abilities

The Crimson Reaver - A fierce berzerker from a tribe of relic-hunting warrior women. She can summon a rage beyond the ken of mortal men to obliterate her foes through sheer brute force.

Power: May change one 🎲 to a ✊ once per round.

Whenever one or more white 🎲 dice are rolled in a turn for any reason by any character, the Crimson Reaver may change the result of one of those 🎲 dice to a ✊, even if the die has already been re-rolled by another ability. For example, this can be done before a Battle to add one ✊ to the enemies' Combat Board (rather than the value that was rolled originally), or to force the ✊ result when the outcome of a particular Portal Story is randomised.

Florence Haymaker - A heroic warrior from the proud lumberjack village of Storming Grove, Florence defends his town from the deadly creatures that reside within the Venom Woods surrounding his home.

Power: May discard ⚔ to generate 2x 🛡.

When Florence has one or more Weapon cards slotted in his Battlemat, he may discard one or more of them at any time to generate two Vorpal. Each Vorpal may be spent by Florence's player in any combination as ✊, 🗝, or 🟢. This can be done before or after rolling, during Battle or even when fulfilling a specific requirement for a Tower or Portal Story.

Quinn ApBlanc - A daemon hunter, the last of his line, Quinn left his birthright throne to destroy the corruption that infests his world. Quinn's mystic lantern brings to light the exact item he needs to put these creatures to rest.

Power: May re-draw a 🧰 once per round.

When the party draws any number of 🧰 in a turn, Quinn's player may announce he's using his Mystic Lantern to discard one of the drawn cards and re-draw a new one from the Loot Deck to take its place. The drawn Loot cards are then selected by the Heroes as normal.

Character Abilities

Darius the Blade - A former guild assassin who now uses his refined martial skills to destroy the agents of Ravingspire. Darius's ability to disappear into the shadows has allowed him to get the jump on many deadly foes.

Power: May re-roll 🟦 once per round.

At any time when his Hero Dice are rolled, Darius may re-roll his Character Die once per round. For example, this may be done during combat, or when rolling to generate the attributes required to determine the outcome of a Tower or Portal Story.

Aurora the All-Knowing - The Master Sorceress of the College of Chronomancy, Aurora can manipulate the tendrils of the timestream to nudge the course of events toward a better outcome.

Power: May re-roll a 🎲 once per round.

Whenever one or more white 🎲 dice are rolled in a turn for any reason by any character, Aurora may force that die to be re-rolled. For example, this can be done when 🎲 are rolled before Battle in an attempt to get a more favorable Combat Condition to defeat the Foe, or during a Tower or Portal Story in which the 🎲 determines the party outcome.

Marcus the Mage - A scholar of the teachings of Amun the Artificer, Marcus has mastered the many magics of the Vorpal Artifacts, such that he can enhance their already potent abilities for a short time.

Power: May re-roll one 🔴 🗡 🟩 🟨 once per round.

Whenever one or more gold 🔴 🗡 🟩 🟨 dice are rolled in a round for any reason by any character, Marcus may force a single one of those dice to be re-rolled. For example, this may done during combat, or when rolling to generate the attributes required to determine the outcome of a Tower or Portal Story.

Hero Battlemat

CHOOSE YOUR HERO

There are Six Heroes from which to choose.

Two are mighty warriors known as Reavers, who live and die by blade and axe.

Two are stealthy Rogues, who use cunning and guile to win the day.

Two are wizards of charm known as Runelords, who risk the unstable magics of the ancients.

Each player chooses a Hero and takes the corresponding HERO BATTLEMAT.

The Battle Matrix on each Hero card shows how accomplished the Hero is in the three heroic attributes: **Fight, Skill, and Charm.**

The Battlemat has three equipment slots for each Hero to slot Loot Cards as well as the unique special ability of that Hero.

The five types of equipment slots are: **Weapon, Object, Armor, Relic, and Any.**

Each player takes the corresponding Character Die and Class Die for the Hero they choose. These two dice will be rolled by the player for any challenges or battles the Hero must face.

The cutout squares in the Hero Battlemat may be used for storage of the dice between turns.

Hero Vigor

Take the corresponding VIGOR CARD for the chosen Hero. Place the Vigor card upright at the top of the Battlemat with the "16" facing the red indicator arrow. ✛

The Hero's Vigor card is rotated each time the Hero takes damage. The Hero's remaining Vigor is the upright number shown by the ✛ indicator. Slot the Vigor Card into the top of the Battlemat. The front of the Vigor card shows 16-9 Vigor, and the backside shows 1-8 Vigor (near death).

Florence Haymaker with 9 Vigor left

Vorpal Artifacts

The Vorpal Artifacts (Mask, Cape, Ring, Belt) and their corresponding dice are shared evenly between the players. The Vorpal Cards are slotted on the edges of the Player's Battlemat. These items can never be lost, transferred or unequipped as long as that Hero has Vigor.

In a solo game, the lone player will equip all four Vorpal items.

In a two-player game, each player will have two Vorpal items.

In a three-player game, two players will have one Vorpal item and one player will have two.

The player with two Vorpal items always chooses Loot third, regardless of their Marching Order position.

If a Hero dies within the Tower during a multi-Player game, their Vorpal Artifact(s) must immediately be bequeathed to another Player who still lives.

VORPAL ARTIFACTS

The Heroes bring with them four artifacts that will assist them in their quest. These Vorpal Artifacts allow the Heroes to slice into the many alternate dimensions that the Tower inhabits. If the Heroes use the Vorpal Artifacts to escape into one of the Portals that infest Ravingspire, they will not be lost forever, as the Artifacts act as dimensional anchors, allowing the Heroes to return to the Tower.

Player Setup

Vigor Card

Vorpal Item Slots

Vorpal Ring

fight — 3
skill — 2
charm — 2

Hero Name

Hero Special Ability

Crimson Rage

May change one 🜂 to 👊 once per round

Hero Class

Reaver

Loot Card Slots

WEAPON

RELIC

Slot ANY Card Here

Slot WEAPON Card Here

ANY

Slot RELIC Card Here

Playing the Game

Gameplay consists of revealing a Tower Card, defeating the card's challenges, and progressing up through the Tower.

Marching Order

Before each Tower or Portal Card is revealed, all players must place their Character Piece in the Combat Board Marching Order, Positions 1-6. Position 1 is the Lead Position, and must always be occupied.

The Lead Position Player breaks ties when the party votes on a course of action, and will be the first to choose Loot cards.

Spaces 2-6 may be occupied in any configuration by the other players. Players cannot change their Marching Order after a Tower or Portal Card is drawn unless a Loot card allows.

Marching Order may be changed in the Recovery Phase, after a Tower Card or Portal Card is completed but before the next is drawn.

The Marching Order on the Tower Card shows the dangerous and protected positions for that combat.

If a Hero is on a position with the ⬤ then they add +1 to any damage taken while that card is being encountered.

If a Hero is on a position with the 🛡 then they subtract -1 from any damage taken. (minumum 1 damage, cannot equal 0).

In a solo game the Lead Position must always be occupied by the Hero.

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EXPLORING THE TOWER

At the beginning of each turn, players confirm the Position of their Character in the Marching Order. A Player must take the Lead Position (Position 1).

If more than one Player wants the Lead Position, then the Player currently in the Lead Position must relinquish it. If neither Player is currently in the Lead Position (3 or 4 player games), then the Player currently in the Lead Position chooses a successor.

Reveal the next Tower Card from the Tower Deck. When a Tower Card is revealed, place it face up on the Tower Deck. One player then reads the story and choices aloud so all players can visualize the scene. There are two choices. The party should choose which path to take before reading the individual challenges aloud. Lead Position breaks ties. The first option will often be to Battle the threat head-on and move further up the Tower. The second option will usually be a way to escape the threat through a Vorpal Portal.

Marching Order Position Takes +1 Damage

Marching Order Position Takes -1 Damage (minimum 1)

Card Title

Card Story

Option 1

Encounter for Option 1

Battle Matrix for Option 1

Base Damage for Reavers

Base Damage for Rogues

Base Damage for Runelords

Reward for defeating Option 1

Option 2

Encounter for Option 2

Reward for Option 2

Grigg - Grokk

This dark hallway is endless. Stones strike from the ceiling. The sound of grinding stone announces a mass of living rocks. A portal hides behind it if you can **PASS**. Or you can **RIDDLE** the creature in an attempt to avoid it.

PASS

Your weapons seem ineffective as you chip away at the living rock. There is little room to pass and the battle is brutal as you crash against your opponent.

5

Fight   Skill

Charm

DAMAGE   3   3   2

VICTORY! GO UP A TOWER LEVEL

OR

RIDDLE

Choose a champion. Your champion tests the creature's understanding with a riddle about its existence. Your champion must roll in a single attempt or discard all their items. If successful, draw 3 item cards.

ESCAPE! DRAW A PORTAL CARD

Combat Board Marching Position

+1

~1

THE PORTALS

The Tower of Ravingspire is littered with portals to other dimensions. Heroes may become trapped in an ancient battlefield or a prehistoric jungle. The Vorpal Artifacts will reveal Portals to other worlds and back to the Tower, though their power is limited. Many Portals are unseen or inaccessible without the Vorpal Artifacts.

SECRET LORE:

> Many treasures have been lost in the Portals, waiting to be found by the Heroes. Adventuring within the Portals, the Heroes will find more Loot than within the Tower itself.

PORTAL NEXUS

When a Portal Card is drawn with the symbol, the Foe Tracker is moved down one space on the Tower Track.

If the Foe Tracker reaches the bottom the game is over.

When the Hero Tracker or Foe Tracker move onto the same space, move the Foe Tracker down one space.

If the Hero Tracker moved into the Foe's space, draw a Portal card. Do not move the Foe Tracker a second time.

THE PORTAL BOOK

If the Heroes enter a Portal, they draw a Portal Card. The card tells them where they are sent in space and time and what Challenge they will face in the Portal Book. It also moves the Foe Tracker down.

One Player will roll a 🎲. Turn to the page number listed on the card, read that world's story, then find the rolled paragraph number. Read the paragraph next to the indicated ✊ , 🔑 or 🗡 . The paragraph will describe the scene and give the Players a choice. Once the party chooses a course of action, it will indicate an OUTCOME in the Portal Book. Turn to the indicated paragraph in the Outcome section in the back of the Portal book.

Once the task is completed, the Heroes may be returned to the same level of the Tower they left (unless otherwise indicated) or may attempt to open another world by drawing another Portal Card.

SECRET LORE:

The Portals often lead to extra Loot, but rarely return the Heroes to a Tower Level higher than they left. The only way to reach the top of the Tower is to face the Battles on the Tower Cards.

FOE TRACKER

The Tower of Ravingspire sits upon a nexus of space-time, and the Vorpal Artifacts allow one to travel back and forth between dimensions. However, each time the Portals are used, the heroes risk being trapped forever.

- When the game begins, the Foe Tracker 🎯 is placed on the Spire Door 🚪 level of the Tower.

- Whenever the Heroes draw a Portal Card, the Foe Tracker moves down one space on the Tower Tracker.

- When the Hero Tracker or Foe Tracker move onto the same space, move the Foe Tracker down one space.

- If the Hero Tracker moved into the Foe Tracker's space, immediately draw a Portal Card. The Heroes are forced into a Portal and encounter a Portal Card Adventure, outside the normal turn order. Note that the Foe Tracker is not moved a second time.

- If the Foe Tracker reaches the START space on the Tower Track, all Players lose the game.

Battle

COMBAT SETUP

The Battle Scribe sets the Tracking Pieces into the Combat Board according to the Fight, Skill, and Charm values of the Foe listed on the Tower Card. Any Ravingspire dice ![die] are rolled as listed on the Tower Card, and the Fight, Skill or Charm values from those dice are added to the totals on the Combat Board (up to a maximum of 5).

The Players symbol ![players] denotes number of players, and is used as a multiplier. So if the card shows ![die] x ![players] this means roll a number of Ravingspire dice equal to the number of players and add it to the Foe's Battle Matrix.

Since the maximum of any value is 5 on the Combat Board, any rolled Ravingspire die that would bring the value above 5 is disregarded, and is considered automatically defeated.

Any Hero's special ability that allows them to change a Ravingspire Die to another value may do so. Adjust the Combat Board's ![red] , ![key] , and ![green] values accordingly.

Secret Lore:

Since no value on the Combat Board can be greater than 5, if a Hero Changes a ![die] to a value already at 5, that die is automatically defeated!

The four heroes are about to engage in Battle with a Tower Foe. Its Battle Matrix shows that its base attributes are one Skill, one Charm, Fight equal to the number of players (4), and one Ravingspire die for each hero (4). One Player rolls four Ravingspire dice and gets a Skill, a Fight, and two Charm. The Crimson Reaver Player then uses her Hero Power to turn one of those Charm rolled into a Fight. Setting up the Combat Board, we now see the Foe requires 2 Skill and 2 Charm (1 base + 1 Die), and 5 Fight (4 base +1 Die) to defeat. The 6th Fight Die that would occur because of the last Ravingspire Die is automatically defeated and discarded, as it exceeds the maximum of 5. The Players now ready their Combat Dice and begin the Hero Phase.

BATTLES – HERO AND FOE PHASES

Each Round of Battle consists of two phases that repeat until either the Foe is defeated or the Heroes fall.

HERO PHASE

When a round begins, all players Attack by simultaneously rolling their Hero Dice (both Character and Class dice) and Vorpal Dice. If any Hero has equipment or an ability that allows them to re-roll, they may do so. When a rolled attribute matches one of the attributes on the Combat Board, the Tracker Piece is moved down the value of that roll.

For example: If a Skeleton requires 2 Fight and 1 Skill to defeat, and a Hero rolls 1 Fight and 1 Skill on their Hero dice, then the Fight and Skill on the Combat Board tracker are reduced to show that the Skeleton has only 1 Fight remaining.

FOE PHASE

Once all attacks have been resolved, if the Foe still has any Fight, Skill, or Charm, left on the Combat Board then it damages the Heroes. Each Hero loses Vigor equal to the Damage value listed for their character class on the Tower Card, plus or minus any modifiers for Marching Order. The player rotates their Vigor card, reducing their Vigor by the Damage taken.

Dodge - If a Hero rolls a ⟨ during the Hero Phase, they have partially avoided the Foe's attack. They may reduce the amount of damage their Hero takes by 3. Note that if that Hero also wields the Vorpal Cape, they could potentially avoid up to 6 damage!

Once the Hero and Foe Phases are completed, that ROUND of battle has ended. If neither Heroes nor Foe are defeated, then a new Round begins with the Heroes rolling new Attacks in the Hero Phase.

Different classes will take different damage, represented by the three Class Symbols.

Reavers   **Rogues**   **Runelords**

Example of taking damage:

The Crimson Reaver (Lead Position) and Quinn Apblanc (Position 4) are engaged in Battle with the Blue Baron Tower Card. During the Foe Phase the two Heroes will take damage equal to the base damage for their class adjusted by the defensiveness of their position as outlined in the upper left of the Tower Card. The Crimson Reaver 🛡 takes 4 base damage from the creatures, however as she's taken the more aggressive position in the marching order 🩸 she will take an additional +1 damage each round, totaling 5 Vigor lost each round of combat. Quinn ApBlanc, a Rogue 🔵, normally would take 4 damage a round from these creatures, however he took a defensive position entering the room 🛡 so thus his damage is reduced by -1, resulting in him only losing 3 Vigor per round.

VICTORY

Once a Foe is defeated the rewards for Victory are stated on the Tower Card or in the Portal Story Outcome, and may include drawing Loot cards. That Challenge is completed and the Players may step through the portal to the next card in the Tower Deck or Portal Deck as indicated.

- **VICTORY! GO UP A TOWER LEVEL**

  Example 1: In this Tower Reward, the Hero Tracker moves up one space and the Party draws one Loot Card.

- 🧰 **3** ✚

  Example 2: In this Portal Outcome Reward, the Party draws one Loot Card and each Hero heals 3 Vigor.

RETREAT

The Heroes may opt to Retreat from Combat at the beginning of any Hero Phase while in the Tower. The decision to Flee MUST BE unanimous between all players, otherwise the Battle continues as normal. To Retreat the players must complete the following steps in order:

1. **TURN AND RUN** - All players roll their Class die. Any Hero that rolls a ◖ has successfully avoided taking damage as they run away. If a Hero does not roll a ◖, they take 2 Damage as they retreat.
2. **BACK DOWN THE TOWER** - Once all Heroes have either taken or avoided Damage, then the Progress Tracker is lowered by 1 on the Combat Board. The current Tower Card is discarded, and is replaced with a NEW Tower Card from the Tower Deck.
3. **NO TIME** - As fleeing from a battle is a disorganized and haphazard affair, the Heroes cannot organize themselves before facing the next challenge. The Marching Order does not change and Players cannot exchange Loot Cards before facing the new challenge.

Battle Summary

BATTLE

Set the Combat Board based on the 🥊🗡️🟢 Battle Matrix of the Foe.

Roll any 🎲 indicated and add those values to the Combat Board.

HERO PHASE

All Players roll their Hero Dice and Vorpal Dice, including any additional dice or re-rolls provided by abilities or Loot Cards.

Any rolled attributes are used to defeat the Foe's attributes on the Combat Board.

If a 🌙 is rolled by a Hero, that Hero reduces Damage by 3 in the Foe Phase.

FOE PHASE

If the Foe is not defeated, all the Players take Damage and start a new **HERO PHASE**.

If a Hero falls to 0 Vigor, they are removed from the game before the next Hero Phase.

If the Foe's 🥊🗡️🟢 were reduced to 0, that Foe is defeated and the **VICTORY** conditions are awarded.

VICTORY

If the conditions show a 🗡️, the Hero Tracker moves up one space on the Combat Board.

Each Hero gains Vigor equal to the number of ➕, and the party gains Loot cards equal to the number of 📦.

Treasure and Equipment

The Tower of Ravingspire and the dimensions entwined with it are littered with equipment left by fallen adventurers and strange eldritch treasures from the days of the Ancient Ones. This Loot can be used by your Hero to battle against the evils of the Tower. Each Loot card is marked with a category name that identifies it as belonging to one of five types: Weapon ⚔, Armor 🛡, Object 🖌, Relic ☼, or Potion.

DRAWING LOOT CARDS

After completing many challenges, a Tower Card or Portal Story will instruct the players to draw one or more Loot Cards. One Player will draw all the Loot Cards indicated and place them on the table in front of all Players. Then, starting with the Player who's Hero is in Position 1, they will sequentially choose one Loot card each in order of Position until all the Loot has been distributed, cycling back to Position 1 and so on if more Loot than Players has been drawn. A Player may Pass taking a Loot card if they wish.

If the Players are instructed to CHOOSE a Loot Card, they may search the Loot Deck for a card of their choice and take it. They must then reshuffle the remaining Loot Deck before play continues.

After defeating a challenge, Heroes are allowed to exchange Loot Cards before a new Tower or Portal Card is revealed. They cannot trade Loot Cards during a Tower or Portal Adventure Challenge.

SLOTTING EQUIPMENT

Every Hero has three Slots on their Hero Battlemat. Each Slot is marked as one of five types: Weapon ⚔, Object 🗡, Armor 🛡, Relic ☀, or Any. Weapon, Object, Armor, and Relic slots can only hold the associated type of Equipment, which is shown on the Loot Card. Slots marked 'Any' can hold any Loot Card.

Before the next Tower or Portal Card may be drawn, any Loot Cards the Players wish to keep must be slotted. Loot Cards that cannot be slotted or immediately used must be discarded.

Note that Potions can only be slotted in the 'Any' slot of a Hero's Battlemat.

The Crimson Reaver defeats an enemy and gets to draw three Loot cards. She already has a Relic slotted that she wants to keep, so she slots the Runic Axe in the Weapon slot, and places the Serpent Oil in the Any slot, forcing her to discard the Fine Tunic as she has no space for it.

USING AND TRADING LOOT

Loot Cards may be used at any time that their effects come into play. The text on each Loot card describes its effects and if it must be discarded when used.

Some Loot Cards allow a player to re-roll one or more dice during a challenge. However any single die can be re-rolled ONLY ONCE per round, regardless of cards or abilities that allow additional re-rolls.

EXHAUST - Some Loot cards must be Exhausted to be used. Turn the card face-down in its Battlemat Slot to Exhaust it. Its effects are immediate. An Exhausted card is Refreshed before a new Tower or Portal card is drawn during the Recovery Phase.

DISCARD - Some Loot Cards must be Discarded to be used. Remove the card from the Hero Battlemat and place it in the Discard Pile after use. It is not returned to the Battlemat.

Loot may be traded between Heroes AFTER a Tower Card or Portal Challenge has been completed but BEFORE revealing the next Tower Card or Portal Card.

PARTY ROLLS

If a Tower or Portal story instructs the Players to Roll outside of a Combat, then all Players roll their Hero and Vorpal Dice. If any Player's dice fulfill the listed requirements then the story challenge is fulfilled and the players may move forward and collect the reward. However, if any of those challenges state that the Heroes must roll a result or take damage, then any Heroes who did NOT roll the challenge will still take the listed damage, even if other Heroes in the party fulfilled the story condition. Rolling a still reduces damage taken even outside of combat, unless otherwise specified.

For example: Before the Party can escape into a Portal, a Tower card states: "Roll a or take 4 damage. If successful, draw a Loot card." Quinn, Darius, and Marcus's players all roll their Hero and Vorpal dice. Quinn rolls a , Darius rolls a and a , and Marcus rolls a . Quinn takes no damage, Darius takes 1 damage (4 - 3 = 1), and Marcus takes the full 4 Damage. The Heroes then draw 1 Loot card because of Quinn's successful roll.

CHAMPION

Sometimes the Tower Card or Portal Challenge will require a Champion be chosen. The Players choose one Hero to act as the Champion for that encounter, and they will face the challenge alone on behalf of the Party. If damage is listed it is only applied to the Champion unless otherwise indicated in the challenge. If the Champion Hero is defeated in a Battle a new Champion is chosen from the remaining Heroes.

THREE DOORS

There are some Tower Cards with three doors. With these cards, the Players do not choose a course of action. Instead, Players open a random door, which is determined by the roll of a single . One Player will roll the Ravingspire Die and the Heroes face the challenge corresponding to the icon shown on the die.

THE TOWER SPIRE

Once the Hero Tower Progress Tracker reaches the Spire Doorway on the Tower Track, ⊞ the Heroes have reached the Spire of the Tower and the Final Battle. The Players draw one of the Spire Cards. The Spire Card reveals what master now rules the Tower of Ravingspire, and what challenge the Heroes must face to defeat it once and for all. Once the Heroes defeat the challenge presented on the Spire Card they win the game.

Legend

Fight: Reduces the FIGHT value on the Combat Board by one for each rolled on the Hero Dice.

Skill: Reduces the SKILL value on the Combat Board by one for each rolled on the Hero Dice.

Charm: Reduces the CHARM value on the Combat Board by one for each rolled on the Hero Dice.

Dodge: Reduces the amount of damage the Hero takes by 3 during the FOE Phase for each one rolled.

Ravingspire Die: Roll one or more of the white dice. The value(s) shown are added to the Combat Board, or used to resolve an outcome as indicated in the story.

Class Die: One of the two Hero Dice each Player wields. Reaver Class Die are Red, Rogue are Blue, and Runelord are Green.

Character Die: One of the two Hero Dice each Player wields. Bears the Character's name.

Vorpal Rune: When this is rolled, the Runelord may choose to reduce either Fight, Skill, or Charm from the Combat Board.

Battle Matrix: The base amount of Fight, Skill, and Charm a Hero must defeat.

Up One Level: Move your Tower Piece up the Tower Track one level.

Portal Nexus: Move the Foe Tracker down one level on the Tower Track.

Legend

Damage: Damage taken. The number is the amount of Vigor a Hero loses each Round they are damaged during the Foe phase. It may differ between Hero Classes.

Exposed: In MARCHING ORDER Positions, Heroes take +1 damage each Foe phase.

Shielded: This position has a defensive advantage in Combat. Heroes in this position take -1 damage (to a minimum of 1 damage) during the Foe Phase.

Number of Players: Any value represented by this symbol is equal to the number of Players (1-4).

Heal: Each Hero recovers 1 Vigor, up to a maximum of 16.

Loot: The party may draw 1 Loot Card.

Weapon: Loot cards with this symbol may be slotted in the ANY or WEAPON slot.

Object: Loot cards with this symbol may be slotted in the ANY or OBJECT slot.

Armor: Loot cards with this symbol may be slotted in the ANY or ARMOR slot.

Relic: Loot cards with this symbol may be slotted in the ANY or RELIC slot.