

## ***Gone to Gaia Rulebook v.1***

*Note: This is a working document that we will be updating throughout the continued development of the game.  
This version is intended for playtesting purposes only.*

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🕒 90 Minutes per Quest

1 or 2 🧑🧑 14+ 🧑

## GOAL

Safeguard the last remnants of humanity.

# OVERVIEW

*Gone to Gaia* is a campaign-style board game, which means that you'll play through many sessions with the same 2 players, or experience the game in a dedicated solo mode. The campaign unfolds across 200 pages of material and hundreds of cards, and is divided into 6 chapters. You can decide when to stop each session at nearly any point.

Your delvers will alternate between going on a quest and visiting the town. Quests are a combat-focused experience where you'll journey into a dangerous, otherworldly place called *The Tide* in search of something important. Whether or not your delvers survive the quest, the story will pick back up with an interactive narrative in the town of *Bird's Nest*, where you'll be tasked with investigating unfolding mysteries that threaten humanity.

*Gone to Gaia* is structured as a rogue-lite rather than a traditional RPG. What this means is that, during quests, you'll gain many powers, but at the end of quests, you'll also lose them. However, you'll still have the opportunity to acquire a variety of permanent powers – these are gained from the town of *Bird's Nest* by trading the creature parts you collected for products from the shops.

## **This World Can Be Cruel**

If you encounter a rules ambiguity during your campaign, go with the interpretation that is worse for the delvers.

## **Specific Beats General**

If a particular Quest or Town Visit indicates something contrary to the normal rules, the specific case takes precedence.

There are 2 books in *Gone with Gaia*, each playing a different role:

- 1) This *Rules* book, which contains all of the core rules. Read it all before beginning your campaign.
- 2) *The Rising Tide* book contains everything else, including all Quests and Town Visits. When you're ready to start, begin from page 3 and continue in page order until instructed otherwise.

## CHAPTER STRUCTURE

Chapter 1 uses a simpler, modified structure - *The Rising Tide* book will walk you through it.

Chapters 2+ follow this structure:

1. Choose which Quest to attempt from among your *Open Quests*. You'll always have at least 1 Quest available.
2. Use the Table of Contents on page [TBD] of the *Rising Tide Book* to find the page describing Wave 1 of that Quest - this will tell you which enemies you'll need as well as the goal of the Quest.
  - a. If you have more than 1 *Hero* card, choose which hero you'll insert into your delversuit and send on that Quest.
  - b. If you have more than 6 *Shop Products* and only a Basic Delversuit, you'll also need to select which 6 products to bring into the quest. If you've purchased an Advanced Delversuit, the limit is 8 Shop Products instead.
3. If you fail to complete the quest goal, you'll perform a *Simple Town Visit*, found on page 212.
4. If you completed your quest goal, on your *Campaign Sheet*, record the Quest # that you completed.
  - a. If there is an option mentioned on your *Campaign Sheet* to complete an additional Bonus Quest before continuing, and if you still have at least one quest in your *Open Quests*, and if you want to, you may perform a *Simple Town Visit* before attempting the bonus quest.
  - b. Otherwise, you'll progress the story by continuing onto your current Chapter's *Town Visit*. Use the Table of Contents on page [TBD] of the *Rising Tide Book* to find the page containing the start of that *Town Visit*.
5. Once you've completed that chapter's *Town Visit*, check it off on your *Campaign Sheet*.

## ENDING A SESSION

The length of sessions in *Gone to Gaia* are largely left up to the players. The cleanest times to end your session are either after ending a Quest, or after completing a *Town Visit* or a *Simple Town Visit*. At both of these moments, the game will have you record your progress on your *Campaign Sheet* – once you've done this, you'll be able to easily pick up where you left off the next time you play.

If you want to stop mid-way through a *Town Visit*, simply leave your bookmark at that page of *The Rising Tide Book* and start from there when you return.



You can also save your progress at the end of each Wave of a Quest using a *Mid Quest Save* card. If you've decided to retreat, that will end your Quest and provide a natural save point, but you can also decide to continue to the next Wave and still save. To do this, complete that Wave's *Interlude Phase*, then fill out a *Mid Quest Save* card – this will allow you to pick up from exactly where you left off the next time you play.

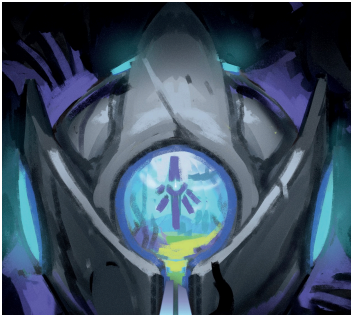


# STARTING A CAMPAIGN

In *Gone to Gaia*, players don't each play as a single delver. This is because the world of *Gone to Gaia* is savage, and delvers can easily perish during a Quest. And when a delver dies, they're gone for good.

Instead, each player controls a slate of delvers from one of two disciplines at the Delving Academy. Gradually, over the course of the campaign, you'll gain access to more delvers in your chosen tradition, each represented by a *Hero* card. At the start of each Quest, you'll each decide which delver to place in your delversuit and send into the mist, gaining access to that delver's starting equipment.

At the start of the campaign, players decide who will control the *Disciples of the Mind*, represented by the symbol , and who will control the *Disciples of the Body*, represented by the symbol , for the entire campaign. In a solo campaign, the player's primary tradition and materials are always from the *Disciple of the Mind*.





*Disciples of the Mind* are scientific and rational. They're trained to outwit their opponents and their abilities excel at manipulation, teamwork and blocking damage. They make plans within plans.

*Disciples of the Body* are mighty mystics. They're trained to harness the mist and their abilities allow them to influence fate, summon elements and execute injured foes. They take things as they come.



Despite these philosophical and mechanical differences, delvers from both disciplines are able to thrive in a variety of builds.

Each delving tradition starts a campaign with a 70-card *Base Equipment* deck, a unique Delversuit board, a *Suit Condition* board, a *Delver* mini, and a unique *Hero* card (*Hero #1* for , *Hero #2* for ) , alongside a bag containing a number of tokens. You may look through these materials before deciding which Discipline you'll play as. Or, you can just go with whichever description matches you best!

Once you've decided, give your starting Hero a name - writing this directly on the card.

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## PLAYER BOARD SETUP

In front of each player:

- A. Place your Basic Delversuit board on the table.
- B. Place the card tray matching your discipline on the table.
- C. Insert your *Equipment* deck into your card tray. Your *Equipment* deck consists of 14 different types of equipment, each with 5 Ranks. Separate each type of equipment into its own deck and place them into a slot of the card tray. Each deck should be organized sequentially, with Rank 1 on top and Rank 5 on the bottom.
- D. Place your *Hero* card face up on the table.
- E. Place your *Player Aid* card on the table.
- F. Place your Stat tokens on the indicated spaces of your Delversuit Board. You start each Quest with 6 HP, 1 Movement, and your 3 damage tokens are on the lower space.
- G. Place your *Current HP* token on top of the Stat token on the HP track of your Delversuit Board.
- H. Place your *Element* tokens in a pile on the table.
- I. Place your die nearby.
- J. Find the matching equipment cards described on your *Hero* card and place them face up on the table - this is your starting equipment. In Chapters 2+, you may start with additional equipment or tokens based on the owned *Shop Products* you've equipped for this Quest.

# QUEST OVERVIEW

Each Quest is composed of a number of Waves. Your first Quest is only 1 Wave long to provide an easy introduction, but a typical Quest unfolds over 3-5 Waves.

Each Quest has a specific Goal. The most common goal is to survive until the end of a specific Wave.

## WAVE OVERVIEW

Each Wave consists of 4 Phases:

- 1) Delver Phase
- 2) Enemy Parting Shots Phase
- 3) Story Phase (skipped during your first Quest)
- 4) Interlude Phase (skipped during your first Quest)

### 1) DELVER PHASE

During the Delver Phase, players take turns until both players have passed. This means that each player will take multiple turns during the Delver Phase before play continues to the next Phase.

At the start of the Delver Phase, players decide who goes first. After this, they must alternate turns until both players have passed. If one player has passed, the other player may keep taking turns sequentially until they've also passed.

To take a turn, you must exhaust a weapon card. If you cannot or choose not to exhaust a weapon card, your delver *prepares to run* (this is the in-universe term for passing).

A turn consists of a movement and an action, taken in any order. You may move without taking an action, or vice versa.

### MOVEMENT

You may move the number of tiles indicated by the movement stat on your Delversuit board. A delver's base movement is 1, but they can increase this by gaining more Boots equipment. You may move diagonally or orthogonally. You cannot pass through or end on a tile containing an enemy, but you may pass through or end on a tile containing the other delver or the robot Witness.

### ACTION

You can use an action in one of 3 ways:

- Use the ability of the weapon card you exhausted to take this turn.
- Use the ability of the weapon slot you exhausted that card onto.
- Move the robot Witness 2 tiles, collecting *all* creature parts on tiles he passes through or ends on (Chapter 2+).

At any time during your turn, you may also spend consumable tokens to enhance your turn. More on them later.

## ATTACKING ENEMIES

The main way to attack enemies is by using a weapon card's ability.

There are 3 kinds of damage types delvers can deal - LIGHT, MEDIUM and HEAVY. Un-upgraded, LIGHT attacks deal 1 damage, MEDIUM attacks deal 2 damage, and HEAVY attacks deal 4 damage. There are also ways to double the base damage of each of these damage types by purchasing products from the Shop in Bird's Nest.

After targeting an enemy with an attack, even if they die, afterwards they will attempt to counterattack. To determine what they do, roll a die.

- On a result of 1, they don't counterattack.
- On a result of 2-5, **white arrows** counterattack.
- On a result of 6, **black arrows** counterattack.


Enemies only counterattack if you target them with an attack. If you target multiple enemies, they will *all* attempt to counterattack - when this happens, roll the counterattack die 1 time - this determines what all of the enemies will do. A counterattacking enemy might end up targeting either player, or both players, so be careful with your positioning.

## ENEMY CARDS

This enemy's name is Crystanid. It has 2 health, and each of its counterattacks deal 1 damage.

The arrows around the outside of the card indicate which tiles it is targeting for its counterattack.

- 1 arrow means that the tile next to it is targeted.
- 2 arrows mean that the tile next to it and the tile behind that will be targeted.

The ability with this  symbol in front of it is its *Parting Shot* attack - more on this later.



When an enemy dies, two effects occur:

- it drops creature parts, and
- either: players gain elements, XP, or Level cards.

## ON DEATH EFFECT: DROP CREATURE PARTS

The first effect is that they drop creature parts onto their tile. *Creature parts* are highly valuable resources, as they can be sold in town to gain permanent upgrades, so collecting as many of them as possible before the quest ends is a high priority.

There are two kinds of creature parts: minion parts, and boss parts. Minions always drop minion parts, and Bosses always drop boss parts equal to their level.

When an enemy dies, it always drops 1  creature part token and 1  creature part token. Each delver can only collect *creature parts* tokens that match their delving tradition. Delvers collect *creature part* tokens by



moving onto or through tiles containing them. The robot Witness, on the other hand, is able to collect creature parts for both delvers - he is introduced in Chapter 2.

## ON DEATH EFFECT: GAINING ELEMENTS

Some enemies grant elements when they die. When this happens, both players immediately gain the two indicated elements by adding them to an empty matching element slot on their Delversuit board if possible.

The main function of elements is to refresh weapon cards. Two matching elements will immediately refresh a weapon card placed beneath their slot.

- If you already have a weapon card in a slot when it gains its two elements, the weapon card is immediately refreshed, spending those elements.
- If the weapon slot is empty when you gain its two elements, the next time you place a weapon card in that slot, it is immediately refreshed, spending those elements.

Unused elements persist between waves.



### Order of operations for weapon card activations:

1. Place the weapon card on an empty weapon slot.
2. If that weapon slot has both elements covered, the player must return the element tokens and refresh that weapon immediately.
3. The weapon ability then activates, possibly killing enemies.
4. Enemies then may give more elements, which could go into this newly empty element slot.

## ON DEATH EFFECT: GAINING XP

Some enemies grant XP when they die. When this happens, immediately add that amount of XP to the *XP On Hand* track on the Quest board. XP is collectively owned by both delvers. When players have collected enough XP to reach the next level, immediately spend that much XP from the *XP On Hand* track, then move the *Level* token one space, for both delvers have leveled up! When this happens, both players draw one card from the *Level Deck* and each chooses one listed reward.

Here is an example *Level* card. It offers the player several options to choose from:

- The player can gain *Rank 1* of their  equipment if they don't have that weapon yet.
- Or, if they have the  equipment already, they can instead return their current rank to gain the next Rank, which improves that weapon. Place the returned Rank at the back of its deck.
- The same is true for the other two equipment options.

Players should draw all of the equipment cards that they could choose from their *Level* card and read their abilities to help them decide which equipment card to choose. Players may freely look at the cards in their *Equipment* deck at any time.



## ON DEATH EFFECT: GAINING LEVEL CARDS

Most Bosses grant a Level card when they die. When this happens, players immediately each gain a Level card from the Level deck. They *don't* move their *Level* token one space or touch their *XP On Hand*, because this is a free level up!



## RESOLVING MULTIPLE DEAD ENEMIES - ORDER OF OPERATIONS

1. Roll the counterattack die, then suffer or block damage as needed.
2. Place *creature part* tokens on the tiles of all the enemies that have died.
3. Place all dead enemy cards into a new pile off to the side.
4. Gain the remaining on-death rewards one card at a time.
5. Check to see if you have enough XP to level up one or more times, and then do the level-up event/s one at a time, spending *XP On Hand* each time until you no longer have enough XP to level up.

## CONSUMABLE TOKENS

Consumable tokens may be spent at any time during your turn to gain an additional power effect. This is done by moving a token from the AVAILABLE pool to the SPENT pool. At the end of each Wave, during the Interlude Phase, all consumable tokens are returned to the AVAILABLE pool.

There are several kinds of consumable tokens:

- AP (Action Points)
- Damage Doublers, which come in 4 types:
  - LIGHT damage doublers
  - MEDIUM damage doublers
  - HEAVY damage doublers
  - Universal damage doublers
- Reroll
- Block 1 Counterattack

### AP (CONSUMABLE TOKEN)

A player may spend these tokens during their turn on one or more *different* AP (Action Point) abilities.

#### **The AP abilities are:**

1 *AP*: double your movement this turn.

2 *AP*: refresh a weapon card.

5 *AP*: refresh all weapon cards.

8 *AP* (*Upgraded Delversuits* only): refresh all weapon cards and spent consumable tokens, excluding the AP spent to activate this ability.

### DAMAGE DOUBLER (CONSUMABLE TOKEN)

A player may spend one of these tokens during their action to double the damage that their delver deals of the specified damage type this turn.

You can only double a particular damage type with a consumable token once per turn, so you cannot, for instance, spend two *2x Light damage* tokens to quadruple your Light damage. You can only double damage dealt by your delver.

Universal Damage Doublers: a player may spend one of these tokens to double all damage their delver deals this turn. You can only double a particular damage type with a consumable token once per turn, so you cannot, for instance, spend one “2x Light damage” and one “Universal 2x damage” tokens to quadruple your Light damage. You can only double damage dealt by your own delver. You may use a *Universal 2x damage* token to double the “Ultimate” ability on your *Upgraded Delversuit*.


## REROLL (CONSUMABLE TOKEN)

A player may spend one of these tokens to reroll a die anytime after it's been rolled but before the effect is resolved. You can spend this token to reroll a die even if it isn't your turn, or even if you weren't the one that rolled the die.

## BLOCK ONE COUNTERATTACK (CONSUMABLE TOKEN)

A player may spend one of these tokens to block all damage from 1 enemy counterattack. When you block an enemy from counterattacking, it blocks all that enemy's arrows, not just the arrow targeting your delver. You can block any enemy from counterattacking anytime by spending this token - even if it isn't your turn, or if your delver wasn't the cause of the counterattack.

## 2) ENEMY PARTING SHOTS PHASE

During this Phase, all remaining enemies perform a parting shot, which is the ability on their card next to the  symbol. This ability does exactly what it says. For example, if the parting shot ability says '2 damage to delvers,' then both delvers suffer 2 damage, regardless of their position on the board.

Then, remove all enemy cards and uncollected *creature part* tokens from the board to represent the delvers leaving the area to pursue their mission.

## 3) STORY PHASE (skip during your first Quest)

- Refresh SPENT consumables and exhausted weapons.
- Resolve the next Scenario Card.
  - Players collectively decide what to do, then read the back of the Scenario card to find out the consequence of their decision, then place the Scenario card at the bottom of the deck. Never shuffle the Scenario deck - this is an ordered deck.
- Read the next Quest entry text.

This information is found in the Quest section of the The Rising Tide book.



## 4) INTERLUDE PHASE

The phases of the *Interlude* phase differ depending on whether you decided to retreat, made it to Gaia, or whether you've decided to continue onto the next wave.


### IF RETREATING OR IF YOU REACHED GAIA:


- **First, gain minion part/s from Harvester equipment.**

### IF CONTINUING QUEST:



#### A. Gain End of Wave Passive Equipment and Shop Product benefits.

#### B. Draw a *Spawn Card* and spawn new enemies.

The red **X** refers to the Boss' location and the 7 black **x**'s refer to the minion locations. The two  symbols indicate the possible spawn locations for your delvers and the robot Witness.

If the *Spawn* card has a Circuit symbol () and/or Friendly symbol (**X**), place a matching token on that tile, you'll find these in the Unlockables box - 'Tokens' section. When a delver moves through or on that tile, you collectively gain it - if it's a Circuit, record this on your *Campaign Sheet*.

## FRIENDLY SPAWN CARDS

These appear when you draw a Spawn card with an . When this happens, place a  token on those tiles. When a delver moves through or on that tile, draw a card from the *Friendly Monster Deck*, read the text aloud, gain the indicated reward, then discard the card. This is an ordered deck, so don't shuffle it.

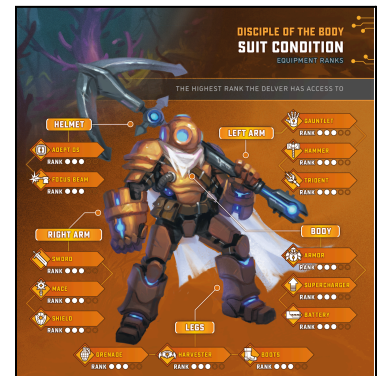
#### C. Choose Starting Locations

Of the two options, the delvers and the robot Witness can start on the same or different tiles.

#### D. Read the back of the new Boss card.

After reading a description of the upcoming boss, the card will instruct players to choose a max rank to improve on their *Suit Condition* sheet from a few options. Grab one sheet from the box for each player matching their delving tradition.

The *Suit Condition* sheet defines what the maximum rank is that your delver has access to in quests for each equipment. The highest rank for each equipment is *Rank 3* to start, but over the course of the campaign, you'll be able to unlock access to *Ranks 4* and *5* by marking the upgrades as you gain them.





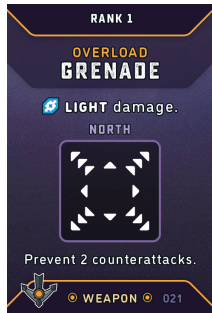
#### E. Read new Enemy abilities.

With the exception of your first quest, enemies will have at least 1 ability in addition to their base stats - the description of this is found in the Quests section of *The Rising Tide* book.

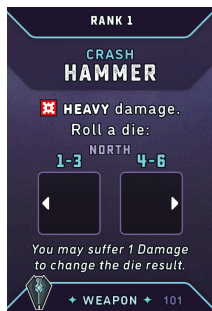
## EQUIPMENT CLARIFICATIONS

Equipment abilities are generally easy to understand, but below are clarifications for the more complex cards.

Note that the  and  equipment usually differ from each other – some differ in only small ways, like the direction their arrows point to, while others differ in larger ways. When they differ, they will have unique names.












This weapon deals **LIGHT** damage to *all* enemies within range of the arrows. Additionally, the player may choose up to 2 enemies they are targeting with this attack – those enemies deal 1 less counterattack damage this turn. Decide which counterattacks to block *after* rolling the counterattack die.



This weapon deals **HEAVY** damage in only one direction, either directly West or directly East of the delver. That direction is only determined after the delver has committed to the attack and exhausted this weapon – then they should roll the die. On a roll of 1-3, they attack West. On a roll of 4-6, they attack East. After rolling, the delver may choose to suffer 1 damage to change the die result, thus allowing them to attack in the other direction than what they originally rolled.

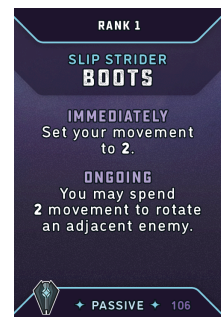
When a delver first gains this passive, they roll a die. The roll will determine how many and what kinds of damage doubler consumable tokens they will gain. These tokens are then placed in the **AVAILABLE** section of their *Delversuit* board. They work like *AP* tokens – they may be spent on the delver's turn to double the specified damage type for that turn, and the tokens are refreshed at the end of each wave.

- On a roll of 1, they gain two *2x LIGHT* damage tokens.  
- On a roll of 2, they gain two *2x MEDIUM* damage tokens.  
- On a roll of 3, they gain two *2x HEAVY* damage tokens.  
- On a roll of 4, they gain one of each of these three *2x damage* tokens.   
- On a roll of 5-6, they choose which of the above options to gain.



You can only use these tokens to double a particular damage type once per turn.

When a delver first gains this passive, they increase their movement stat by one on their *Delversuit* board, meaning that their maximum movement has increased. In the future, when they are going to move, they now also have access to another movement option – they can move an adjacent enemy 1 tile in any direction instead. Doing this costs 2 movement points. Enemies can't be moved onto a tile already containing a delver or enemy. If you have 3 movement, for example, you may spend 2 to move an enemy and 1 to move yourself, in any order.



# TOWN VISITS

After a quest is complete, the story continues in the town of *Bird's Nest*.

The only resources that persist after a quest is completed are:

- Hero cards (only if their delver survived)
- *Suit Condition* max rank improvements (even if their delver died)
- Suit Equipment Slot upgrades (even if their delver died)
- collected creature parts (even if their delver died)
- product cards purchased from the shops at Bird's Nest town (even if their delver died)

Players **do not keep**:

- XP
- delver levels
- equipment ranks that are not originating from their Hero card or Shop Products
- elements

Players now record the minion and boss parts they gained from their quest on their *Campaign Sheet*. The player's delver needed to pick up the minion part during the quest for them to gain it.

If you're playing the solo mode, sum the minion and boss parts collected by either delver into two lump sums.

A delver may freely donate any of their minion or boss parts to the other delver at any point during a *Town Visit*. Any unspent minions and bosses can be saved for a future town visit. A player can gift one of their owned Shop Products to the other player at any time by discarding 1 minion part per gifted Shop Product.

## SIMPLE TOWN VISIT

For every quest except for your first quest, the delvers have an additional goal aside from attempting to reach Gaia – this goal is stated on the Quest card. If the delvers fail to achieve that goal, they can choose to retry the quest, or try a different quest. If they do this, instead of continuing onto that day's normal *Town Visit*, they will instead perform a *Simple Town Visit*, where they decrease one townsfolk's opinion and increase another townsfolk's opinion, buy products at the shops, and then try or retry one of their Open Quests. The rules for a *Simple Town Visit* are found on page 212.

## PURCHASABLE PRODUCTS

In *Bird's Nest*, the first time you visit the shops, you'll take certain products out of the *Shop deck* – these form the start of your *Purchasable Products*. Each product can only be purchased one time. Once it is purchased by a delver, add the card to the delver's bag and also record it on your campaign sheet.

Note that sometimes you'll be told to "Add Shop Product #[X] to your *Purchasable Products*," while other times you'll be told "one delver to gain Shop Product #[X]". When you *gain* a product - you don't need to buy it, you already own it.

## SHOP PRODUCT DETAILS

### EQUIPMENT UPGRADES

Each of these Shop Products have 5 corresponding equipment cards in the *Equipment Upgrade* deck – find and display each of them next to the shop product so players know what they do. If you buy one and choose to bring it into a quest, this equipment will replace your base equipment deck of that type.

### DELVERSUIT UPGRADES

These replace Basic Delversuits once owned. Upgraded Delversuits have several benefits:

- Your Shop Product Limit is increased to 8 from 6.
- Better weapon slot abilities
- Access to an Ultimate ability, which comes with a Wheel tracker which is used to track progress towards the Ultimate.

## BUYING PRODUCTS FROM THE SHOP

Each town visit, you'll have the opportunity to spend your creature parts at the Shop. Each Shop Product is limit 1 and only one player will get to use the card ability when they buy it. To buy an item, you need to spend your own creature parts. However, players can freely gift each other creature parts.

Some Shop Products cost boss parts in addition to minion parts. Boss parts come in Level 1, 2, 3, 4 and 5. Higher level boss parts can be used in place of lower level boss parts. You can also exchange boss parts for minion parts at a rate of: 3 minion parts per level of the Boss.

## UNLOCKABLES BOX

This box contains a variety of cards and tokens that are unlocked at particular story moments. Don't look through this box beforehand to avoid spoilers! When it's time to gain a card or token, The Rising Tide book will tell you what to do.



# CAMPAIGN SHEET

CAMPAIGN SHEET																																																																																	
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<b>NURSE ELAYNE</b> NEMESIS DETRACTOR NEUTRAL ALLY CONFIDANT					<b>HEADMISTRESS ARLEN</b> NEMESIS DETRACTOR NEUTRAL ALLY CONFIDANT				
<b>RODRIGO THE LIBRARIAN</b> NEMESIS DETRACTOR NEUTRAL ALLY CONFIDANT					<b>VERA BRASS</b> NEMESIS DETRACTOR NEUTRAL ALLY CONFIDANT				
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The *Campaign Sheet* is double sided and is the primary way you'll track your progress throughout a campaign, alongside using your bookmark to mark your current place in *The Rising Tide* book and placing cards into your "Discovered" bag at the end of each session.

Here, you record:

- Which Quest # you completed, when you complete it
- Check of when you've completed a Chapter's Town Visit
- Keep track of the creature parts on hand for both players.
- Track the shop products you've purchased, recording their product # and which player bought them.
- Track how many Circuit tokens you've collected, crossing them out when you spend them. You can collect Circuit tokens during quests from some Spawn Cards, and you'll be able to make use of them at certain points in the story.
- Track the total number of minion parts you've donated to the Delving Academy.
- Track the shifting opinions of various townsfolk (back of Campaign Sheet).
- DATING SIM EXPANSION REQUIRED: track which of your delvers is dating which townsfolk.
- Record which of your delvers have died in the line of duty, as well as their final words.
- Your Ending.



## NEW GAME +

When you complete the *Book 1 campaign*, you unlock access to the **new game+** mode. Here, you may start the campaign from the beginning, with these changes:

- Keep all upgrades on your Player Sheets. All heroes or townsfolk that died are alive again.
- All Quests use the Hard side of the minions, and 2 Lieutenants matching the level of the Boss spawn in each Wave - players decide which empty tile they spawn in.
- Each player keeps 2 *Shop Products* from their previous playthrough of their choice.
- Positive townsfolk opinions are retained in newgame+, while negative opinions are reset back to neutral.
- You keep any *Curio* cards.
- The *Scenario* and *Friendly Monster* decks continue from where you left off (ie the discarded cards stay discarded).
- The *Level* and *Spawn* decks keep the cards you added to them from your last playthrough.
- Add the *Rose Gauntlet* shop product to your *Purchasable Products*.

**New game+** allows you the opportunity to explore the quests and storylines you didn't see on your previous playthrough while challenging yourself with a much higher difficulty of gameplay.

## SOLO MODE

In the solo game, you only use the *Disciple of the Mind* equipment deck, Delversuit board and *Suit Condition* board, but you control both delver minis. Each turn in the Delver Phase, you'll alternate controlling the  and  delver minis, with your actions issuing from the mini you're currently controlling. Knock down the mini whose turn it isn't to remind you of which delver you're currently controlling.

If either delver takes damage, it will be suffered on your single  Delversuit board.

If both delvers are targeted by a single enemy attack, you suffer damage both times.

Enemy parting shots each only trigger once.

Each delver can only pick up their own creature parts, but you'll gain sum all creature parts at the end of the quest to spend at the shops.

At the start of each quest, choose one additional rank 1 weapon and passive to gain.

The solo mode comes with an XP COST PER LEVEL overlay that lowers the XP requirement, ensuring that you are able to keep pace with enemies.

You can use a *Hero* card from either tradition at the start of a quest to determine starting equipment. If that hero dies, discard that card. If a Hero from the other tradition dies, choose a *Hero* card from that tradition to discard.

## ONSLAUGHT MODE

Onslaught is a standalone, non-campaign mode that challenges you to survive as many waves as you can against a gauntlet of randomized enemies.

	<b>The Title Inscribed Upon Your Gravestones</b>
<b>Died during Wave 1</b>	<i>"At least no one could doubt their bravery"</i>
<b>Died during Wave 2</b>	<i>"Remembered for their enthusiasm, if not their skill with the blade"</i>
<b>Died during Wave 3</b>	<i>"Taken before their time"</i>
<b>Died during Wave 4</b>	<i>"Fierce in victory and fiercer still in defeat"</i>
<b>Died during Wave 5</b>	<i>"Legendary delvers, remembered by all"</i>
<b>Survived Wave 5</b>	<i>"Died of old age, surrounded by their loved ones"</i>

## Setup

Create 5 small decks that each contain only the bosses found in each wave. These are:

<b>Wave 1</b>	Bob the Spider, Tidal Cerberus, Mistfang, Winston the Wolf, Mother Moth, Hugh the Moth, Spike the Mouth, Goldmonger, Joyce the Bear, Billy the Bear,
<b>Wave 2</b>	Hundreeyes, Gerald the Snake, Anna the Snake, Carnatia, Laura the Flytrap, Erin the Flytrap, Mindslayer, Arnold the Octopus, Sasha the Octopus, Oracle, Bart the Jellyfish, Mistspawn, Putrid Mistspawn
<b>Wave 3</b>	Death Cap, Mike the Mushroom, Empress Ash, Winona the Oak, Hanley the Cypress, Phoenix, Sapphire the Phoenix, Abomination, George the Ape, Ruined Tidekin, Tidekin Puppet,
<b>Wave 4</b>	Golem, Frost Golem, Rocky the Golem, Perfected Revenant, Incomplete Revenant
<b>Wave 5</b>	Timberfiend.

Shuffle each deck and draw 1 card - this is the boss you'll be facing. Then find the 7 minions matching each of those 5 bosses:

<b>Wave 1</b>	Diamonid minions with Spider boss, Fleetfoot minions with Wolf boss, Emberwing minions with Moth boss, Venena minion with Bear boss.
<b>Wave 2</b>	Snatcher/Ophidian minions with Snake boss, Colibrius minions with Flytrap boss, Squiddy minions with Octopus boss, Jelly minions with Jellyfish boss, Infestation minions with Mistspawn boss.
<b>Wave 3</b>	Sporecloud minions with Mushroom boss, Tidegazer minions with Tree boss, Nightstalker minions with Phoenix boss, Blackguard minions with Ape boss, Exanimate minions with Tidekin boss.
<b>Wave 4</b>	Orite minions with Golem boss, Experiment minions with Revenant boss.
<b>Wave 5</b>	Sapling minions with Timberfiend boss.

Create an enemy deck with these cards, with Wave 1 on top and Wave 5 on bottom. Rather than starting with the equipment associated with a hero card, each player instead begins with 2 random Rank 1 weapons and 2 random Rank 1 passives.


## Rules Modifications

<b>Per-Delver Creature Part Income (in addition to Creature Parts collected during the quest)</b>	
End of Wave 1:	10 Minion Parts and 1 Level 2 Boss
End of Wave 2:	15 Minion Parts and 1 Level 3 Boss
End of Wave 3:	20 Minion Parts and 1 Level 4 Boss
End of Wave 4:	25 Minion Parts and 1 Level 4 Boss


Players begin this mode owning no *Shop Products*. There should only be Base cards in your *Level* and *Spawn* decks to start. In between rounds, you can buy *Purchasable Products* which you'll immediately be able to equip. After surviving Wave 1, remove *Shop Products* #8 and #53-55, then shuffle the *Shop Deck*. Now and in between each following Wave, draw 8 random *Shop Products* to add to your *Purchasable Products*. If a *Shop Product* doesn't have a listed cost, decide which player will gain it for free. If a *Shop Product* contains a Level 3 or Level 4 Boss part in its cost, you have the option to return it to the deck and draw a new *Shop Product* instead. Unpurchased *Shop Products* persist and can be bought in between future waves. Any unspent creature parts also persist - record these remaining creature parts on a sheet of paper. Note that the *Shop Product* limit on Delversuits still takes effect.

Players have access to Ranks 1-5 of all of their equipment. Ignore any references to *Story Triggers* or *Scenario cards* and skip reading the back of the Boss cards. Instead, during each *Interlude* phase, each delver chooses to gain 1 *Level* card or heal 3 HP, refreshes their consumables and weapons, and benefits from any *Interlude* phase passive effects.

## Enemy Ability Descriptions

<b><i>Accurate:</i></b> After attempting to counterattack, this boss applies a monster token to the attacking delver's <i>Delversuit</i> board. If a delver with a monster token on their board attacks this boss, its counterattack always hits. Only one delver can have a monster token on their <i>Delversuit</i> board from this boss at a time, so if the other delver attacks it, move the monster token to the other delver.
<b><i>Aggressive:</i></b> After attempting to counterattack, it moves one tile closer to its assailant. If it can't move closer, it rotates so that one of its white arrows is targeting the attacking delver. When there are multiple options, players decide.
<b><i>Alert:</i></b> After attempting to counterattack, rotate its card 90/180/270 degrees so the side with this icon  is facing the attacking delver. If it must be at a left or right angle to the delver, players decide
<b><i>Backup:</i></b> When this boss is damaged by a weapon card, players must choose 2 additional enemies if possible - they will also attempt to counterattack. Choose which enemies before rolling the counterattack die.
<b><i>Blood Debt:</i></b> After this boss is damaged by a weapon card, the delver must either lose an element or lose 1 HP (player's choice). The element is lost after the weapon card is fully resolved.
<b><i>Brawler:</i></b> This boss suffers half damage to melee attacks.
<b><i>Carapace:</i></b> This boss is immune to damage doubling effects except for those that come from weapons.
<b><i>Corruption:</i></b> If the boss successfully targets a delver, place a monster token on the delver's board and the enemy's board. At the end of each turn, that delver suffers one damage until the boss is killed, then remove both monster tokens. Only one corruption ability can be active at a time - new corruptions replace old corruptions.
<b><i>Countdown:</i></b> Each time this enemy is attacked, add 1 monster token to a countdown pile on the side of the board. After a weapon card is resolved, if the number of tokens in the countdown pile is equal to or greater than 4, return all countdown tokens and all enemies with this ability attempt to counterattack. Weapon cards with multiple attacks add multiple countdown tokens. The countdown attack happens in addition to normal counterattacks.
<b><i>Critical:</i></b> When rolling a counterattack die, if you roll a 5, the white arrows deal double damage.
<b><i>Death Heal:</i></b> When this enemy dies, it heals all damage on all adjacent enemies, unless they also just died.
<b><i>Disarm:</i></b> After each attack that damages this enemy, place a monster token on a fresh weapon card of your choice - on its next attack this weapon deals 1 damage, then remove the monster token. Each weapon can have only 1 monster token on it at a time.
<b><i>Double Edged:</i></b> This boss deals and suffers double damage when their black arrow is targeting a delver.
<b><i>Enrage:</i></b> At the start of the Wave, place 7 monster tokens in a pile. After each delver turn, remove a monster token. Once all monster tokens are removed, enemies with this ability deal double damage.
<b><i>Evasive:</i></b> These enemies suffer half damage, rounding up, unless both delvers are adjacent to it.

<b>Fatal Flaw:</b> Enemy can only be killed in the order specified next to this ability. For example, the enemy with the label “Fatal Flaw: 1” must be killed first, then the enemy with “Fatal Flaw: 2”. Enemies with sequential numbers can be killed at the same time. They can still suffer damage in any order.
<b>Fear:</b> Each time an enemy with this ability successfully targets a delver, place a monster token on the delver’s board. Each monster token reduces the delver’s damage by 1, to a minimum of 1 damage. Clear these tokens at the end of the Wave.
<b>Flees:</b> After attempting to counterattack, if the enemy isn’t dead, they move 2 tiles away from the attacking delver if possible. Players decide where, and in which order the enemies flee. The enemy should flee in an intelligent fashion.
<b>Formation:</b> Suffers 2 less damage from delver attacks for each enemy adjacent to it.
<b>Frenzy:</b> If this enemy is overkilled (more damage is dealt than is needed to kill it), afterwards all enemies with this ability attempt to counterattack.
<b>Gaze:</b> Causes a monster token to be placed on the delver’s tile after a weapon card targets them. If a second monster token is placed on the same tile from this ability, the delver/s occupying that tile die.
<b>Grow:</b> After each pair of delver turns, add a monster token to all enemies with this ability. Add its count of monster tokens to its current and max health. Limited by the supply.
<b>Hardy:</b> This boss can only be reduced to 0 HP by an attack that also targets two or more other enemies.
<b>Heavy Immune:</b> Immune to HEAVY damage.
<b>Immunity:</b> Each enemy is immune to one damage type: light, medium or heavy damage, as specified on their card.
<b>Invulnerable:</b> Starts without a monster token. After being damaged by an attack, place a monster token on them. When this boss has a monster token on them, the next delver attack deals no damage – then remove the monster token.
<b>Last Act:</b> When this boss dies, the delver that slayed it suffers 4 damage.
<b>Light Immune:</b> Immune to LIGHT damage.
<b>Malevolent:</b> When this boss dies, the delver that slayed it must either lose 4 elements or be reduced to 1 HP.
<b>Medium Immune:</b> Immune to MEDIUM damage.
<b>Mode Shift:</b> Alternates between defensive and offensive mode. Defensive mode: reduces damage suffered by 4, doesn’t counterattack. Offensive mode: no damage reduction, counterattacks. At the end of each second delver turn, switches modes. Place a monster token on its card to indicate offensive mode. Starts in Defensive mode.
<b>All-Claw:</b> When the counterattack die is rolled, on a roll of 1 it counterattacks with both white and black arrows.
<b>Omen:</b> When a delver is damaged by an enemy with this ability, afterwards, place a monster token on their <i>Delvesuit</i> board. Each time they take damage from now on, they take 1 extra damage for each monster token they have for the remainder of the Wave. Clear these monster tokens at the end of the Wave.
<b>Overlord:</b> Place a number of monster tokens on this boss equal to the number of other enemies on the board. The boss suffers this much less damage from each delver attack. Whenever the number of enemies on the board changes, update the number of monster tokens on this boss to reflect.
<b>Pact:</b> This enemy can’t die unless an adjacent enemy would also die in the same attack.
<b>Primordial:</b> These enemies can only be damaged by weapons that are exhausted onto weapon slots matching one of the indicated elements next to the ability. These weapon slots do not need to have any element token at this time.
<b>Rebirth:</b> When the enemy dies, place 3 monster tokens on its tile. After each delver turn where no enemies died, remove 1 monster token from all tiles. Once a tile has its last monster token removed, respawn one of these dead enemies on this tile with 50% health.
<b>Repair:</b> After each delver’s turn, Floating Orb either moves one tile closer to Unknown Warden if possible, or if Floating Orb is adjacent to Unknown Warden, heals half of the damage on him.

<b><i>Revenge:</i></b> Once an attack reduces the enemy to 50% HP or below, all its arrows counterattack on a roll of 2-6.
<b><i>Ritual:</i></b> After damaging this boss with a weapon card, choose one equipment to sacrifice – put this card off to the side for now and take its lower rank, adjusting any stats as needed. If the equipment card you sacrifice is Rank 1, you no longer have it available for use. Whenever you rank up an equipment, you still receive the next highest rank as if you had all of your equipment with you. When all the boss is slain or removed from play, you get all of your sacrificed equipment back.
<b><i>Rotates:</i></b> These enemies rotate their card 90 degrees clockwise after attempting to counterattack.
<b><i>Scrambles:</i></b> When this boss dies, the weapon card that slayed it must be swapped out for a different weapon that the delver doesn't currently have unlocked from the player's equipment deck (player's choice). This new weapon should start at the same rank as the returned weapon. If the delver has all 7 of their weapons unlocked (at any rank) when this ability would trigger, this effect does nothing.
<b><i>Shell:</i></b> When this enemy attempts to counterattack and misses, afterwards add a monster token to its tile. While it has a monster token, it is invulnerable to damage. On a turn where it doesn't miss a counterattack, remove the monster tokens on its tile.
<b><i>Soothsayer:</i></b> This boss kills both delvers if not defeated by the end of the wave.
<b><i>Soul Sap:</i></b> When this boss deals damage to a delver, they must also exhaust a consumable token if possible.
<b><i>Swaps:</i></b> When a weapon card deals damage to this boss, after counterattacking, it swaps tile positions with the delvers there.
<b><i>Spiked:</i></b> Deals 3 damage back each time it suffers 8 or more damage from a weapon card. In addition, it still attempts to counterattack like normal.
<b><i>Strength:</i></b> Each time the enemy counterattacks, afterwards add a monster token to its tile. Add its count of monster tokens to its damage.
<b><i>Steals:</i></b> After this boss is damaged by a weapon card, it steals it – place the weapon card on that enemy's tile to indicate. While a weapon card is stolen, it cannot be used. A stolen weapon card can be reclaimed by killing the boss or by damaging it with a different weapon – this causes the previous weapon to be returned and the new weapon to be stolen. Stolen weapons can't be ranked up. Returned weapons are exhausted. If the boss is removed from play, the stolen weapon is returned.
<b><i>Stalwart:</i></b> All attacks against these enemies deal 5 damage.
<b><i>Stout:</i></b> This boss cannot suffer more than 8 damage from a single attack.
<b><i>Stuns:</i></b> When a weapon card deals damage to this boss, afterwards place a monster token on that delver to indicate that they're stunned. Stunned delvers can't take actions. The stun token is removed by having the other delver spend an element - this is a free action, but the spent element only removes the stun token.
<b><i>Summons:</i></b> Each time this boss' counterattack doesn't successfully target a delver, roll a die. On a roll of 1-5, spawn a matching level of Lieutenant adjacent to this boss – if there are multiple tiles, players decide. On a roll of 6, or if there are already 2 of that level of Lieutenant on the board, instead nothing happens.
<b><i>Synchronized:</i></b> When damaged, afterwards it and all enemies connected to it in a chain deal a counterattack.
<b><i>Taunt:</i></b> Enemies adjacent to enemies with this ability are immune to damage.
<b><i>Teleports:</i></b> After attempting to counterattack, this boss switches places with the closest minion. If there are multiple closest minions, players decide.
<b><i>Tough:</i></b> Damage from delver attacks to round down to the nearest 5.
<b><i>Unlife:</i></b> If you roll a 6 on the counterattack, the enemy heals to full, even if it would have died from your attack.
<b><i>Vicious:</i></b> On spawn, starts with a monster token on its tile. Whenever an adjacent delver suffers damage, remove the monster token. While it has a monster token, attacks deal a maximum of 1 damage to it.
<b><i>Weak Spot:</i></b> Any attack that directly targets their weak spot (marked with  ) deals an additional 5 damage. After this boss's weak spot is targeted, rotate the enemy so the weak spot is as far away from the attacking delver as possible – if there are multiple options, players decide.