The Stygian Society Rules v2.2

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Introduction

The Stygian Society. You do not know them, but for hundreds of years, they have quietly worked to protect you from evils that sought to harm you.

The cemetery tower is haunted, so the locals say. The Stygian Society knows that what haunts the tower is very real, and they will join their talents to defeat it.

The heroes climb the tower, encountering increasingly horrid enemies and hazards on each floor.

Every hero has unique skills that contribute to their fellow heroes and enable them to defeat the enemies together. On their turn, the active hero selects an enemy, and one of their skills. The combination of floor traits and skill selection describe the color and number of cubes to drop into the tower.

Obstacles inside the tower prevent cubes from falling straight through. So when heroes drop in cubes, what falls out the bottom is a random combination of those cubes and other cubes from previous drops. Some cubes will fall into the crypt, a fenced area in front of the tower. These cubes count double!

Both game-driven enemies and heroes take actions with whatever cubes drop out the bottom.

Players encounter an especially challenging mini-boss on the third level and a major boss on top of the tower. Working together will be vital if the Stygian Society is going to be victorious!

Game Components

- 1 Cube Tower
- 1 Tower Board
- 1 Status Board
- 1 Party Marker
- 36 Cardstock Sheets, including:
    - 4 Hero Mats
    - 4 Mid-boss Sheets
    - 4 Wizard Sheets
    - 12 Lower Floor Sheets
    - 12 Upper Floor Sheets
- 30 Wood Hero Cubes (10 each in white, blue, and green) (10mm sized cubes)

- 30 Wood Enemy Cubes (10 each in black, red, and yellow) (10mm sized cubes)
- 165 Cards, including:
    - 60 Hero Cards (15 for each hero)
    - 30 Chest Cards
    - 20 Lower Floor Treasure Cards
    - 20 Upper Floor Treasure Cards
    - 19 Enemy Cards
    - 16 Status Cards (four for each hero)
- 57 Cardboard Tokens, including:
    - 4 Crypt Pieces
    - 1 Max Team Wounds Marker
    - 1 Current Team Wounds Marker
    - 1 Needed XP Marker
    - 1 Current XP Marker
    - 1 Peril Marker
    - 1 Luck Marker
    - 1 Tower Floor Marker
    - 28 Wound Tokens (eight 'five's and 20 'one's)
    - 18 Enemy Tokens (six in red, six in yellow, and six in black)

Game Setup

1. Tower and Crypt Setup
Place the tower board in the center of the play area. If this is your first game, assemble the tower and crypt as shown. Place the crypt and tower on the board in their assigned spaces. Place the party marker on the space marked "1" on the tower board.

2. Status Board Setup
Put the status board near the tower board. Place the peril, luck, current XP, needed XP, current wounds, and max wounds markers on the spaces of the matching color on the appropriate tracks.

- Place a red marker on the 0 space of the Experience track, and a blue marker on the blue spot on the Experience track.
- Place a red marker on the 0 space of the Party Wounds track, and a blue marker on the blue spot on the Party Wounds track.
- Place a clear marker on the 0 space on the Peril track

3. Chest and Treasure Deck Setup
Separate the cards by type. Shuffle the chest cards together to form the chest deck and place it facedown on the indicated space on the status board. Repeat this process for the lower floor treasure cards, placing them on the space indicated for the treasure deck. Set the upper floor treasure cards aside for now.

4. Hero Setup

Each player chooses a hero either at random or (if the players all agree) by selecting their favorite. In a one-player game, choose three heroes, and in a two-player game, each player chooses two heroes.

Give each player the hero mat and all of that hero's skill cards. Return any unused hero mat and cards to the box. Each player should place their hero mat face-up in front of themselves. Then, each player should shuffle their six first-level hero cards and draw one at random, placing it face-up next to their hero mat. This card, as well as the card printed on their hero mat, are the hero's two starting skills.

Also, give each player one set of each of the four different status cards for every hero they are controlling. These cards are set aside facedown until needed.

5. Cube Setup

Sort the hero and enemy cubes by color and place them to the side of the tower board, hero cubes (white, blue and green) on one side, enemy cubes (black, red, and yellow) on the other side.

6. Enemy Setup

Sort the enemy cards and tokens by color and place them to one side of the playing area. Place the wound tokens next to the enemy tokens.

7. Floor Setup

Shuffle the lower floor cards, then place them face-down next to the enemy cards. Set the upper floor, mid-boss, and wizard cards aside for now.

8. Choose Starting Hero

Choose one of the heroes in play to begin the game. Play will continue clockwise from the chosen hero for the rest of the game.

Hint: It's often best to start with the Knight or the Burglar if they are in play.

Starting a New Floor

Follow these steps to begin the first floor and each floor after that. Note that the first floor (where the party marker is located) is in the field.

1. Choose Floor

Draw a card from the floor deck, turn it face-up, and place it near the tower board.

2. Setup Enemies

Find the enemy card for each different kind of enemy shown on the floor card. Place these cards face-up

where each player can see them. Then, take enemy tokens and arrange them as shown on the floor card. **Enemies in the lower row shown on the card are in the front rank, while enemies in the upper row shown on the sheet are in the rear rank**. Distinguishing the front from the rear rank is important because some attacks can only target enemies in the front rank.

3. Clear the Field and the Crypt

Remove all cubes currently in the field and the crypt and return them to the banks of cubes near the tower board. **Any cubes currently inside the tower remain there**. Obviously, if this is the first floor, there will not be any cubes to clear yet, since no cubes have dropped into the tower.

4. Set Peril to 0

If you are starting the first floor, the peril marker should already be on the '0' of the Peril track. However, if you've just completed a floor, make sure to reset the peril to '0' now.

5. Begin the Battle

The active hero (the hero chosen to go first if you are on the first floor, otherwise the hero to the left of the hero who completed the previous floor) takes their turn.

Taking a Turn

On your hero's turn, take the following steps. Afterwards, play passes to the hero on the left.

1. (Optional) Use a Support Skill

First, you may choose one (and only one) of the hero's support skills (orange gem) to use. Simply read the card and do what it says. Typically, these skills must be exhausted (turned sideways) when used (look for the 'x' symbol on the card). An exhausted card cannot be used again until it's refreshed (returned to an upright orientation), which normally happens when the heroes gain a level (see pg. XX).

Note: If you wish to use a support skill on your hero's turn, you must use it before acting. A hero cannot use a support skill after they have acted.

2. (Mandatory) Choose and Execute an Action

Next, either choose and execute one of your hero's action skills (green gem) or one of the generic action skills printed on the status board. Executing an action normally takes the following steps, but you'll need to read the action itself to see the actual steps.

A. Choose Target

Most actions target one or more enemies, and you must select which you are targeting before you drop any cubes into the tower. Make sure to note if the skill indicates that the target must

be in the front rank because many attacks cannot reach the rear rank.

B. Collect and Drop Cubes in Tower

First, gather up the enemy peril cubes as printed on the floor card. These usually consist of one red, one yellow, and one black cube, but may change according to peril effects on the tower floor (see "Peril" on pg. XX). Gathered cubes must come from the banks of cubes near the tower board - you cannot take them from the field or crypt.

After that, add any hero cubes shown on your selected action, after the word "Drop." Make sure to gather up the correct number and color or colors of cubes. **Gray cubes are wilds, so use the hero cube of your choice (blue, green, or white)**. As with enemy cubes, gathered hero cubes must come from the banks of cubes near the tower board - you cannot take them from the field or crypt.

CALLOUT BOX: If You Do Not Have Enough Cubes

If you do not have enough cubes of a particular hero color, then you lose out on those cubes for the action. Gather what you can and ignore the missing cubes.

If you are missing enemy cubes, things are much worse. For each enemy cube you are short, raise the peril by one (see "Peril" on pg. XX) as the wizard's attention becomes drawn to the team.

Note the "Regroup" action printed on the status board. By taking this action, you may return all cubes from the tower, field, and crypt to the banks near the tower board. Doing so raises the peril by four(!) and consumes the hero's action, but this can be a better course of action than bleeding out a point or two of peril every turn or leaving too many hero cubes trapped in the tower. Knowing when to use the "Regroup" action is vital to winning the game.

END BOX

Once you've gathered up all the peril cubes as well as the cubes indicated on your action, drop them all into the top of the tower at once, being careful not to touch the tower as you do so. Hold your hand about one inch above the tower and drop the cubes without forcing or throwing them in.

Some cubes will get stuck inside the tower, but others will fall out of the bottom of the tower onto the tower board. These cubes are said to be "in the field."

Example of Dropping Cubes: *The Knight uses his Steel Fist action. First, he chooses one enemy in the front rank to target (a Brute, in this instance). Then, he gathers up the peril cubes as shown on the floor card - one red, one yellow, and one black cube, since there are currently no effects increasing the number peril cubes. Next, he gathers the hero cubes for his Steel Fist action, as listed on his hero mat - two blue cubes and one other hero cube of his choice. In this case, he selects a white cube to hopefully help prepare the way for the Spellsling to launch a powerful attack on her turn. So, in total, the Knight drops two blue, one white, one red, one yellow, and one black cube into the top of the tower.*

The Crypt

A lucky few cubes may bounce into the crypt on the tower board. These cubes are said to be "in the crypt" and spending them counts the same as spending two cubes of that color from the field unless a game rule says otherwise. (So, usually, spending one red cube from the crypt and three red cubes from the field equals spending five red cubes from the field.)

However, note that heroes and enemies never receive "change" from spending a cube in the crypt. That is to say that the player does not "get a cube back" if two cubes are spent from the crypt to activate an action that costs three.

Gaining and Using Luck

Any time two or more cubes of any color or colors (whether hero or enemy) fall into the crypt during a single hero's action; the team gains one luck (and only one, no matter how many cubes fall into the crypt). Adjust the luck marker on the status board. Heroes cannot gain luck above the maximum.

Players can spend a luck point at any time to represent a cube of any hero color (white, green or blue.)

C. Resolve Monster Actions

Once you've dropped the cubes into the tower, it's time to resolve the selected action. However, **first resolve any enemy actions that trigger this turn**. Enemy cubes in the field and crypt trigger enemy actions. The active enemy cards display the number and type of cubes required. The current floor card also displays possible enemy actions. However, we're not going to get into the details of this just yet. You can read ahead for a full explanation of how this works by reading the "Enemy Actions" section on pg. XX.

Important Note: Some heroes resolve their actions before enemy actions. When performing these actions, remember to first resolve your hero's action before resolving any enemy actions.

D. Resolve Hero Action

Once you've resolved enemy actions, you may resolve your hero's action. Normally, this involves spending one or more cubes from the field and crypt for the selected skill. Spent cubes are removed from the field (and crypt) and returned to the bank of cubes by the tower board. Most actions allow you to wound enemies, heal the team's wounds, or remove status tokens from a hero. In general, do what the card says, and you won't go wrong. However, for common types of actions, you may wish to see "Wounding Enemies" (pg. XX), "Healing the Team" (pg. XX) and "Removing Status Tokens" (pg. XX).

Some actions must be exhausted (turned sidewise) when used, similar to support cards. Look for the 'x' symbol on the card to see if it exhausts. An exhausted card cannot be used again until it's refreshed (returned to an upright orientation), which normally happens when the heroes gain a level (see pg. XX).

Leftover Cubes

Any cubes remaining in the tower, field, and crypt at the end of a hero's turn stay there. **THIS IS VERY IMPORTANT!** At the end of each heroes turn, carefully move the cubes in the field (not the crypt) to a corner or the board where they will not affect future cubes dropping from the tower.

Cubes are normally only removed from the field and crypt when spent during a hero or enemy action, or when a hero takes the "Regroup" action. Because of this, you may "let cubes ride" so that another hero can use them on their turn. Similarly, enemy cubes will build up from turn to turn until they finally activate enemy actions. This ebb and flow of cubes are the very heart and soul of the game.

Example of Resolving Hero Action: Continuing the Knight's Steel Fist action example from earlier, let's say that after players resolve enemy actions, two blue cubes remain on the field along with one blue cube in the crypt. Looking at the Steel Fist action, we can see that it costs two blue cubes to deal three wounds to the target, plus two extra wounds for every two additional blue cubes spent. Given the blue cubes available, the Knight could either spend two blue cubes to deal three wounds to the targeted Brute or four blue cubes (remembering that the blue cube in the crypt counts as two cubes) to deal five wounds to the Brute.

The Knight doesn't have to make this decision until after he has dropped the cubes for his action. It may make more sense only to deal three wounds to the Brute, and leave the blue cube in the crypt for later, or even to deal no wounds at all and leave all of the blue cubes for the next hero. Alternately, if there were more blue cubes available to spend, he could deal even more wounds to the Brute if he wished to spend them. Deciding when to spend or save cubes is one of the most important skills players will need to learn.

Wounding Enemies

The vast majority of hero actions are intended to deal wounds to an enemy. Simply take the appropriate number of wound tokens and place them beside the targeted enemy's token. If the total number of wounds on the enemy equals or exceeds the maximum number of wounds listed on that enemy's card, the enemy is immediately killed (see "Killing Enemies" on pg. XX). Otherwise, the enemy is still alive and operates at full capacity.

Enemy Defenses

Many enemies have defenses that can reduce or even entirely negate attacks aimed at them. For instance, when a hero attacks a Rider, the wounds dealt are reduced by the number of enemies in the rank ahead of it. So, if it's in the front rank, this number would be 0, but if it's in the rear rank, you would count all the enemies in the front rank and reduced the damage by one for each enemy. i.e., if the Rider is in the rear rank and there are five enemies in the front rank, all damage done to the Rider is reduced by five wounds (to a minimum of 0 wounds).

Melee, Projectile, and Magic Resistance.

Other enemies have defenses against certain types of attacks. Nearly all attacks the heroes can make are melee, projectile, or magic attacks. If a hero attacks an enemy with the proper type of "Resistance" (For instance, if he uses a melee attack against an enemy with Melee Resistance), then the attack is reduced by the number of wounds listed. So, Melee Resistance 2 reduces all melee attacks against that enemy by two wounds (to a minimum of 0 wounds).

Killing Enemies

Eliminate an enemy when it has wound tokens on it equal or greater than its maximum wounds (shown on its enemy card.) Remove that enemy token from play and return it to the pile next to the enemy cards, then increase the team's current XP marker by the enemy's XP value (found in the upper right corner of its enemy card). If the current XP marker moves onto the blue XP marker, the team immediately gains a level (see "Gaining Levels," pg. XX. Gain any leftover XP after the team gains their level. After removing the enemy token, reform the enemy ranks as described below, under "Reforming Enemy Ranks."

Reforming Enemy Ranks

First, slide enemy tokens left to fill in any gaps that eliminated enemies may have left. Then, if there are more enemy tokens in the rear rank than the front rank, enemies in the rear rank must "fall down" until there are an equal or greater number of monsters in the front rank than in the rear rank.

Enemies Falling into the Front Rank

When an enemy falls into the front rank, place it on the **right side** of the front rank. The order in which enemies fall into the front rank is as follows:

1. Any red-bordered enemies, starting from the **left side** of the rear rank.
2. Any yellow-bordered enemies, starting from the **left side** of the rear rank.
3. Any black-bordered enemies, starting from the **left side** of the rear rank.

Gaining Levels

When the current XP marker enters the same space as the needed XP marker, the team gains a level. When that happens, immediately carry out the following steps.

1. Reset the current XP marker to 0.
2. Advance the blue XP marker by one, unless it is already at the maximum.
3. Refresh all exhausted hero skill cards. That is, return them to an upright orientation.
4. Each hero gains a new skill. Each hero may select any skill card of a level they already have a card for, or they may shuffle up their skill cards of the next higher level and choose one at random. For instance, if a hero has at least one first level skill card, they may either gain their

choice of any remaining first level skills or else shuffle second level skills and draw one at random.

5. Finally, the team collects any remaining XP from the enemy that was killed to gain the level.

Healing the Team

Whenever you take an action that heals the team of wounds, reduce the party's current wound marker by that many wounds, to a minimum of 0. Disregard any leftover healing after reducing the current wound marker to 0.

Enemy Actions

Follow these steps to resolve enemy actions.

1A. If there is at least one red-bordered enemy token in play, check the red-bordered enemy card in play. If there are enough cubes in the field and crypt to activate any action (or actions) on that card, activate the action and spend the cubes required (see below). Read the card to see what the action does, specifically. After executing the action, increase peril by one (see "Peril" on pg. XX).

1B. If there are no red-bordered enemy tokens in play, check the current floor's sheet to see if there is an action listed on it that activates by spending red cubes (usually raising peril). If so, and there are enough cubes in the field and crypt to activate that action, then do so, spending the cubes required (see below). After executing the enemy action, increase peril by one **unless the action raised the peril as part of its effect**.

2A and 2B. Repeat 1A and 1B, this time looking at yellow-bordered enemies.

3A and 3B. Repeat 1A and 1B one last time, this time looking at black-bordered enemies.

Note: A given enemy action may only activate once per turn, even if there are enough cubes in the field and crypt to activate it multiple times.

Spending Cubes to Activate Enemy Actions

As with hero cubes, enemy cubes in the crypt count double when being spent. When spending cubes for the enemies, the players should always remove cubes in the crypt only if necessary - always take them from the field first. However, spend cubes as economically as possible. So, for example, if there are two red cubes in the field and one red cube in the crypt and you need to spend three red cubes total, then one should be taken from the field, and one from the crypt.

Wounding the Team

When the team suffers one or more wounds, increase the current team wounds marker on the status board by the number of wounds suffered. If this moves the marker into the same space as the maximum

team wounds marker at any time, the heroes are defeated, and the players lose the game.

Hero Armor

Some hero skills have one or more shield symbols on them. Wounds inflicted on the team **during that hero's turn** are reduced by one per shield symbol that hero has on all of his or her acquired skill cards combined. So, if the Knight currently has a total of three shield symbols on his skills, and the team suffers seven wounds during the Knight's turn, the team would only suffer four wounds.

Peril

Peril represents the extent to which the heroes have drawn the attention of the wizard (the boss at the top of the tower.) Each time the peril rises, look at the peril chart on the current floor sheet. When the peril reaches any of the levels shown on the floor sheet, the listed effect occurs. So, if the floor sheet says "3 - Add a Brute to the right side of the front rank." then the moment that peril reaches three, players add a Brute to the right side of the front rank. Once a given peril chart effect has occurred on a floor, it cannot trigger again, even if the peril is lowered and then reaches that level again.

Note that the final effect on each peril chart causes the heroes to lose the game, as the wizard's attention is fully focused on them. However, players reset peril to 0 at the start of each new floor, so if the team's peril is getting too high, wrap things up on the current floor as soon as possible.

Completing a Floor

Heroes complete a Floor after they have defeated all of the enemies (and there are no more enemy tokens in play) on the floor. The team may then choose to open any or all treasure chests listed on the current floor sheet to try and gain some useful items (see "Opening Chests and Gaining Treasure," on pg. XX). After players have opened or abandoned all of the chests, advance the tower floor marker by one and start the new floor (see "Starting a New Floor," on pg. XX).

Types of Hero Skills

There are four types of hero skills, as described below.

1. Support (orange gem) - A hero **may** use one support skill on their turn before they take their action. Many support skills are exhausted when used, meaning they cannot be used again until refreshed (which happens when the team gains a level).
2. Action (green gem) - A hero **must** use one action skill on their turn after they use their support skill (if any). Most actions do not get exhausted when used, but some do, just like support skills.
3. Passive (blue gem) - Passive skills are always in effect for their owner. They never have to be exhausted.
4. Response (white gem) – Players use response skills after a specific event described on the card. Like support skills, responses often have to be exhausted when used.

Opening Chests and Gaining Treasure

Once heroes empty a floor of enemies, the team may choose to open one or more of any treasure chests the floor contains, as shown on the floor sheet. For each chest that the team opens, draw one card from the chest deck, look at the number in the upper right, and compare it to the current peril. If the number on the card is **less than or equal to** the current peril, read the card out loud and follow the instructions. However, if the current peril is **lower than** the number in the upper right of the card, ignore the effects of the card.

In either case, once players enact or ignore the chest card's effect, shuffle it back into the chest deck and draw **two cards** from the treasure deck.

Treasures

Treasure cards labeled "Team Treasures" (currently two stick figures in the upper left banner) should be placed faceup near the tower board where every player can reach them. Give treasures labeled as "Hero Treasures (one figure in the banner) to one hero of the team's choice. Treasures are always one of the same four types as hero skills (Support, Action, Passive, or Response) and follow the same rules as hero skills of that type.

Heroes may trade their hero treasures back and forth among themselves before starting a new floor.

Status Tokens

Sometimes, the heroes acquire lasting negative status effects as a result of enemy actions or chest traps. When this happens, that hero's player finds the appropriate status effect card and places it face-up in front of themselves. Then, they draw one status token at random from the cup. Place a hero cube of the matching color on the status card each time they become afflicted with that status. Place the status token back in the cup.

For example, if a Knight is stricken three times, he would place the stricken status card in front of himself, then draw a status tokens at random and place a matching hero cube on the status card. Place the status token back in the cup and repeat the procedure twice more.

Statuses do different things, as described on the card. Stricken, for instance, causes the team to suffer one wound per status token at the start of each of that hero's turns.

(Publisher Note: Original rules included a second set of status tokens. Using hero skill tokens is more brutal, and reduces component count.)f

Removing Status Tokens

Starting **the turn after acquiring the status tokens,** the hero may buy them off at the end of their turn. To do so, the hero simply spends a hero cube matching the token's color from the field or crypt, then

discards the cube from the status card. As usual, spending a cube from the crypt counts double, so the hero could discard two cubes of that color. Set the status card aside facedown if there are no more cubes on it.

For example, if the Knight above had two green and one white status tokens on his stricken card, he could spend a white cube from the field and a green cube from the crypt to discard all three cubes from his stricken card, which would then allow him to set it aside.

Alternately, some hero skills and treasures simply remove cubes from the card without spending any cubes from the field or crypt.

The Mid-boss

The third floor of the tower is always the mid-boss. When the heroes start this floor, draw a mid-boss at random instead of the lower floor cards.

Mid-bosses vary, and can anything from one giant enemy, considered to be in both ranks, to a small creature protected by other enemies. Mid-bosses are otherwise faced just the same as a normal floor, except that when the heroes kill the mid-boss enemy, the other enemies on the floor normally flee and disappear (heroes get no XP for them).

Also, once the mid-boss is defeated, turn the mid-boss sheet over and read what happens upon the mid-boss enemy's defeat. Normally, some small but significant effect comes into play for the rest of the game depending which mid-boss was defeated. Mid-boss card instructions always include swapping out the lower floor cards for the upper floor sheets and the lower floor treasure deck for the upper floor treasure deck.

The Wizard

The 6th floor is always the wizard. When the heroes start this floor, draw one wizard at random. Like the mid-boss, the wizard is faced just like any other floor in general, but if the wizard is defeated, the heroes immediately win the game!

Credits

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