

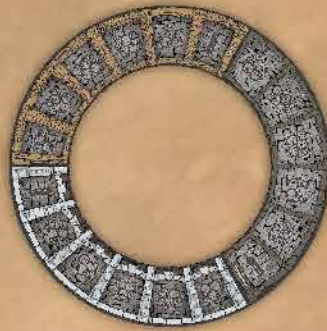
Ravenspire



Player's Guide



**1 Rotating
Tower Board**



**1 Three-Part
Encounter Ring**



**1 Six-Sided
Die**



**9 Hero
Battlemats**



**1 Foe
Battlemat**



**1 Expansion
Battlemat**



**12 Foe
Cards**



**9 Hero
Cards**



**5
Sealed Spire
Cards**



**52
Loot
Cards**



**221
Encounter
Cards**



**101
Starter
Cards**



**9
Tower
Cards**



**6
Turn Order
Explore
Cards**



**1 Madness
Token**



**6 Sanity
Tokens**



**9 Hero
Tokens**



**3 Foe
Tokens**



**5 Key
Tokens**



Ravingspire

Assault on the Tower of Madness

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the lost souls of ravingspire

Your Hero has become trapped within the haunted Tower of Ravingspire. Did they seek out the Tower in the hopes of uncovering the vast riches rumored to lie within? Maybe they entered on their own volition out of curiosity, once the Tower suddenly appeared on the horizon near their village. Or perhaps were they taken from their beds in the night and simply awoke within the ancient keep, as Old Nan's bedtime stories warn?

All of that is less important now than how they will escape, for the Tower hungers for the souls of Heroes. Only by making their way up through the maze-like passageways and facing the Dark Lord of the Tower will your Hero have a chance of escaping!

To conquer the Tower of Ravingspire, the Hero you choose must defeat the Final Challenge contained within one of the sealed Spire Cards. To do this, you must acquire and banish cards from the Encounter Ring to sculpt your Hero's Battle Deck. Use this Battle Deck to defeat sanity-blasting adversaries, align the stairwells and passageways, overcome Chaotic dangers, and battle the wandering and deadly Foes to obtain a Tower Key. Only with a Foe's key may the door to Spire Keep be unlocked and the Final Challenge revealed!



the hero's attributes

The Hero's Battle Deck consists of cards that utilize three primary attributes: Fight, Skill, and Charm. When a card is played for its Power Value, the specific attribute requirement it fulfills is represented by a symbol in the upper right corner of the card.



fight



skill



charm

The Hero also has a fourth attribute, Sanity. This is designated by a scale from 0 to 10 on the left side of the Hero's Battlemat. All Heroes start at full Sanity (10), but various effects and events may lower their Sanity throughout the game.



The Power Values on these cards show that both Rogue's Strike and Battered Buckler cards are worth two Skill when utilized by the Hero.

The Sanity track on the Hero's Battlemat represents their capacity to withstand the terrors they encounter within the halls of Ravingspire.



sanity and madness

If a Hero's Sanity ever reaches the Skull icon (zero Sanity), they are driven temporarily Mad, and worse yet, the Tower claims a small portion of their soul. The Player then discards all cards from their Hand and Battlemat, and places their Hero Token on the Dungeon Portal (Start) space. They may then return their Sanity track to 10 on their Battlemat, draw a new Hand of cards, and end their turn.



The red Madness Track on the Foe Mat starts at a value of 2 + the number of Heroes. When a Hero goes Mad, lower the red Madness Track on the Foe Mat by 1. If the red Madness Track ever reaches the Skull icon (zero), then the Tower has collected enough soul energy to trap the Heroes for all time, and all Players lose the game!

The primary ways a Hero may lose Sanity are:

- Adversaries left on the level at the Recovery stage (1 Sanity per Adversary)
- Overwhelmed in the Encounter phase (1D6 Sanity if you can't collect a card)
- Losing a Battle to a Foe (2D6 Sanity)
- Special Card Effects

deck-building in ravingspire

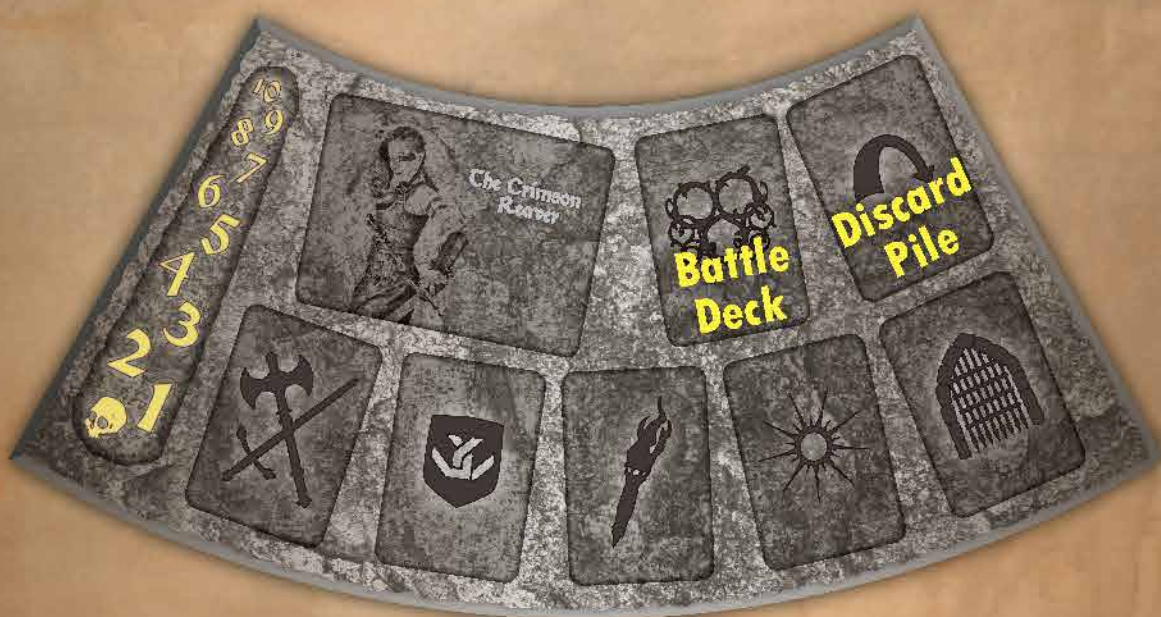
Ravingspire is at its heart a deck-building game. On each Hero's Battlemat lies their Battle Deck and discard pile. The Player must use this Battle Deck to interact with and obtain cards from the Encounter Ring.

Each turn, Players draw a full Hand of cards (6) from their own Battle Deck and use those cards against the requirements on the Battle Matrix of cards in the Encounter Ring. In this way, Players may collect new cards to use in their Battle Deck.

Each time a Player draws the last card from their Battle Deck, the Player will reshuffle their discard pile and restore their Battle Decks anew to continue drawing cards as needed. The Player's Hand will become more powerful as newly-collected cards cycle through from the discard pile. Eventually, their Battle Decks will be strong enough to take on the deadly Foes that stalk the halls of the Tower.

Example: Cycling the Battle Deck

During the Recover phase of his turn, Steve has discarded his remaining Hand and now needs to draw a new Hand of six cards from his Battle Deck in preparation for next turn. Steve has only four cards left in his Battle Deck. He draws those four cards and then reshuffles his discard pile, placing the deck back on his Battlemat in the Battle Deck slot. He now draws an additional two cards from his renewed Battle Deck to complete his Hand of six cards.



the hero's battlemat

If a Player's hand contains cards with highlighted equipment symbols on the bottom edge that match a symbol of one of the card spaces on their Battlemat, the Player may Slot that card into the appropriate equipment space on their Battlemat.

When slotted in this way, these unspent cards do not have to be discarded during the Recover phase and may be spent on subsequent turns as if played from the Player's Hand. Cards may be swapped between the Player's Hand and Battlemat at any time during a turn, so long as no Chaos Card event is directly impacting the Player's Hand or Battlemat.

Each Hero has certain types of equipment cards they may slot and save for later turns. These are delineated by the equipment symbols on their Hero card and Battlemat.



You may slot up to five unspent equipment cards on your Battlemat to save them for later turns. Once used, they are placed into your discard pile just as if they had been played from your hand.

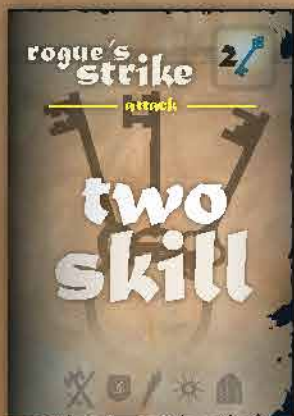
the starter deck

Each Hero starts their adventure in Ravingspire with a shuffled deck of 12 cards. These represent their starting capabilities, and are listed at the top of the Hero card. The Player utilizes these Starter cards to collect stronger cards from the Encounter Ring during their adventure, representing the Hero's growing experience and increasing their effectiveness as they cycle through the Battle Deck.



The Battle Matrix on the Hero card denotes the total value of the Hero's Starting deck, giving you an easy way to compare starting powers during Character selection.

The Blade, Tool, and Trinket Starter cards are worth only one fight, skill, and charm, respectively. However, they are all equipment cards and as such, may be slotted into the appropriate equipment slot on a Hero's Battlemat for use in later turns.



The Starter cards with a value of two fight, two skill, or two charm are all Attack cards which may NOT be slotted into the Player's Battlemat and so must always be discarded during the Recover phase.

Adventure Tip:

As you expand your Battle Deck with Encounter cards representing better equipment and abilities during the game, you'll likely want to rid yourself of the weaker cards. Do this by banishing your weaker Starting cards into the Well of Souls during the Encounter or Explore phases. In this way, as you cycle through your Battle Deck, you won't be saddled with re-drawing weak Starter cards which dilute the effectiveness of your hand!

battle matrix

The Battle Matrix outlines the total Fight, Skill, and Charm a Hero must utilize from their hand to acquire a card from the Encounter Ring.

In this example, a Hero could spend 3 Fight, 3 Skill, and 3 Charm worth of cards - or a total value of 18 of any combination of Fight, Skill, and Charm - to acquire this card from the Encounter Ring.



The Brute Force value in the center of the Battle Matrix provides an alternate means to acquire the card. Instead of a certain number of each specific type (Fight, Skill, Charm), the Hero may spend any combination of cards as long as the total of the Fight, Skill, and Charm is at least that of the Brute Force value. Whichever means is used to acquire a card, it will always be placed into the player's discard pile (along with the cards spent to acquire it during the Recover phase) unless otherwise instructed by the card (such as with Adversary cards).

well of souls

The Well of Souls is on the Foe mat and may be used during the Explore phase of a player's turn.

A player may spend the power cost listed on the Well of Souls (1 Fight, 1 Skill, 1 Charm), or its Brute Force value (5), to activate the Well of Souls. When activated, the player may take one card from their hand or discard pile (including the cards just used to activate the Well) and banish it from the game. They may do this multiple times during their turn as long as they can pay the cost each time a card is banished in this way.



building your battle deck

During the Encounter phase, the Player may spend cards from their Hand to obtain new cards from their level's Encounter Ring. This is done by spending cards from the Player's Hand (and/or Battlemat slots) whose combined Power Value equals or exceeds the values on the Battle Matrix of a card they would like to collect. The newly-collected card, along with the cards that were spent to obtain the new card, are set aside until the Recover phase of the Player's turn (they are not yet placed into the discard pile). Any over-spent Power to obtain the new card is lost. A Player may collect as many cards as they desire from the Encounter Ring in this way during the Encounter Phase. Once the Recover phase begins, any cards spent or collected will then all be placed into the Player's discard pile, along with any unspent cards from their Hand.



Example: Collecting a Card from the Encounter Ring

Steve is on the Outer Dungeon level during his Encounter phase. He decides to collect the Expert Feint card from the Dungeon. He can see that the cost listed on the Battle Matrix is 4 Charm or 7 Brute Force. He spends two Runelord's Blast cards from his Battle Deck to pay the cost of 4 Charm and collects the Expert Feint card from the Encounter Ring. He places the three cards aside until the beginning of his Recover phase, at which point all three cards will be placed into his discard pile.

exploring the tower

In order to reach new levels of the Tower the Hero must align secret passageways and try to decipher cryptic maps scrawled into the walls of the dungeon. During the Explore phase, the Hero may spend 2 Skill or 2 Charm from their Hand to roll a die and rotate their current level that many spaces (clockwise or counter-clockwise). During the Explore phase cards are spent for their standard Power Value only, and any Special Actions or abilities on the cards are ignored. The Player's goal is to align the Stairway with the open Portal space on the level above. Once the Stairway and open Portal are aligned, the Heroes may move up or down between the levels as they wish.



The player may also choose to Brute Force the rotation of the level, by spending a combination of 10 of any power suits (Fight, Skill, or Charm) to roll the die and rotate the level UP TO that many spaces. Therefore when using Brute Force to rotate the level, they do not need to rotate the level the full amount shown on the die.

rotating tower levels

During her Explore phase, Aurora spends Charm to rotate the Dungeon level (outer ring). Rolling the die, she aligns the Staircase to the Portal entrance to the Temple level (middle ring).



On her next turn, Aurora rolls the die and moves up the Staircase into the now-open Temple level. Aurora will now draw and encounter cards for the Temple level during the Encounter phase instead of the Dungeon level.

A Hero may also spend 2 Fight from their hand to Exert and move 1 extra space during the Explore phase. This movement may even be up or down a Stairwell, though if they Exert up the stairs into an unrevealed level they will not fill the Encounter Ring of that level until the beginning of their next Encounter phase.

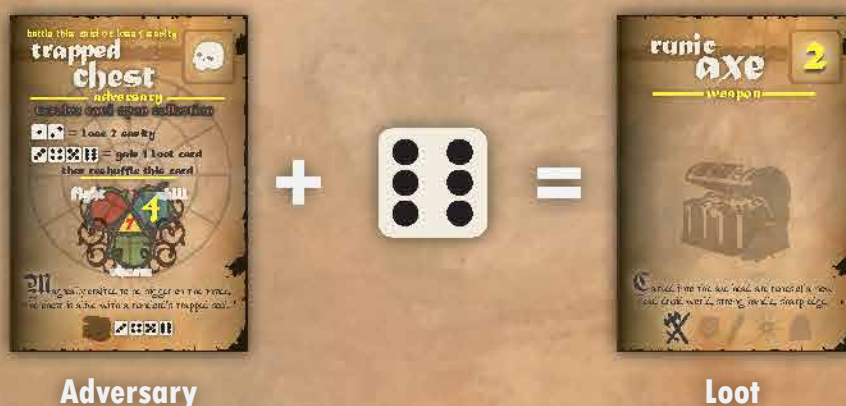
adversaries and loot

Some cards the Heroes encounter will have a Skull instead of a Power Value. These cards are labeled Adversary. If any Adversaries remain on the Encounter ring at the beginning of a Player's Recover Phase, then their Hero will lose 1 Sanity from their Battlemat for each Adversary card present.

Adversary cards when defeated are not collected into the Player's discard pile as equipment and other Encounter cards would be. Instead, upon defeating the Adversary card's Battle Matrix cost, the Special Action text on the Adversary card is immediately resolved by the Player before they continue their turn. This will often require a die roll to determine what happens, and in the best cases will result in the Player drawing one or more Loot cards from the Foe Mat, and placing those Loot Cards into their discard pile during their Recover phase. It will also determine whether the Adversary card is Banished (removed from the game), or reshuffled into the the Encounter deck. When reshuffled, Adversary cards are always reshuffled into the top third of the Encounter Deck (they will soon return and haunt the Heroes again) during the Recover phase, before any new Encounter cards are drawn.

Example: Resolving an Adversary Card

Steve decides to spend a Rogue's Strike (2 Skill) and two Tool cards (1 Skill each) to disarm the Trapped Chest in the Dungeon. He collects the card from the Encounter Ring and immediately resolves the effect on the card. In this case he rolls the die and gets a 6, which according to the Trapped Chest card means he gains 1 Loot card! Steve draws a card from the Loot deck on the Foe Mat and gets a Runic Axe. He places the Runic Axe aside with his spent Rogue's Strike and Tool cards to be placed into his discard pile during his Recover phase. He will then place the Trapped Chest card next to the Encounter Deck, to be reshuffled back into the top third of the Encounter Deck before any new cards are drawn from it.



Loot cards represent the mystic treasures hidden within the Tower of Ravingspire that are guarded by the denizens that stalk the halls. They are designated by a Treasure Chest image in place of a Battle Matrix, and are kept in their own deck on the Foe Mat. Their Power Value is in bright yellow and has no Fight, Skill, or Charm designation. This is because they are considered Vorpal Power, or Wild, and may be used as either Fight, Skill, or Charm as the Player chooses when they are played.

rest and recovery

At the end of each Hero's turn they must try to recover their strength and regroup from their encounters in the Tower. However, if any Adversaries remain wandering the halls of the level the Heroes occupy when the Recover phase comes, then they cannot truly rest, and the Hero loses 1 point of Sanity for each Adversary still standing!

The Hero must then discard any remaining cards in their hand that cannot be slotted into their Battlemat. Only equipment or Dungeon cards may be saved between turns, representing the particular proficiencies the Hero has mastered to keep certain items at hand.

If the Hero had a very successful turn collecting cards, and open spaces are present in the Hero's level Encounter Ring, then the Player must draw cards from the Encounter Deck to refill those open spaces. Any Chaos Cards drawn are immediately resolved and replaced. Note that this can lead to some Adversaries crawling out of the shadows (though any new Adversaries on the Encounter Ring won't drain Sanity this turn), or even a deadly Foe sneaking up on the Hero. Beware clearing too much of a level in a single turn if you are standing near the stairwell where Foes may appear!

Once all the Encounter spaces on the level are filled with Encounter cards, the Player then draws back up to a full hand of six cards from their Battle Deck. These are the cards they will use in their following turn.

foes haunt the halls

Finally, if any Foes still stalk the Hero's level, that Foe token will be moved toward the current Hero. The Foe token moves 1 space if there are 4 or more players, or 1d3 spaces if there are 3 or fewer players.

To determine 1d3, roll the trusty d6 and consult the following:

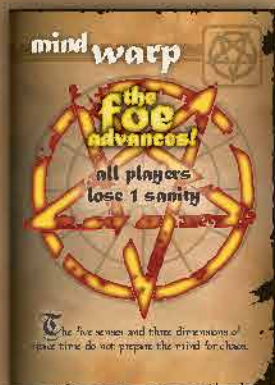
Roll	Foe Moves
1-2	1 space
3-4	2 spaces
5-6	3 spaces



After the Foe moves then the Player's turn is over, and play proceeds clockwise to the next Player.

chaos cards

If a Chaos Card is ever drawn from the Encounter deck, designated by a large Pentagram in place of a Battle Matrix, then they are immediately resolved and banished before play continues.



The Foe Advances!

The first effect of Chaos cards will always be to Summon or Move a Foe on the level. If no Foe token is present on a level when the Chaos Card is drawn, then a Foe token immediately is Summoned to the Staircase space (or Tower door space) of that level. That Foe token will move at the end of each Player's turn during the Foe phase (including the turn in which it appeared) until it is removed from the board after a Showdown with a Hero. If a Foe token is already present on the level when a Chaos Card appears, then the existing Foe token is moved 1 space toward the current Player.

The Chaos Card's Special Action text is then read aloud by the current Player and any effects applied. Most Chaos cards are detrimental and affect only the current Player. However Chaos is by its very nature mutable and occasionally it will impact all Players, or in the rarest cases even something helpful may occur.

Example: Resolving a Chaos Card

Chris is playing Darius the Blade and has made it to the Temple level of the Tower. Chris draws the Chaos Card Mind Warp from the Encounter Deck during the Draw phase of his turn. As there are no Foe Tokens currently on his level, he places a Foe Token onto the Stairway space of the Temple Level. He and all other players must then lose 1 Sanity due to the Special Effect text on the Mind Warp card. Chris then Banishes the Chaos Card and continues with his Encounter Phase. Had his Darius Hero token been on the Stairway space when the Foe token appeared in the same space, then Chris would have to immediately face the Foe in a Showdown instead of encountering the level.



showdown

If you start your turn with a Foe on your space, or you move into a Foe on your turn, you must engage in a Showdown in lieu of Encountering the tower level.

1. Draw a Foe card from the Foe deck (instead of the Encounter deck).

2. Resolve any special Foe effects.

3. Battle the Foe with cards in hand and/or from your Battlemat.

4. If you win, collect a Tower Key token and two loot cards.

5. If you cannot defeat the Foe, you must immediately lose 2d6 Sanity.

Tip:

The Tower Key is the only way to open the Tower Door and face the final challenge at the top of the Spire!

6. Whether you won or lost, remove the Foe token from the board, and place the Foe card on the bottom of the Foe deck.

7. After the Showdown, you may take a bonus move (as long as you did not go Mad), and then continue with your Explore phase.



Tip: The Hero cannot collect cards from the Encounter Ring on the turn they have a Showdown with the Foe. However any Adversaries on their level will still damage their Sanity during the Recover phase that turn. Be careful not to face a Foe on a level before clearing out its minions!

using special card actions

As Players collect cards from the Encounter ring, many of these cards will have Special Actions in addition to providing a Power Value that may be spent to acquire new cards. Special actions will usually take effect along with the Power Value when the card is spent, unless otherwise stated (e.g. “discard” or “banish”). If a Player plays a card for its special effect, it is considered spent that turn, and must go into their discard pile during the Recover phase (even if the Power Value wasn’t used to acquire any new Encounter cards).

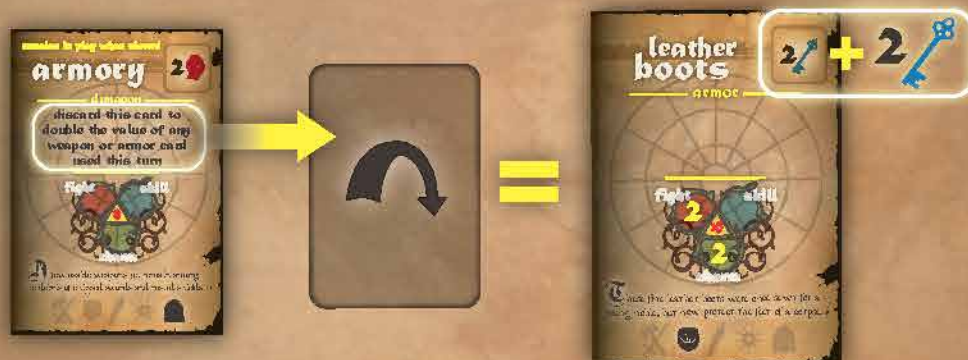
Example 1: Using a Standard Special Action

Steve has drawn the Expert Feint card from his Battle Deck that he had acquired from the Encounter Ring in an earlier turn. During the Encounter phase he decides to activate its “draw a card” power before he announces which card he wishes to acquire from the Encounter Ring. He plays Expert Feint and immediately draws a new card from his own Battle Deck and places it into his Hand. He draws a Blade Starter card with a Power Value of 1 Fight. He decides to spend the 2 Skill from the Expert Feint and the 1 Fight from the Blade card to acquire the Acolyte’s Circlet (Cost 1 Fight and 1 Skill) from the Encounter Ring. The extra 1 Skill left over from the Expert Feint card is lost.



Example 2: Using a Discard Special Action

Mary decides to discard the Armory card from her Hand to double the value of her Leather Boots card this turn. Because the Special Action text of the Armory card required her to discard the card for the action to take effect, she does NOT benefit from the Power Value (2 Fight) of the Armory card. However she does gain an additional 2 Skill for her Leather Boots card (making it worth 4 Skill total) to use during her turn.



obtaining a tower key and facing the spire card

The only way for a Hero to escape from the Tower of Ravingspire is to enter the Spire Keep and face one of the Lords of the Tower in a final challenge. To reach the Keep, the Hero must obtain a Tower Key in order to access the locked tower door that stands in their way. Only the deadly Foes carry Tower Keys within Ravingspire, so the Hero must face and defeat one of the wandering Foes before they may face the Final Challenge. Once a Hero defeats a Foe, the Player may take a Key token and place it on their Hero card to show that they are ready to enter the Keep. A Hero may only ever take one Tower Key regardless of the number of Foes they face, and the Key may never be taken from them.



Upon entering the Keep the Player will draw and open one of the Sealed Spire Cards and read it aloud. This will reveal to all Players what lies in wait for them at the top of the Tower. The current Player must then defeat the challenge of the Spire Card or be lost to the Madness of the Tower forever. If they fail, the Madness track drops by 1 and that Hero is removed from the game. If the Madness track has not yet reached zero (i.e. ending the game) then the remaining Heroes may attempt to enter the Keep and face the Spire Card.



A solo player is not removed from the game, but instead immediately suffers the effects of madness.

choose your hero

In Ravingspire, there are nine starting Heroes, three different Heroes for each Character Type. These nine Heroes are not created equal. They are all individuals, and each has a different set of powers and equipment options they can utilize within the Tower of Ravingspire. Some of their play styles are more straightforward and easier to grasp than others, while others require more subtlety to achieve success.



These heroes have easy-to-utilize powers. They allow the player to draw extra cards or swap card power types during play. Playing with these straightforward Heroes may be roughly categorized as "Normal" or Dungeon mode, and are recommended for starting or solo players.

The Crimson Reaver (Reaver)
Quinn ApBlanc (Rogue)
Aurora the All-Knowing (Runelord)



The second set of three Heroes are a bit more difficult to get a grasp on, but their abilities introduce some more flexibility and fun to the game. Escaping the Tower with one of these Heroes is generally more difficult, and may be considered "Hard" or Temple mode.

Florence Haymaker (Reaver)
Darius the Blade (Rogue)
Marcus the Runelord (Runelord)



With these Heroes, the player must focus their play style on these Heroes' particular strengths if they hope to escape. These Heroes may start the game without any slottable item cards, or their powers may be difficult to use against most adversaries without finesse. These are the "Expert" or Spire level Heroes. Escaping the Tower with them awards the greatest bragging rights!

Garsome Cinderheart (Reaver)
Shayla Nimblenook (Rogue)
Dawn the Righteous (Runelord)

ravingspire setup



- Set up decks, board and battlemats as shown.*
- Rotate levels so all staircases are at least 4 spaces away from the next level's open portal.
- Place your hero token on the outer ring open portal start space.
- Draw and place a tower card on the dungeon ring.
- Place a Sanity token (white skull) on the 10 of each Hero's Battlemat Sanity Track, and place a Madness token (red skull) on the Madness Track of the Foe Mat (on 2+number of Players).
- Shuffle together each Hero's Battle Deck from their Starter Cards listed on their Character Card.
- Each Hero then draws a full hand of cards from their Battle Deck (normally 6).

You are now ready to start the game.

*Single player setup shown

anatomy of a turn

1. move

Roll the die and move your Hero token that many spaces.

- If you move onto a new level of the tower that does not yet have a revealed Encounter Ring, draw 1 card from the Tower Deck and 5 cards from the Encounter Deck and place them on that level's Encounter Ring. Resolve and replace any Chaos events drawn.

2. draw

Draw a card from the Encounter Deck and place it on the tower board next to the Encounter Ring.


3. encounter

Collect cards from the Encounter Ring by paying the cost listed on the card's Battle Matrix.

- If at least 1 card is acquired from the Encounter Ring, place the newly drawn card into the vacated space.
- Overwhelmed: If the player cannot acquire a card from the Encounter Ring, replace the card with the highest Brute Force value with the newly drawn card. The player then loses 1d6 Sanity.
- If this brings the player's Sanity to 0, they suffer the effects of Madness.

4. explore

Player may now use 2  or 2  to rotate the level they occupy.

Player may use 2  to exert and move an additional 1 space in any direction.

5. recover

- Place all collected cards into your discard pile.
- If there are any remaining Adversaries on your Encounter level, lose 1 Sanity for each Adversary card present.
- Slot any unused Equipment cards from your hand onto your Battlemat. Then discard your remaining hand.
- If any open spaces remain on the Encounter Ring, fill those spaces with new cards from the Encounter Deck, bringing the Encounter Ring total back to 5 (resolve and replace any Chaos events drawn).

6. foe

Move each Foe Game Piece 1d3 spaces toward you (for 1-3 players) or 1 space toward you (for 4-6 players).

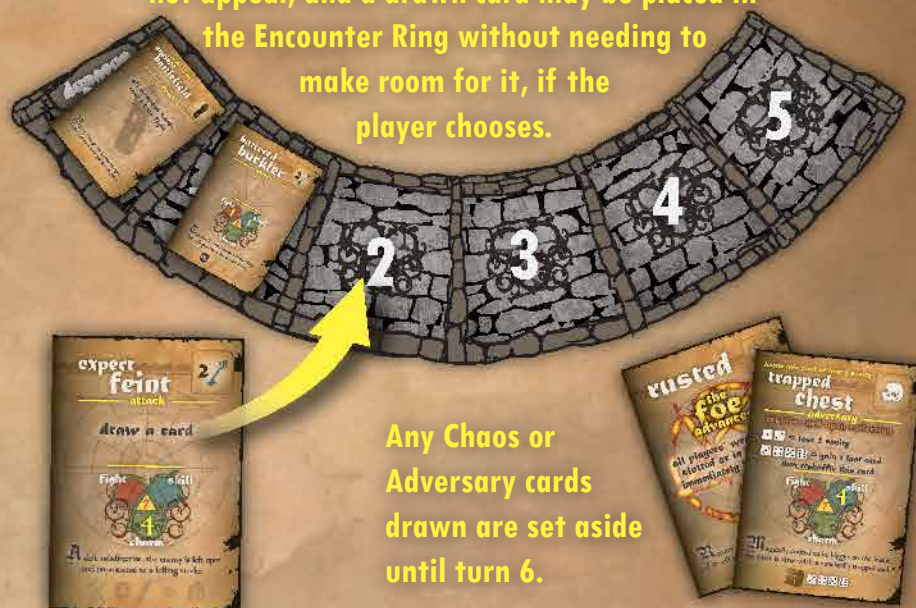


starting the game (the tower awakens)

For the first 5 turns of the game all Chaos and Adversary cards drawn are set aside and ignored until the beginning of Turn 6. Furthermore, the Heroes cannot be Overwhelmed until Turn 6.

The Dungeon ring populates with cards one at a time for the first five turns, until full at the beginning of Turn 6. Upon Turn 6 the Tower awakens. Thereafter, players must encounter any Chaos and Adversary cards drawn and make room in the ring for any newly drawn Encounter cards or lose 1d6 Sanity, as normal.

For the first five turns, Foes and Adversaries do not appear, and a drawn card may be placed in the Encounter Ring without needing to make room for it, if the player chooses.



turn 1

The first player (determined however the players wish) draws a card from the Encounter Deck (set aside any Chaos cards or Adversary cards until turn 6) and places it in position 1. If they can collect this card, they add it to their discard pile. If the first player can't acquire this card, they move on to EXPLORE & RECOVER. During the Recover phase, they only replace the card in the first space with a new Encounter card if they collected it. Spaces 2-5 remain unfilled on the Dungeon level.

turns 2-5

The next player draws a card from the Encounter Deck and places it in position 2 - Turn 2 (3 - Turn 3, 4 - Turn 4, or 5 - Turn 5) on the Encounter Ring. If they acquire any of these cards, they add them to their discard pile, and in the Recover phase will draw cards from the Encounter Deck to replace them in positions 1-2 (3, 4, or 5). If the player can't or decides not to acquire these cards, they move on to EXPLORE & RECOVER phases, finishing their turn.

turn 6 and beyond

At the beginning of Turn 6, the next player takes all of the Chaos or Adversary cards that were set aside in Turns 1-5 and shuffles them into the top third of the Encounter Deck. From now on any Chaos or Adversary cards drawn will be in play, and if a player cannot collect a card from the Encounter Ring each turn then the Overwhelmed rule takes effect! Furthermore, from now on after a player's Recover phase no Encounter Ring space will be left empty on the player's occupied level.

anatomy of cards



A Hero's beginning Battle deck consists solely of the Starter Cards that are listed on their Hero card. Once each Player's Hero deck has been built, the remaining Starter Cards are set aside and will not be used during the game.



You will choose one of nine Heroes to help escape the dreaded Tower of Ravingspire. The Hero card outlines the Hero's starting Battle Deck, the Hero's special abilities, and the Equipment Slots that are present on the Hero's Battlemat. Note that each Hero has specific strengths and weaknesses that can impact their difficulty and gameplay style.

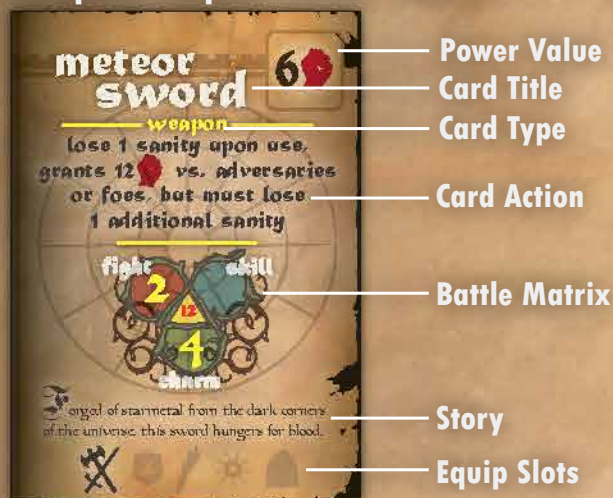


Foes are ex-Heros who have gone Mad within the Tower and now hunt any who dare enter! The Foecard outlines the Foe's Class (Reaver, Rogue, or Runelord), the special ability of the Foe, the Foe's Battle Matrix, and the Loot reward for defeating a Foe (always consisting of a Tower key and at least two Loot cards). Note that most Foes cannot be defeated by Brute Force, so equip your Battlemat wisely, as you won't know what Foe you'll face until the Showdown occurs!

anatomy of cards

Equipment Cards

Weapons Objects Armor Relics



Equipment cards are the most common cards on the Encounter Ring, and can consist of Weapons, Armor, Relics, or Objects. They are collected by playing cards from your Battle Deck equal to their Battle Matrix Value. Once the card is collected into a Player's Battle Deck the card's Battle Matrix value is ignored, and instead the Power Value and Card Action are utilized when the card is played from the Player's hand.

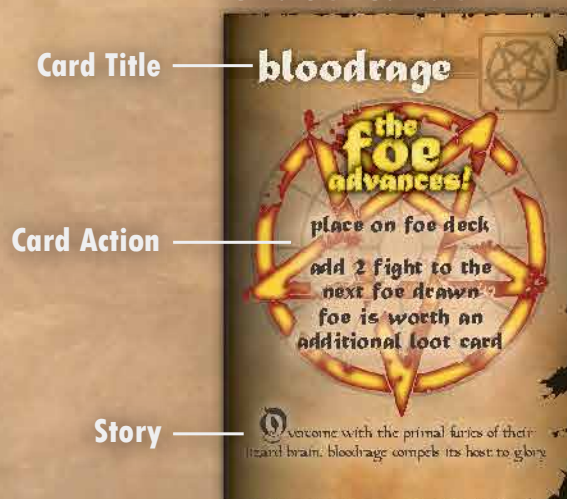
The highlighted Equipment icon on the bottom of an Equipment card shows where the Item may be equipped in the Hero's Battlemat.

Chaos Cards lurk within the Encounter Deck and have an instant effect, and always will summon a Foe token to the player's level, or move an existing Foe token one space towards the current player (The Foe Advances).

If a player draws a Chaos card during the Draw phase, they must resolve the Card's Actions and then banish the card, before continuing with the Encounter phase.

Chaos cards drawn to fill open Encounter Ring slots during the Recover phase (or when moving into a new level) are immediately resolved and banished as above, but then replaced until all Encounter Ring slots are filled and no Chaos cards are drawn.

Chaos Cards



Loot Cards

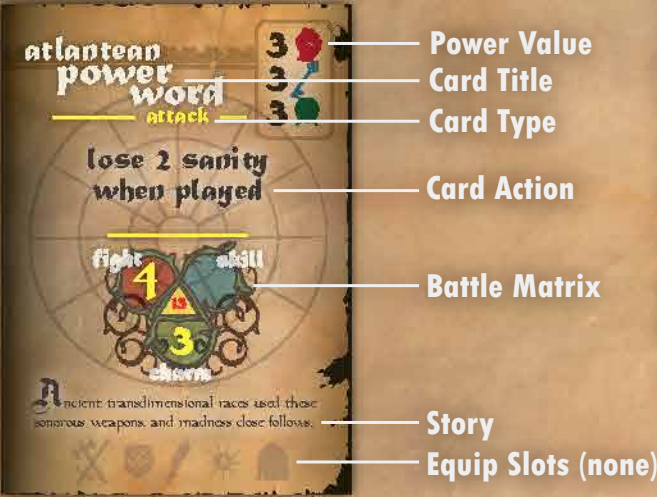


Loot cards are kept in a separate deck on the Foe mat, and are generally obtained as a reward after defeating Adversaries or Foes. They are designated on their front face by a Treasure Chest icon instead of a Battle Matrix.

Loot cards have a Vorpil value instead of a specific Power Value, which may be used as any power type (Fight, Skill, or Charm) when they are spent by the Hero. Loot cards may also occasionally be equipped in more than one type of Equipment Slot on the Hero's Battlemat, as shown by their Equip Slots on the bottom of the card.

anatomy of cards

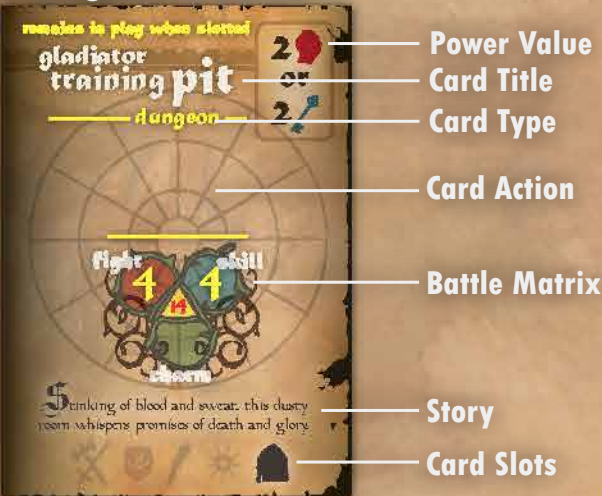
Attack Cards



Tower Cards are specialty cards and kept in a separate deck on the **Foe Mat**. They are designated by a Tower icon on the front and back face, and are never collected into the Player's Battle Deck.

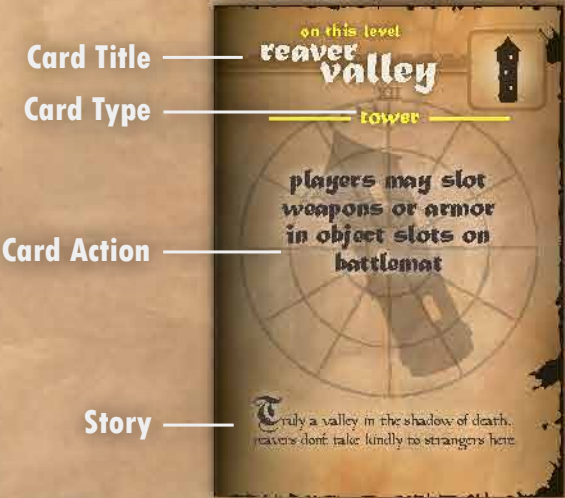
A Tower card is placed on the first space of the Encounter Ring segment as each level is revealed, and they affect the level and any Heroes present in different ways. Note that they only affect the level on which they are placed, and if a Hero moves off the level they are no longer impacted by the previous level's Tower card.

Dungeon Cards



Attack Cards are available on the Encounter Ring., and represent the special combat techniques a Hero will learn as the adventure. They are collected by playing cards from your Battle Deck equal to their Battle Matrix Value. Once the card is collected into a Player's Battle Deck, the card's Battle Matrix value is ignored, and instead the Power Value and Card Action are utilized when the card is played from the Player's hand. Note that Attack Cards have no equip slots, and so may not be slotted into a Player's Battlemat.

Tower Cards



Dungeon Cards are available on the Encounter Ring, and represent special rooms the Hero has cleared out as a temporary encampment or resting area. They are collected by playing cards from your Battle Deck equal to their Battle Matrix Value. Once the card is collected into a Player's Battle Deck the card's Battle Matrix value is ignored, and instead the Power Value and Card Action are utilized when the card is played from the Player's hand.

When slotted into a Hero's Battlemat, Dungeon cards may be played for their Power Value once each turn without being discarded. Instead they are turned over if used for their Power Value, and may be re-slotted into the Battlemat during the Recover phase.

anatomy of cards

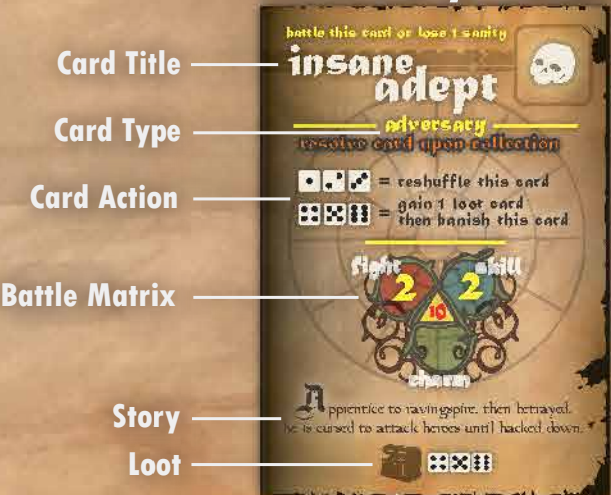
Adventurer Cards



Adventurer Cards are available on the Encounter Ring, and represent hirelings or villagers lost within the Tower who may be recruited by the Hero. They are collected by playing cards from your Battle Deck equal to their Battle Matrix Value. Once the card is collected into a Player's Battle Deck the card's Battle Matrix value is ignored, and instead the Power Value and Card Action are utilized when the card is played from the Player's hand. Adventurer cards Equip slots are wild, so they may be slotted anywhere in the Hero's Battlemat, making them very versatile cards.

Adversary Cards appear on the Encounter Ring, and are designated by a skull icon. They are collected by playing cards from your Battle Deck equal to their Battle Matrix Value. Once defeated, immediately follow instructions on card. Often this will require a die roll or the collection of a Loot card. Adversary Cards are never placed into a Player's discard pile or Battle Deck. If an Adversary is to be reshuffled, it is always resuffled into the top third (approximate) of the Encounter Deck. Every Adversary remaining on the current Encounter Ring at the beginning of a Player's Recover Phase decreases the Hero's Sanity by 1.

Adversary Cards



card types

ADVENTURER - Adventurers also trapped in Ravingspire can become your allies. Adventurer cards may give many different bonuses, but what makes them truly valuable is that they may be slotted in any item slot on the Battlemat (Weapon, Armor, Object, Relic, or Dungeon), making them very versatile cards.

ADVERSARIES – Adversary cards have a Skull icon in the upper right corner and represent the wandering monsters within Ravingspire. They can drain the Sanity of the Heroes if they are not confronted. Heroes lose Sanity for each Adversary not defeated on their turn. When Adversary cards are defeated they are not acquired. Instead, the Hero immediately resolves the card. The text will also list whether the Adversary card is Banished or reshuffled into the top half of the Encounter Deck.

ARMOR - Armor cards represent protective, wearable equipment, and may grant protective effects in battle. Armor are designated by a shield on the bottom of the card.

ATTACK – Attack cards represent advanced combat abilities of a Hero. They may not be slotted on the Battlemat.

CHAOS – Chaos cards have two effects. The first effect is “The Foe Advances!” The second effect of the Chaos cards are often detrimental to the players, but Chaos may also assist Heroes from time to time. Once a Chaos card’s actions are fulfilled, the card is immediately Banished. Chaos cards are designated by a flaming pentagram.

DUNGEON - Dungeon cards represent a particular dungeon room in the tower that the character has cleared of enemies and has made into a temporary encampment or home base. Dungeon cards may add persistent bonuses. Dungeon cards are not discarded from the Battlemat after being used. Instead they are flipped over to show they have been used, and then turned face up at the beginning of the player’s next turn. Dungeon cards may still be discarded to utilize any special ability of the card, or replaced with a different Dungeon card by the player. Dungeon cards are designated by a portcullis on the bottom of the card.

EQUIPMENT - Equipment card types include Weapon, Armor, Object, Relic, and Dungeon cards. The type of equipment card is listed at the top of the card, and designated by a specific symbol highlighted at the bottom of the card. Some cards may count as more than one Equipment Type, as listed on the card.

LOOT – Loot cards represent treasures that were lost in the Tower of Ravingspire. Loot cards all give Vorpal bonuses rather than individual Fight, Skill, or Charm bonuses. When they are acquired, they are placed directly into the player’s discard pile as with Encounter cards. Loot cards may be slotted on the Battlemat the same as Encounter cards.

card types

OBJECT - Object cards represent all manner of equipment and tools an adventurer may find in a dungeon. They are designated by a torch on the bottom of the card.

RELIC - Relic cards represent unique magic items. They are designated by a star on the bottom of the card.

SPIRE - Upon entering the Tower Keep, the player takes a random sealed Spire card, opens it, and reads it aloud. They then must encounter the Final Dungeon as outlined on the card. If they defeat the Spire card, the hero is able to escape the Tower of Ravingspire and win the game!

In a single-player game, if the player is unable to defeat the Spire card, then they immediately go Mad, lower the Madness track by 1, and return to the entrance of the Tower as normal when suffering from Madness. If the Madness track is not yet reached zero, then the player has the opportunity to face the Spire card again if they can reach the top before going completely insane. However any stats rolled for a Spire encounter must be re-rolled when battling the Spire card again.

In a multi-player game, if a player is unable to defeat the Spire card, then that hero is imprisoned by the mind-crushing power of Ravingspire and is effectively removed from the game. If they choose, they may leave a single card from their hand or Battlemat face up on the Spire card for the next hero to utilize in their Spire Card battle. Any stats rolled for a Spire encounter must be re-rolled when battling the Spire card again. The first player to defeat the Spire card wins the game. They may free other players trapped in the Tower or claim victory for only themselves.

Spire cards have an area where a successful player may sign and date the Spire card to record their victory or loss in the annals of history, if the game owner consents.

STARTING CARDS - Each player starts with a basic Battle Deck with Starting Cards appropriate for their Hero's character class. The Starting Cards are listed on each Hero's character card.

TOWER – Tower cards represent strange lasting effects traveling through alternate dimensions can have on a particular Tower level of Ravingspire. The Tower cards remain in play for the duration of the game unless a specific card effect instructs otherwise.

WEAPON - Weapon cards represent equipment used to attack foes. They are designated by a crossed sword and battle axe on the bottom of the card.

glossary

BANISH - When a card is Banished it is placed face up next to the Encounter Deck. For all intents and purposes it is removed from the game, however in rare cases creatures and cards may be summoned back from Banishment.

BATTLE DECK - During the game, the players will draw from this deck to summon the resources they need to defeat enemies and explore the Tower. The Battle Deck is stored on the player's Battlemat, and will grow in size each turn as they explore the tower. If a player cannot draw a full Hand of cards at the end of their turn (because all their cards are in the Discard Pile) they draw as many cards as they can from their existing Battle Deck and then reshuffle their Discard Pile into a fresh Battle Deck, and continue drawing up to a full Hand.

BATTELMAT - Each Hero character has a unique Battlemat. The Battlemat is where the Battle Deck, Discard Pile, and specific Equipment Slots are kept for a particular player class. The Battlemat is also where the character's current Sanity is tracked.

BATTLE MATRIX - A card's Battle Matrix is the triangular series of circles surrounded by the vines of Yggdrasil on the lower half of an Encounter card, and list the Fight, Skill, Charm, and Brute Force cost required to obtain or defeat that card.

BOARD (TOWER BOARD) - The Tower Board consists of three rings on a multi-level base that designate the three levels of the Tower. To move between levels, the stairway from the lower level must align with the open doorway portal of the higher level. Upon the start of the game, each portal and its associated stairway between levels must all be separated by four spaces.

BRUTE FORCE - Rather than pay the cost of Fight, Skill, and Charm listed on an Encounter Card to collect it, a hero may choose to win the day by Brute Force. When attacking in this way, the hero may pool the power value of multiple cards and pay the Brute Force cost for an Encounter Card, which is listed in red in the center triangle of an encounter card's Battle Matrix.

DISCARD PILE - The space next to a Character's Battle Deck on the Battlemat where spent cards from the player's Hand and newly acquired cards are placed. It is designated by a curved arrow symbol on the Battlemat.

ENCOUNTER - When a character decides to collect an Encounter Card from their tower level, they must spend Battle Cards from their Hand (and/or Battlemat) equivalent to the Fight, Skill, or Charm characteristics listed in the Battle Matrix in the middle of the encountered card.

ENCOUNTER CARD - An Encounter Card is a card on the Level's Encounter Ring or in the Encounter Deck. There are nine [9] different types: Weapon, Armor, Object, Relic, Dungeon, Adventurer, Attack, Adversary and Chaos.

ENCOUNTER RING - The three Encounter Ring segments are placed around the rotating tower board and represent the Dungeon Level (outer ring), the Temple Level (middle ring), and Spire Level (inner ring) of the Tower map. Each Encounter Ring segment has six [6] spaces on it for cards, a Tower Card space (designated by a Tower symbol), and five Encounter Card spaces (designated by the vines from the tree of life). When a player Encounters a new Tower Level after moving, they draw a new Tower card and five [5] Encounter cards and place them on that level's appropriate Encounter Ring segment before continuing with their turn.

EQUIPMENT SLOT - A player may take a card from their hand that matches the type of Equipment card listed on the Battlemat and save it in the slot for use in later turns. Once that card is used from the slot to defeat an enemy or gather a resource, that card is placed into the player's discard pile, just as if they'd spent it from their hand.

EXPLORE - During a player's Explore phase, their hero may rotate their current level by spending 2 Skill or Charm to find hidden levers and decipher mysterious glyphs, in order roll the die and rotate their current level the rolled number of spaces to align their level's staircase with the next level's doorway. They may do this once per type of power (once using 2 Skill and once using 2 Charm). They may also choose to Brute Force the rotation of the level, by spending a combination of 10 of any power suits (Fight, Skill, and Charm) to roll the die and rotate the level UP TO that many spaces. Therefore when using Brute Force to rotate the level, they do not need to rotate the level the full amount shown on the die.

FOE - Foes represent formidable villains or ex-heroes who have gone mad in the Tower of Ravingspire. Foes hunting the Heroes on each level is limited to one per level. If a Foe is present on the player's tower level then at the end of the player's turn the Foe will move toward that player's character. The Foe's speed is based on the number of players present: 1-3 players = 1d3 spaces, 4+ players = 1 space. The Foes do not change levels. If a player moves into a Foe they must stop their movement that turn and face the Foe in a Showdown. Similarly if a player starts their turn with a Foe token on their space they immediately must engage the Foe in a Showdown.

FOE MAT - The Foe Mat contains all the powers and mysteries of the Tower of Ravingspire. This is where the players will draw cards to Encounter, draw Foes to face, discover what version of the Tower level they are on with the Tower Cards, and find the Loot left by vanquished opponents. This is also where the tower's Madness Track lies.

GENERATE - When a slotted Relic card generates power for a Runelord, it is turned face down in the slot and is considered locked in place for the remainder of the Encounter phase. It is then refreshed (turned face up) during the Recover phase.

glossary

HAND - At the end of each turn a character will draw cards from their Battle Deck for use the following turn. Normally a character's Hand will consist of six [6] cards.

KEY (TOWER KEY) - The Tower Key is needed by a Hero to enter the Tower Keep at the top of the Spire and to escape the Tower. A Hero must defeat at least one Foe to obtain one. Once a Tower Key is obtained, the player takes one of the Key tokens and places it on their character card, to show they are ready to enter the Tower Keep.

MADNESS - If a player ever reaches 0 Sanity for any reason (designated by the Skull icon on their Battlemat), then that character suffers from Madness. First they must discard all their Slotted Cards and cards in their Hand, and move their player piece back to the front entrance of the Tower of Ravingspire, on the Outer Dungeon ring. They then must decrease the Madness Track on the Foe Mat by 1, and end their turn. They will start their next turn back up to 10 Sanity and a new hand of Cards. Note that if the Foe Mat Madness Track ever reaches 0, the tower has collected enough soul energy to imprison the Heroes forever, and the game is over for all players.

MADNESS TRACK - On the Foe Mat is a red sanity track representing the Madness Track. It starts at 2 + the number of players in the game (e.g. for two players, it would start at 4). Every time a player goes mad, the Madness counter is reduced by 1. If the Madness counter ever reaches 0 (the Skull icon), the Tower has collected enough soul energy to jump dimensions, and all heroes inside the tower are forever lost in time and space. If this happens, all players lose the game.

RESHUFFLE - When instructed to Reshuffle a card, the player removes the top half of the encounter deck (approximate) and reshuffles the card into it. They then place the reshuffled deck back on top of the main Encounter deck.

SANITY - Each character starts with a Sanity value of 10 on their Sanity Track, which is located on the Battlemat. Losing Foe battles, Chaos cards, and various other card effects all can lower the character's Sanity. Once the character reaches 0 Sanity (represented by a skull icon), they may not complete their turn, and must immediately suffer from the effects of Madness.




SANITY TRACK - The Hero's sanity level is shown in yellow on their Battlemat.

SHOWDOWN - A showdown is a duel between the Hero and one of the Foes who are hunting them within the Tower of Ravingspire. At the beginning of a Showdown the player draws the top card of the Foe deck and places it in front of them. They must then battle that Foe with the cards in their Hand and on their Battle Mat. If the player defeats the Foe then they receive the treasure listed on the Foe card. If the player is unable to defeat the Foe, then their turn ends and they immediately lose 2d6 Sanity. If the Hero did not go mad (either because they lost but still have Sanity left or won the fight outright), they may immediately roll the die and take a free move. As long as they didn't go Mad, the player may then continue with the Explore phase as normal to rotate the level if they choose (but may not Encounter or buy cards from the level that turn). Whether the Hero wins or loses the combat the Foe token is removed from the board.

SLOTTED CARD - A card that is placed in one of the Equipment Slots on a Hero's Battlemat.

THE FOE ADVANCES! - When "The Foe Advances!" takes effect (usually as a result of a Chaos card being drawn), then the following occurs: If the level of the Tower the player who drew the Chaos card is on currently does not have a Foe, then a Foe spawns on the staircase space (or Tower Door space on the inner Spire ring) of that level. If a Foe is already present on that level when the Chaos card is drawn, then it moves 1 space toward the player who drew the Chaos card.

TOWER KEEP - The Tower Keep lies at the center of the Tower map and is only accessible from the locked Tower Door shown in the center ring. A Character must have at least one Tower Key to enter the Tower Keep and face the Final Spire Card. If the player desires to enter the Tower Keep they do not need to land on the Tower Door space exactly, but only need to move onto or through it during their turn.

VORPAL - Vorpal values on cards are denoted by large yellow numerical values in the upper right corner of the card that have no  (Fight),  (Skill), or  (Charm) symbol. When a card with a Vorpal value is played, the player names what type of stat that bonus will function as for that play. For example, a 3 Vorpal value card may count as a 3 Fight, 3 Skill, or 3 Charm value card. It can only count as one type however, and the value cannot be split (e.g. 3 Vorpal could not be used as 2 Fight and 1 Charm). In the rare case where a card with a Vorpal value is used against the hero (i.e. used to benefit a Foe during a showdown and add to their attribute values), the attacked player whose turn it is may still choose which attribute it represents. In essence, Vorpal always favors the player.

WELL OF SOULS - The Well of Souls is on the Foe Mat and may be used during the Explore phase of a player's turn to Banish unwanted cards from their Hand or Discard Pile. A player may spend the Power cost listed on the Well of Souls space (1 Fight, 1 Skill, 1 Charm), or its Brute Force value (5 of any suit), to activate the Well. When activated, the player may then banish one card from their hand or discard pile from the game. They may do this multiple times during their turn as long as they can pay the cost each time a card is banished in this way.

card set expansions

From the Goblin realms through the Old West to the Steam-Powered Victorian age, the cardpack expansion sets give glimpses into the other worlds from which the Tower of Ravingspire can draw its victims!



Preview of the Goblin Queen Expansion Set

Cardpack expansion sets add a new Hero, a new Foe, and a unique set of themed artifacts and adversaries to the Encounter, Tower, and Loot decks. Not only that, they also come with their own sealed Spire Card to face as the final challenge when playing with these sets.

expansion game setup

1. Take the new Loot, Tower, and Foe cards from the Expansion set and shuffle them into their respective game decks. Place the sealed Spire card near the board to face at the final battle.
2. When using an Expansion Hero, a Player may either use the blank battlemat or choose the base game Hero's battlemat that matches the slottable equipment listed on the Expansion Hero's character card.
3. The remaining Expansion Encounter cards from the card pack should then be shuffled into the top third of the Encounter Deck (similar to Reshuffling Adversaries) before the start of the game.
4. The Expansion Hero may be represented by a Hero token or a favorite miniature.

tutorial videos

Please come visit us on vorpchainswordgames.com for tutorial how-to-play videos as well as more information about Ravingspire and our upcoming card pack expansions!

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Special Thanks

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