

Freak Cults Dungeon

by **War Claw Games**
Expanded Detailed Rules
by **IVAR RANDALLSON**

You can find all the rules needed for playing Freak Cults Dungeon on the cards. But due to the limited space there, the rules are put very simply and briefly, which may be a bit confusing, and that's why the main playtester of this game, my friend Ivar Randallson, prepared this extended version that shows how to play Frak Cults Dungeon step by step, in detail. This version of the rules is revised and fully approved by War Claw Games.

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Setting Up The Game:

Place the Freak Cults Dungeon Rules Card on the table.

Place the Life Tracker Card on the table next to the Rules Card.

Place the Dungeon Event Cards with cards numbered 1/4 on top and 3/4 on the bottom.

Shuffle the Enemy cards; this becomes The Enemy Deck, and place them next to the Dungeon Event cards.

You are now ready to play.

HOW TO PLAY

Choose Your Character:

Turn the Life Tracker Card around, and you'll find the Character Card list. Choose a character and take note of their stats.

Using a small object such as a coin, a colored cube, or tokens from your other games, set your chosen character's stats on the Life Tracker Card with numbers 1 to 9, Body, Spirit, Soul.

During game play, a character's points cannot exceed the number 9!



Dungeon Events – Pages 1 through 4

Start with Dungeon Event page number 1/4 ready.

Look at the top enemy card on the Enemy Deck at the beginning of each turn. Do not remove the card from the pile at this time.

Locate the White Die on the Enemy card. That die number determines the Black Die results on the Dungeon Event card.

Apply the Black Die event results (if any) to your Life Tracker Card.

Next, decide whether to engage this enemy or flip the card over to engage the enemy on the other side instead.

If you choose to engage the enemy, on the flip side, you must play this enemy, you cannot change your mind, and you must undergo another Dungeon Event as a penalty for running away from the enemy on the front of the card.

Every time you have resolved a Dungeon Event, turn the page to the next Dungeon Events list. Example: You finished Dungeon Event from the page 1/4; next, turn the page to Dungeon Events page 2/4, and so on. Once you have completed Dungeon Events page 4/4, turn the page back to 1/4 and repeat this page-turning cycle at each enemy encounter until the game ends.

COMBAT

Once you have chosen the enemy to engage in combat, lift that enemy card from the top of the Enemy Deck and look at the next card of the Enemy Deck.

The white die number on the next card of the Enemy Deck determines the Black Die number actions on the Enemy Card you have chosen.

Apply any damage listed from the Black Die result to your character's Life Tracker card.

Example: The White Die on the next card of the enemy deck has a number 2 on it; you will then look for the Black number 2 die on your chosen enemy card that you are in combat with and apply the damage effects listed for Black Die number 2 to your Life Tracker stats card (moving trackers on Body, Spirit, or Soul, or combined).



RELICS

During the combat phase, you may use any block actions, shield actions, or bonuses from Kept Relics you have collected during your turns. You may use these Relics as shields or blocks or special bonuses.

All Relics are located at the bottom of each Cultist enemy card.

There are two types of Relics. **One-Off Relics** and **Kept Relics**. The Effects of the One-Off Relics apply only once when you decide to take it after completing the combat phase. Apply its effect and then the One-Off Relic is discarded. Kept-Relics have some lingering effects, for example, Relics that grant you some immunity or protection or are consumed or sacrificed to give you some special effect later.

To collect a relic, decide you want to take it after completing the combat phase.

Place the Kept-Relics under your Rules card with the Relic text peeking out from below it to remind you that you have this Relic available for your subsequent turns.

Relics add shields, blocks, and other beneficial bonuses you may want to use during combat sessions.

NOTE: You begin the game with zero relics; you must gather these valuable relics through the combat phases during game play.

Repeat all these steps until the end of the game.

If You are one of the lucky Dungeon Delvers who make it to the last card of The Deck. Apply the following rule.

Since there are no more cards below the last card to set the die commands, the last card of The Deck is self-determined by its own White Die and Black Die effects, Suppose you survive this last card encounter with your stats intact; congratulations on winning the game and surviving the Dungeon.

You may now choose a new character from the list and dive again into the dark, damp depths of the Freak Cults Dungeon.

Winning the Game:

You win the game once you reach the end of the enemy pile, and you still maintain some life points on all three of your stats.

Losing the game:

You lose the game when one or more of your stats reaches Zero.

