

MINI ROGUE

THE COUNCIL ADDITIONAL RULES



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OVERVIEW

You can play this stand-alone expansion on your own, or you can play against a friend with the Overlord module. If you also own the base game of Mini Rogue, you can play cooperatively with up to three players, or up to four with the Overlord module!

You can play the campaign alone if you only own The Council. If you also own the base game, you can play this campaign cooperatively with a friend.

NEW ICONS

 **Lore Card:** Draw a Lore card and resolve it. Once the Lore card has been resolved, discard it faceup: you will never get this card again during the current play session.

 **Savage:** If the Enemy rolls a **5**, they add -3  to their attack.

 **Swarm:** You face 3 of the current Enemy simultaneously, which means you will have to kill it 3 times. Roll the Dungeon die once per Enemy remaining when they attack. When you kill an Enemy, any remaining damage is transferred to the next one. Track how many enemies are left using a cube. *For example, you face Murder of Crows with 3  and dealing -1 . You attack the first crow. It doesn't die so you are attacked by 3 crows, each doing its damage (-1  x 3). As you have 1 , you only ignore 1  and still get -2 . Next attack, you kill the first one: only the remaining crows will attack you (-1  x 2).*
Using a Frost or Poison potion only affects the current Enemy.

 **Magic Protection:** The Enemy cannot be targeted by Potions. Your Character does not need to have lost HP during the attack for this Effect to apply.

 **Decay:** Lose 1 . If you have no , lose 1 .

 **Ranged:** In combat, after rolling your dice pool, resolve the Enemy's attack first, then your attack second.

 **Dodge:** In combat, on a **5**, the Enemy dodges and your attack misses. If you have several Character dice, only the highest die is ignored.

ENEMIES' ARMOR

You will encounter enemies that possess armor. They block part of your attacks, just like your armor blocks theirs. For each armor point the enemy you are fighting possesses, subtract 1 from your attack. You cannot ignore it, no matter your dice roll.

Note: Potions ignore enemies' armor.

For example, if you inflict no damage with your Character dice but you use a Fire or Poison Potion, do not take the enemy's armor into account when determining how much damage you inflict.



			DMG	REWARD
1	8 / 16	-	-2  	+1  +1 
2	11 / 22	-	-3   	+1  +2 
3	14 / 28	1 	-5   	+2  +2 
4	17 / 34	2  	-6   	+2  +3 

SOLO PLAY

Mini Rogue: The Council is a standalone game. You do not need the base Mini Rogue game nor any other expansion to enjoy it. However, with the exception of the Overlord module, you cannot play with 2 players. If you own the base game, you can freely play the cooperative mode using the cards from this expansion, either on their own or mixed with the base game's cards.

3 PLAYER COOPERATIVE MODE

If you have the base Mini Rogue game, you can play the cooperative mode with up to three players.

COMBAT

To get the HP values of enemies, simply add both the solo and cooperative values together. For instance, an Enemy with 8/16 HP will have 24 HP (16 + 8) when the three of you face it. To track an Enemy's HP above 50, place the red cube on 50 on the HP track, and the dark red cube on the remainder of the HP. For example, a Monster with 55 HP would have its red cube on the 50, and the dark red cube on the 5.



ROOM CARDS



ALARM TOWER

Diligent guards are on duty. Don't be spotted, or else you'll be swatted.

This is a Trap like any other, but with a twist: if you fail, you are **required** to pick up the card. This means that if you possess another Item, you must discard it to acquire the Alarm Tower, unless the other Item also requires you to pick it up (like the Cursed Relic from the Depth of Damnation expansion). In such a specific circumstance, and only then, you may carry multiple Items.

Once the Alarm Tower has been triggered, for the remainder of that Floor you must face each Monster card two consecutive times. Then, discard this card.



SLEEPING GUARDIAN

At night, while sneaking from one alley to the next, you might awaken powerful foes... human and creature alike...

The Sleeping Guardian works like other Traps, but if you roll a **5** or **6** and fail your Skill Check, you will have to face a random Boss card. Take all the unused and defeated Boss cards, shuffle them, then draw one to fight. If you are on the 4th Floor, consider the Boss as being on the 3rd Floor. Once victorious, the Trap is resolved.



BLACKSMITH

Born in the Old Quarter, her survival depended on learning to wield hammers in creative ways...

The Blacksmith is like any other Merchant. However, after you are done trading, if you have enough Gold you can buy the Throwing Hammer (**3**  ). Once bought, the Blacksmith card acts as an Item card, and all usual Item card rules apply.



POTION BANDOLIER

The cracked leather and worn buckle show heavy use. There is a single vial left on it...

To pick the Potion Bandolier, you need to succeed the Skill Check (). It allows you to carry one extra Potion. Upon pickup, immediately gain a Holy Potion. You may place it either on the Character mat or on the Bandolier. At any time you may move Potions between the Character mat and the Potion Bandolier.

When a Potion on the Potion Bandolier is consumed, do not discard the Potion Bandolier. However, the usual Item card rules apply.



DARK CODEX

There is a faint whistling sound, like wind from another dimension making its way here through a gap in the pages...

To pick the Dark Codex, you need to succeed the Skill Check (⊗). Otherwise, you cannot pick it up and you lose 1 ✂.



COMBINING WITH THE BASE GAME

The Council was made to be completely compatible with the base Mini Rogue game, as are all the expansions. As a rule of thumb, you can mix all your Room cards together, all your Bosses together, and all your Characters together.

Or, if you want less random games, you can take—among all the Room cards you have—4 Monsters, 4 Traps, 4 Tombs, 3 Items, 2 Treasures, 2 Merchants, 1 Bonfire and 1 Shrine.

You can take whichever final Boss you want among Og’s Remains and the King’s Remains. You can select one at random to create suspense.

You can take whichever reference card you want among the Ghost and Criminal cards. You can either choose one to play with (during setup), or alternate between different reference cards (in sequential or random order) whenever you need to consult one. The same goes for the Rewards side of the reference cards.



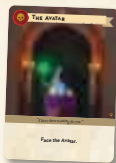
OVERLORD MODULE

The Overlord's module invites you to play a servant of the Old Gods. With this module, you play against an adventurer (or up to three adventurers if you also have the base game). The adventurers enter the City and try to reach the center of it to defeat the final Boss: the Overlord.

The Overlord is the mastermind behind the traps and everything trying to kill the adventurers in the dark alleys of the City. The Overlord has a mat, a cube to track Reinforcement points, a cube to track Omen points, an Overlord card and Reinforcement cards.

SETUP

1. Choose an Overlord card and place it faceup onto the Overlord mat. Place a black cube on the third space (2) of the Omen track. You start with two Omen points.
2. Shuffle the Reinforcement cards and place them facedown, close to you. Put a black cube on the first space (0) of the Reinforcement track on the back of the top card.
3. Set up the game as usual, but replace the end-game Boss with the Avatar. You face the Avatar once you reach the Avatar card.
4. Draw three Rooms from the unused Rooms deck. They constitute your hand. You will discard them and draw three new ones at the end of every Floor.
5. The adventurers choose their Characters as normal, then choose an extra Character for its Skills and one of its starting stats (see Adventurers' Starting Stats, p. 10).



OMEN AND POWERS

The Overlord starts the game with 2 Omen points. Keep track of them on the Overlord's board using a black cube. The Overlord can spend these points to activate powers. Powers can be found on the Overlord's card, on Reinforcement cards and on the Overlord mat itself.



The Overlord gains 3 Omen points every time the players Delve, and 1 Omen point every time a **1** appears on the Dungeon die during a fight. Every time the Overlord gains Omen points, they are added to their Omen track. They cannot have more than 5 Omen points at any time.

The Overlord may use a power whenever they want by paying its cost in Omen points and resolving the power. If a power specifies when it should be used, it can only be used at that time.

DUNGEON DIE

Any time the Dungeon die must be rolled, the Overlord rolls it. If playing against several players, the Overlord must announce who they are rolling the die for prior to rolling it.

MASTER OF THE ROOMS

At the start of the game, the Overlord draws three Room cards. Using their one-time-per-Area Divination power during the Preparation phase, they can preview one Room card in the Area (excluding the Entrance and Exit) and optionally swap it with one from their hand. This allows them to strategically introduce challenging Rooms into the adventurers' path, or remove beneficial ones.

At the end of a Floor, the Overlord discards all their Room cards and draw three new ones.

REINFORCEMENT CARDS

Each time the Overlord uses a power that shows ☞ or ☞☞, they move their Reinforcement marker (black cube) one or two steps to the right, according to the number of symbols. When the marker reaches the last space (✓), the Overlord draws the top card of the Reinforcement deck, then places the marker on the new top card of the deck, on the leftmost space. Any leftover points carry over to the next card.

Upon drawing a Reinforcement card, the Overlord must play it immediately and place it under their board, either at the top, left, right or





bottom of the mat, showing only the chosen details. They can use it to apply effects to specific Room cards, grant them additional Powers, adjust their Avatar's traits for the final battle's two phases, or add benefits for all Enemies based on the Dungeon die roll during combat. **A maximum of 3 Reinforcement cards** can be stacked **on each side** of the board.

The effects on the Dungeon die also apply to the Overlord's Avatar for both phases of the final battle. If the Overlord runs out of Reinforcement cards, they simply cannot draw any more of these cards during this game.

AVATAR

When the characters arrive on the Avatar card for the final battle, the combat between the adventurers and the Overlord begins. Add any bonuses the Overlord may have accrued due to Reinforcement cards. These cards can add bonus health points, armor, and damage to each of the Avatar's two phases. The combat starts with the first phase, just like against the King's Remains. The Overlord has the same amount of HP for the second phase, which starts when they reach 0 HP for the first time.

Note: If you are playing three adventurers against the Overlord, add both the HP values.

The Overlord can use their powers during the final fight, including those from their Overlord card and Reinforcement cards. However, they can only use powers that are eligible to be activated during the fight. Some powers have specific conditions for when they can be used and how often, while others can be used at any time. Keep in mind that the Overlord must still spend the necessary Omen points to activate the powers. Any progress on the Reinforcement track is ignored during the final fight.

The game is won by the adventurers only if they defeat both phases of the Overlord's Avatar. Otherwise, the Overlord wins (who also wins if the adventurers die before meeting the Avatar).

ADVENTURERS' STARTING STATS

At the beginning of the game, the adventurers benefit from a little bonus. Each adventurer chooses a Character card that hasn't been picked up by anyone, chooses a stat from this card, and adds it to their own starting stats. It replaces your Character's matching stat. You can choose Potions (any starting stat is valid).

For example, if you have the Plague Doc (2 ☹️) and you choose to add the Rat Catcher's 5 Gold to your starting stats. The Rat Catcher's Gold replaces your Plague Doc's Gold. So you would start with this: 13 ❤️, 5 ☹️, 3 🐹, and 5 🍷.

Take the second Character you chose and slide it under your own Character card so that only the Skills are visible. From now on, you can use the two sets of Skills separately. When you use a Skill, turn only that card facedown. You can now use two Skills before refreshing. When you refresh your Skills, turn both cards faceup.

The extra Character card does not grant you an extra Character class for Lore card purposes.



ROOKIE ADVENTURERS

When playing the Overlord against inexperienced Mini Rogue adventurers, we recommend letting one of them benefit from a bonus: After each Boss fight, let one adventurer resolve the Rewards card twice (the Overlord rolls the Dungeon die again for this). The adventurer who receives the extra rewards can change each time. The adventurers are the ones who decide who gets the bonus.

AUTOMATA MODE

This Overlord game mode is played without anyone playing the Overlord, following the normal rules but with the following changes:

During setup, choose one of the Overlord cards and flip it over to its Automata side (). Then, each player chooses an unused Character card and slides it under their Character card (see Adventurers' Starting Stats, p. 10).

The Overlord neither gains nor spends Omen points, and does not hold a hand of cards. Instead, refer to the Overlord card whenever an adventurer enters a new Area during the Delving phase, enters a Room, or consults a Reference card. The icons indicate whether any power is triggered based on the Room type or the current phase.

For example, when playing with the Seer Overlord in Automata mode, each time you encounter a Monster card, the Overlord will trigger its “Demonic Veil” power: advancing the Reinforcement marker by 2 to the right, then applying the effect of the power itself.

If the power shows an  or  symbol, immediately move the Reinforcement marker on the Reinforcement card according to the number of symbols (before resolving the power's effect). If the marker reaches the last space () , flip over the Reinforcement card and roll the Dungeon die to determine where to place it under the Overlord mat (see Reinforcement Cards, p. 8) by referencing the dice icons on the top right of the Overlord card. The maximum of 3 Reinforcement cards on a side does not apply in Automata mode. Any leftover Reinforcement points carry over to the next card.

*For example, the Seer Overlord triggers a Reinforcement card. You flip the card over, roll the Dungeon die and get a result of **3**. You must place the Reinforcement card in the “Combat Effects” side.*

After resolving the Reinforcement card, apply the power corresponding to the Room card.

LORE CARDS

Lore cards are tiny incursions into the narrative world of Mini Rogue. They often offer a choice to the player and confront them with a peculiar situation. During setup, shuffle all the Lore cards and place them in a pile facedown near the Room deck: This is the Lore deck.



To resolve Lore cards, draw the first card from the Lore deck. Simply read the story, then choose one of the available options. Some options are associated with Character token symbols: this means the action can only be performed by a Character of the corresponding class.

1. This is the card's story. Read it first!
2. These are the options you can choose from. You may only pick one option. Once you have chosen, you must update your stats as shown in the right column of the card.
3. You can only choose this option if your Character symbol matches the one on the card. In this example, only a healer like the Plague Doctor may pick the option. Other Character classes cannot choose it.
4. This option corresponds to a Skill Check. If you choose an option with a Skill Check, the results (success/failure) are indicated below. In this example, performing a Skill Check would either grant 2 XP (✓), or make the Character lose five HP and gain 5 XP (✗).

The Enigmatic Cipher

Deep within a chamber, you discover a cryptic parchment, etched with an intricate cipher.

1 You keep reading and reading, trying to make sense of it. You are so obsessed with it that it starts hurting your eyes. Your fingers are curling painfully, unable to let go. You just *know* there's something important there... But what? Suddenly, a memory crops up. You remember how to...

What did you remember?

2 Rip up magical scrolls.
Fine smoke trails emanate from the rips. -1♥

Read encrypted glyphs.

3 *Nezfound knowledge.* +1✗

4 Unravel encrypted knowledge.  +2✗

✓ Controlled parsing of the glyphs. +2✗

✗ You've taken in too much too quickly! -5♥ +5✗

If you run out of Lore cards, each time you would have to draw a Lore card, nothing happens.

Many additional Lore cards can be found in the Depths of Damnation expansion, and various promo packs. If you own extra Lore cards, you may shuffle them all together to form the Lore deck during setup.