TABLE OF CONTENTS

MINI ROGUE

THE COUNCIL

OBJECT OF THE GAME

In this solitaire or competitive standalone expansion, you play as an adventurer, seeking the Og's Blood, the cursed artifact that has been seized by the now utterly corrupted King.

You may also play as a servant of the Old Gods, manipulating the layout of the City to lead the adventurer to their dooming end.

If you possess the base game of Mini Rogue, you may even experience it in cooperative mode with up to three players, or with the Overlord mode with up to four players.

COMPONENTS

This rulebook
1 Base rulebook
5 Boss cards
4 Character cards
1 Combat Stance card
20 Room cards
6 Reinforcement cards
2 Overlord cards
1 Overlord's Avatar card
4 Lore cards
1 Rewards/Criminal card

1 Player Aid sheet
4 Character tokens
1 Black (Dungeon) die
3 White (Character) dice
1 Purple (Curse) die
1 Green (Poison) die
1 Dungeon mat
1 Character mat
1 Overlord mat
14 Wooden cubes:
    3 black, 1 blue, 1 yellow,
    1 brown, 2 red, 3 gray,
    2 purple, 1 dark red

OVERVIEW

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

The cooperative campaign from the campaign booklet requires you to own the base game, as it has to be played in cooperation with a friend.

NEW ICONS

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

☘ **Swarm:** You are facing 3 Enemies. You have to kill the Enemy 3 times. Roll the Dungeon die once per Enemy remaining when they attack. When you kill an Enemy, the remaining damage do not pass to the other Enemies. To keep count of such enemies, put a cube on the number corresponding to how many there are left. *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).*

🛡 **Magic Protection:** The Enemy cannot be targeted by Potions.

🍖 **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 to your attack. You cannot ignore it, no matter your dice roll.

⚔	♥	🛡	DMG	REWARD
	👤/👥			
1	9/18	-	-2 ♥ 🛡	+1 ✕ +1 🟡
2	12/24	-	-3 ♥ 🛡	+1 ✕ +2 🟡
3	15/30	1 🛡	-5 ♥ ◠	+2 ✕ +2 🟡
4	18/36	2 🛡	-6 ♥ ◠	+2 ✕ +3 🟡

Note: Potions ignore the armor. Therefore, 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.

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, except for the Overlord mode, you cannot play 2 players. In the case you possess the base game, then you can freely play the cooperative mode using the cards from this expansion, on their own or mixed with the base game's cards.

3 PLAYERS CO-OPERATIVE MODE

If you have the base Mini Rogue game, you can play the co-operative mode up to three players.

COMBAT

To get the HP values of enemies, simply add up both the solo and co-operative values together. For instance, an Enemy with 8/16 health points will have 24 health points (16 + 8). To track an Enemy's HP above 50, place the red token on 50 on the HP track, and the dark red token on the remainder of the HP. For example, a Monster with 55 HP would have its red token on the 50, and the dark red token on the 5.
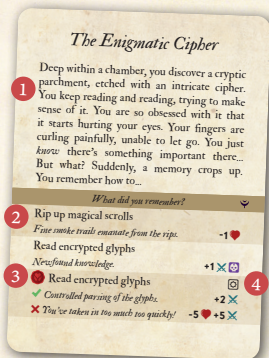
LORE CARDS

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. They can be a deadly trap, an encounter with a lost merchant or a face-off against a vicious enemy.

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 tokens 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 the Plague Doctor may pick the option. Other Characters cannot choose it.

4. This option corresponds to a Skill Check. If you choose an option with a Skill Check, the result (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. 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?

Rip up magical scrolls
Fine smoke trails emanate from the rip.   −1 ♥

Read encrypted glyphs
Newfound knowledge.   +1 ✗ ⊙

Read encrypted glyphs
✔ *Controlled parsing of the glyphs.*   +2 ⊙
✗ *You've taken in too much too quickly!*   −5 ♥ +5 ✗

OVERLORD

The Overlord's module invites you to play a servant of the Old Gods. With this module, you play against an adventurer (against up to three adventurers if you also have the base game). The adventurers enter the dungeon and try to reach the end of it by defeating 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. They have a mat, a cube to track Reinforcement points and another one to track their Omen points, an Overlord card and Reinforcement cards.

SETUP

1. Choose an Overlord card and place it faceup onto the Overlord mat. Place a cube on the Omen track. You start with two Omen points.

2. Shuffle the Reinforcement cards and place them facedown, close to you. Put a cube on the first space (0) of the Reinforcement track on the back of the top card.

3. Setup the game as usual, but replace the end-game Boss with the Overlord's Avatar. The adventurers will face the Avatar. Once the adventurers reveal the Avatar card, you will face them.

4. Draw three Rooms from the unused Rooms deck. They constitute your hand. You will discard them and draw new ones at the end of every Floor.

5. The adventurers choose their Character as normal, and then they get to choose an extra Character to have their Skills and to complete their starting stats (see Adventurers' starting stats).

OMEN AND POWERS

The Overlord starts the game with 2 Omen points. They can spend these points to activate powers. If no timing is indicated, activate them whenever you want.

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. Everytime the Overlord gains Omen points, they add them 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 this time.

DUNGEON DIE

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

Expert variant: The Overlord rolls all the Dungon dice at the same time when there are simultaneous rolls, then they assign the results as they want. It is very fun for the Overlord, but we advise you NOT to do so with unexperienced players.
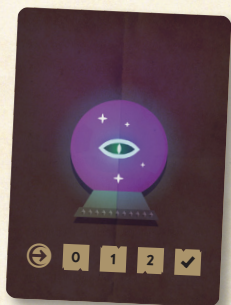
MASTER OF THE ROOMS

At the game's start, 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.
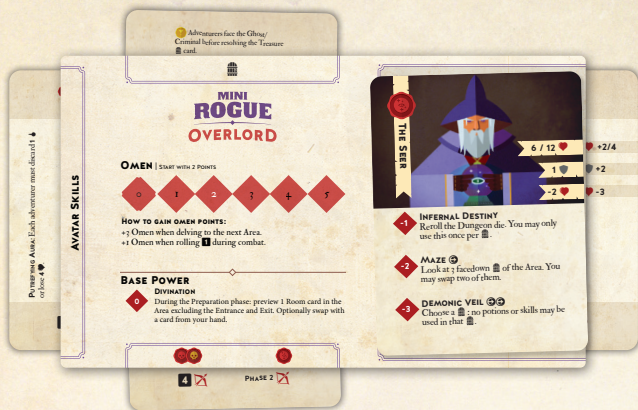
At the end of a Floor, the Overlord discards all their Room cards and draw three news ones.

REINFORCEMENT CARDS

Each time the Overlord uses a power that shows ➡ or ➡➡, they move their Rein-forcement 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.

Adventurers face the Ghoul/Criminal before resolving the Treasure card.

MINI ROGUE
OVERLORD

AVATAR SKILLS

Putrefying Aura: Each adventurer must discard 1 or lose 1 ♥.

THE SEER

6 / 12 ♥   +2/4
1 🛡   +2
-2 ⚔   -3

OMEN | START WITH 2 POINTS

0   1   2   3   4   5

HOW TO GAIN OMEN POINTS:
+2 Omen when delving to the next Area.
+1 Omen when rolling 1 during combat.

-1 INFERNAL DESTINY
Reroll the Dungeon die. You may only use this once per 🛡.

-2 MAZE
Look at 3 facedown 🛡 of the Area. You may swap two of them.

BASE POWER
0 DIVINATION
During the Preparation phase: preview 1 Room card in the Area excluding the Entrance and Exit. Optionally swap with a card from your hand.

-3 DEMONIC VEIL 👁👁
Choose a 🛡: no potions or skills may be used in that 🛡.

4 🎲   PHASE 2 🎲

Upon drawing a Reinforcement card, the Overlord must play it immediately and place it under their board, showing only chosen details. They can use it to apply effects to specific Room cards, grant skills to their Avatar for the final battle, adjust their Avatar's traits for the battle's two phases, or add benefits for all Enemies based on the Dungeon die's roll during battle.

These effects on the Dungeon die also apply on every roll for the Avatar, except for dice-dependent abilities like "Dodge", and are limited to either the first or second combat phase as specified on the card. If the Overlord runs out of Reinforcement cards, they simply cannot draw any of these cards anymore 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 bonuses the Overlord has potentially added to their Avatar thanks to the 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 may only use once the Skills they have, if they put Reinforcement cards on the « Avatar Skills » part of their board.

The combat then begins, and the game is won by the adventurers only if they defeat the Overlord's Avatar in their two phases. Otherwise, the game is won by the Overlord (who also wins if the characters 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 own stat if you should already start with any. You can choose Potions as well, any starting stat is valid.

For example, if you have the Plague Doctor and you choose to add the Rat Catcher's Gold to your starting stats. The Rat Catcher's Gold replaces your Plague Doctor's Gold. So you would start with this: **13** ♥, **5** ◎, **3** 🔪, and 🏆.

Plus, take the unused Character you chose and slide it under your own Character card, leaving only the extra Character's Skills visible. From now on, you can use the two sets of Skills separately. When you use a Skill, only turn facedown the card it is on. So you now have two Skills to use until you refresh them. When you refresh your Skills, turn all your cards faceup.

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

ROOKIE ADVENTURERS

When you play the Overlord against adventurers that haven't mastered yet the art of exploring the dark dungeons of Mini Rogue, we advise you to let one of them benefit from a bonus: After each Boss fight, when the adventurers resolve the Rewards card, one of them resolve it once more (the Overlord rolls the Dungeon die another

time for this). The adventurer who gets the extra rewards may vary each time. The players decide among them who gets the bonus.

CREDITS

Game Design: Paolo Di Stefano and Gabriel Gendron

Game Development: Yohann Hériot, Guillaume Sandance, Paolo Di Stefano, Gabriel Gendron and Johan Bjarnø Vittrup

Graphic Design and Illustrations: Prashanka Mawalagedara and Gabriel Gendron

Additional Graphic Design: Paolo Di Stefano

Proofreading: Yohann Hériot

Playtesters: Doc Dehli, Hurazil, Alison, David, Jérôme Barchietto, Charles Laurent and many others. Thank you so much!