

THE TOWER OF THE ICE LICH

Background

The Tower of the Ice Lich is a solo-adventure card game, created as a homage to 16-bit video games like *The Legend of Zelda: A Link to the Past*, classic sword and sorcery literature, for example from Robert E. Howard, and solo-adventure novels comparable to the *Lone Wolf* series by Joe Dever.

The graphical design is originally from the PC game *Deep Below a Dreaming City a Shadow Lies Untold*, which was (badly) made in 2015 by the creator behind

The Tower of the Ice Lich and can be downloaded for free at [Game Jolt](#) and [itch.io](#).

Object of the Game

The goal of the game is to ascend the tower, survive all its traps and monsters, and finally defeat the Ice Lich that resides on the top floor. On the way you can find items, potions and secret passages that will aid or hasten the climb.

Components

4 Character Cards

Four different characters with their own strengths and weaknesses - the heroes of the game. On each card is a numerical representation of their abilities: how strong, dexterous or intelligent a character is, represented by the abbreviations STR, DEX and INT. These can only be increased with the help of magical items.

On each card is also a representation of how much HEALTH, SANITY and LUCK a character starts out with.

HEALTH is the physical damage a character can take, SANITY is the mental harm a character can endure, and LUCK is how many times a player can re-roll the dice.

Even if the starting numbers of these are different from each character, it is possible to increase them, with for example potions, but not beyond the maximum of 6.

30 Event Cards

An event card usually depicts a challenge in the form of a monster or a trap, that has to be resolved to continue playing. However, an event card could also consist of an ITEM, a secret door or narrative flavor.

12 Item Cards

The so-called fabulous treasures of myth come in the form of an ITEM, that either can boost the characters STR, DEX or INT long-term, or function as a one-time bonus to HEALTH, SANITY or LUCK

9 Lich Cards

Each lich card details a unique attack that the Lich can make in the final battle - the last phase of the game.

30 Room Cards

Each room card describes a room in the tower. In each room is either a forced or voluntary challenge, and in some cases just a narrative element, that does not need to be resolved for the player to progress.

2 Rules Summary Cards

A version of the rules found in this PDF, divided between 2 cards. Perfect for when traveling with your **The Tower of the Ice Lich** deck.

1 Achievements Card

Not satisfied with the original challenge of the game? Try out these challenges to take it to the next level!

Set Up

Shuffle the event, item, lich and room cards separate from each other, into four face-down decks. Out of these four, grab the room deck and place horizontally three cards face-down in front of you. This is the bottom floor of the tower. Now repeat the action above these cards until you have the total of five floors. This setup with 3 x 5 face-down cards is the complete tower.

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Put the room deck to the side, as you will not be using it anymore for this round of the game. Now take the lich deck and place it face-down above the top floor of the tower. Then place the event and item decks face-down beside the tower. Choose a character and place it below the tower.

The next part is optional, depending on how many six-sided dice you have available. If you have at least six dice, place one close to the lich deck. This will be used in the end of the game to keep track of how much damage the Lich has taken. Place another three on top of the HEALTH, SANITY and LUCK squares, on the character card, with the right number, indicated by the card, face-up on the dice. These will be used to keep track of how much HEALTH, SANITY and LUCK the character has. The remaining two dice will be used to resolve challenges you face in the game.

If you only have access to two six-sided dice, that is OK. Instead use pen and paper to keep track of the Lich's DAMAGE and your character's HEALTH, SANITY and LUCK.

How to Play

Challenges in **The Tower of the Ice Lich** are resolved through rolling two six-sided dice and adding the value of the relevant ability to the roll (depending on the challenge - either STR, DEX or INT). If your final result is 9 or higher you succeed. Bear in mind that magic items can increase the ability. It is through resolving this kind of rolls that you progress through the game.

If you fail a challenge the character takes damage in either HEALTH or SANITY and, in some cases, even LUCK, with the value indicated by the challenge. When a character's HEALTH reaches 0, they die. When SANITY reaches 0, they become insane. In both cases it is **Game Over** for you.

LUCK has another function: each time you fail a roll you can spend 1 LUCK to re-roll the dice. As long as you have LUCK left you can continue doing this, but each time costs 1 LUCK.

Now pick one of the room cards on the lowest floor of the tower you created, turn it face-up and resolve the challenge. When you are done, pick up an event card, resolve it and place it on the side in a discard pile.

When you are finished with both the room and the event card, pick another room on the same floor and repeat. You have to finish all rooms including their events on a floor before you can progress to the one above, if not either the room or the event states the opposite.

Sometimes you get the option to pick up an ITEM from the item card deck. You can carry the maximum of three items, so if you find something that suits you better, place the discarded ITEM at the bottom of the item card deck. This is the same for used potions.

Winning the Game

If you successfully survive climbing the entire tower it is time to face the Lich in a final battle. Pick up the top card of the face-down lich deck. The lich cards are unique challenges that are resolved in exactly the same way as with other cards. The difference is after you resolved the challenge you return the card to the deck, reshuffle it and repeat by picking up the top card.

Each time you succeed with a challenge the Lich takes 1 DAMAGE. The Lich can endure 6 DAMAGE before it is destroyed. Use a six-sided dice or pen and paper to keep track of its DAMAGE.

If you defeat the Lich, you win the game. Whatever madness or fate that drove you to enter the tower is now fulfilled.

TOWER OF THE ICE LICH CARDS LIST

Core deck cards (88 cards)

CHARACTER: Eriulf the Kind
CHARACTER: Khati-Amun-Ra
CHARACTER: Cotata the Fast
CHARACTER: Aldis Olafdottir

ROOM: Ice bridge 01, DEX roll, short-cut
ROOM: Study 01, INT roll, empty
ROOM: Blood fountain
ROOM: Dinner room
ROOM: The Pit, DEX roll, ITEM
ROOM: Unholy Altar
ROOM: Altar to Kronos
ROOM: Ice bridge 02, INT roll, moaning dead
ROOM: Statue Room, STR roll, ITEM
ROOM: Crypt 01, STR roll
ROOM: Alchemy laboratory, INT roll
ROOM: Ice puzzle, INT roll, ITEM
ROOM: Three statues puzzle, INT roll
ROOM: Wall of fire, STR roll
ROOM: Library, INT roll
ROOM: Mushrooms and grass, DEX roll
ROOM: Tentacles, REX roll
ROOM: Chapel, INT roll
ROOM: Kitchen, STR roll
ROOM: Ice cold frozen room, STR roll
ROOM: Map room
ROOM: Blue portal
ROOM: Orange portal
ROOM: Throne and bodies, bull head on a platter
ROOM: Spear-filled room, DEX roll, a single statue
ROOM: Crypt 02, DEX roll, ITEM
ROOM: Dusty storage, DEX roll, ITEM
ROOM: Unholy Game Machine
ROOM: Destroyed room with stones, STR roll, ITEM
ROOM: Monolith and sacrificial pit

EVENT: Walking dead, STR roll
EVENT: Winged ghast, STR roll
EVENT: Frost cyclops, STR roll
EVENT: Crawling dead, DEX roll
EVENT: Ice Imp, DEX roll
EVENT: Golem, DEX roll
EVENT: Spectral dead, INT roll
EVENT: Eye homunculus, INT roll
EVENT: Shambling corpse, INT roll
EVENT: Gas blast trap, STR roll
EVENT: Cold blast trap, STR roll
EVENT: Spear trap, DEX roll
EVENT: Statue dart trap, DEX roll
EVENT: Prismatic trap, INT roll

EVENT: Trapped chest, INT roll
EVENT: Chest, ITEM
EVENT: Chest, ITEM
EVENT: Secret door, short-cut
EVENT: Marks from a beast
EVENT: Crumbling book
EVENT: Dead adventurer
EVENT: Macabre art
EVENT: Mirror on the wall
EVENT: The hanged man
EVENT: Bairn and iron
EVENT: Bottled spirit
EVENT: Ship model
EVENT: Broken sword
EVENT: Broken skull
EVENT: Old scroll

ITEM: Braces, STR
ITEM: Metallic rock pendant, STR
ITEM: Winged boots, DEX
ITEM: Monkey mask, DEX
ITEM: Tome Gur's Arcana, INT
ITEM: Wand with eye, INT
ITEM: Red potion, HEALTH
ITEM: Red potion, HEALTH
ITEM: Green potion, SANITY
ITEM: Green potion, SANITY
ITEM: Yellow potion, LUCK
ITEM: Yellow potion, LUCK

LICH: Ice blast, -1 HEALTH
LICH: Life steal with dagger, -2 HEALTH
LICH: Insect swarm, -1 HEALTH
LICH: Sword attack, -2 HEALTH
LICH: Throwing rocks with telekinesis, -1 HEALTH
LICH: Glowing embers attack, -1 HEALTH
LICH: Green light horror attack, -1 SANITY
LICH: Multiple lichs, -1 HEALTH
LICH: Shows horrible secrets, -2 SANITY

RULES SUMMARY 01-02
RULES SUMMARY 03-04

ACHIEVEMENTS CARD

Expansion 01 cards: More Death and Doom! (12 cards)

CHARACTER: Titos Blightborn
CHARACTER: Mira the Meek

ROOM: Mad god, INT roll
ROOM: Two giant chicks, DEX roll
ROOM: Experimental glass tubes, STR roll

EVENT: Spiked roller trap, STR roll
EVENT: Archery trap, DEX roll
EVENT: Spinning blades trap, INT roll

ITEM: Ice sword, STR
ITEM: Helmet, INT
ITEM: Snake ring, DEX

LICH: Ankh attack, -2 HEALTH, -2 SANITY

Expansion 02: The Stairs My Destination (9 cards)

ROOM: Stairs
ROOM: Stairs
ROOM: Stairs
ROOM: Stairs

EVENT: Frost beetle, STR roll
EVENT: Bloodsucking bugs, DEX roll
EVENT: Demonic butterfly, INT roll
EVENT: Abandoned symbol

ALTERNATIVE RULES CARD

Expansion 03: The Plight of the Ancient Dead (20 cards)

ROOM: Tiny pyramid, pick a LORE card
ROOM: Large sarcophagus, STR roll, pick a LORE card
ROOM: Narrow platform with a statue, DEX roll, pick a LORE card
ROOM: Five stone columns, INT roll, pick a LORE card
ROOM: Floating platform, INT roll, pick a LORE card

EVENT: Obsidian key, DEX roll
EVENT: Shuffling mummy, DEX roll
EVENT: Ornamented chest, INT roll
EVENT: Terracotta statuette, STR roll
EVENT: Guardian sphinx

LORE: Book
LORE: Book
LORE: Scroll
LORE: Scroll
LORE: Stone tablet
LORE: Stone tablet
LORE: Bone inscription
LORE: Bone inscription
LORE: Clay tablet
LORE: Clay tablet