

Wizard Tower Evil Amulet Edition

A competitive survival strategy game for 4-5 players.

Wizard Tower

Evil Amulet Edition

Deep within the Wizard Tower lies the Evil Amulet. A relic of immense, unstable power. Its magic bends with the cycle of day and night: under the sun, it grants dazzling strength; under the moon, it whispers curses.

Players will battle across changing terrain, harnessing spells, items, and luck itself to claim (or survive) the amulet's power.

The game alternates between day and night each round, twisting the effects of the amulet and the cards drawn.

Only those clever enough to balance power of the amulet will endure the tower's madness.

Win Condition

Be the last surviving player.

Game Components

- 1 Game Board
- 1 Day/Night Cycle Token
- 1 Madness Meter Tracker
- 1 Evil Amulet Token
- 1 Shield Token (consumable)
- 4 Terrain Types: Land, Water, Rough, Dangerous
- 1 Day Deck
- 1 Night Deck
- Character Decks
- 1 6-Sided Dice

Setup

- Assemble the board.
- Each player places their character token on a land tile.
- Shuffle the day and night decks separately.
- Place the cycle token on day.
- Place the madness meter tracker on level 1.
- Randomly determine which player begins with the evil amulet. (roll 1d6)

Game Flow

At the start of each round, flip the cycle token to alternate between Day and Night.

Day:

- The Amulet radiates positive energy.
- Draw 1 card from the Day Deck.

Night:

- The Amulet grows unstable.
- Draw 1 card from the Night Deck.

On their turn, each player may:

Move:

- Move up to their movement allowance.
- Terrain may affect movement.

Use Abilities or Items:

Play cards from their Character Deck.

Attack or Interact:

Engage with other players according to game rules.

If the player holds the Evil Amulet:

- Gain +1E at the start of their turn.
- Draw from the active Day/Night deck.
- Are affected by the Madness Meter.

The Madness Meter represents the Amulet's instability.

Increase the meter +1 at the end of each round that the Amulet remains with the same holder.

Reset the meter when the Amulet transfers to a new player.

Maximum Meter Level: 3

Effects by Cycle:

During Day:

The holder always draws 1 Day Card.

During Night:

Draw Night Cards equal to the current Madness Level.

Level 1 = Draw 1 card

Level 2 = Draw 2 cards

Level 3 = Draw 3 cards

Resolve all Day & Night Cards in order drawn before ending your turn.

The amulet changes hands when:

Damage Transfer: If the current holder takes damage from another player's attack, the attacker gains the amulet.

Elimination: If the holder is defeated, the amulet is transferred to the nearest player.

Terrain Effects

Land: Basic Terrain, no special effect.

Water: Reduces movement for non-aquatic characters. If you are a non-aquatic character, you can only stay in the water tiles for a maximum of 3 turns.

Rough: Reduces movement for non-land characters. Moving takes double the work (2 regular movements = 1 movement in rough terrain).

Dangerous: Deals 1 damage to a character when they end their turn within dangerous terrain.

Consumable:

Protective Salve

- Activate once you pick it up to negate all effects from Night Cards until the start of your next turn.
- Discard after use.
- Does not prevent normal damage or attacks.

Deck List

Day Cards:

- Solar Charge
- Blinding Ray
- Shield
- Sun Stride
- Dawn's Grace
- Flare

Night Cards:

- Drain
- Shadows Pull
- Shackles of Darkness
- Twisted Will
- Echo
- Madness Spike

