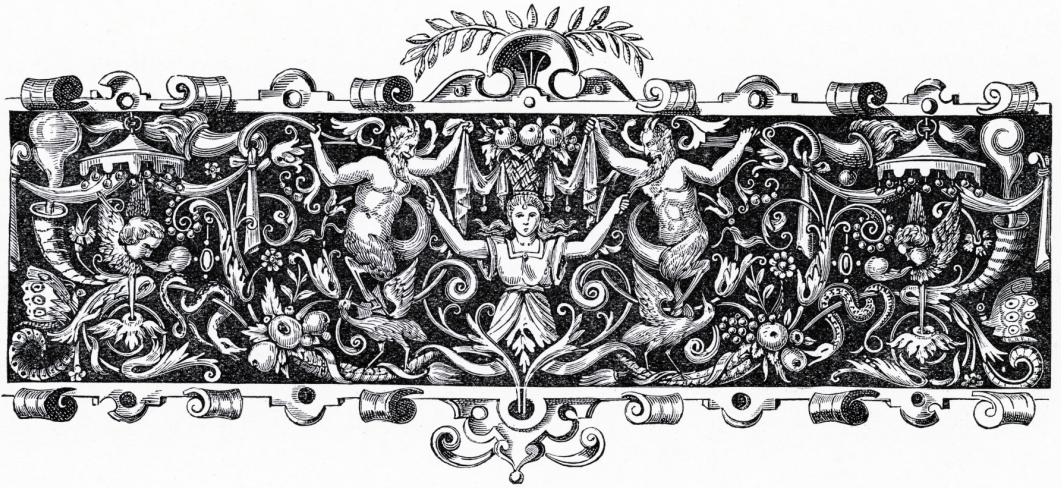


# RISE



# DEMONS

# INTRODUCTION

*Abh salutations Keeper, I see you've noticed the new recruits. Yes, seems those Dwarves opened a portal to Kaos and let through a whole host of demons.*

*And now that all the Dwarves are dead or fled, the demons are lookin' for work. So, what do you think Keeper, shall we see what makin' a deal with devils gets us?*

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This handy little Expansion adds in a number of new units, rooms, and even mechanics centred around everyone's favourite: Demons!

From weak little imps to the Happiness inducing Succubi and Incubi to the awesome game changing powers of the Monarchs. The new Demonic units have plenty to offer but be careful, they are a strange lot and may not be so easily controlled as our other Minions...

To properly combine this Expansion with RISE there are a couple of elements that need to be adjusted.

The first is that the following Enemies are now Holy

- Paladins & Cleric Adventurers (RISE pages 28/29)
- Enemy wielding a Legendary Item with the Holy Trait (RISE page 33)

And finally, a new Hero Trait which replaces the Defender Trait:

**Righteous** – This Hero counts as Holy and is protected by a 20 STR shield that recharges at the start of every Round of Combat.

Holy enemies automatically Defeat any Demon they deal damage to.

With that out of the way, best of luck Keeper and may you find your new Minions to be all that you had hoped.

# SUMMONING

Our new Demonic pals come with a host of powers that we can utilise to our advantage Keeper but there are a number of drawbacks as well.

Firstly, we have to raise our new Evil Level to Summon increasingly powerful Demons. At the start of a new Dungeon we have access to Imps but as we prove ourselves to be Evil enough, we can Summon Minor Demons, Succubi & Incubi, and eventually even the Monarchs themselves (page 8).

And Thirdly, we need a special Demonic Summoning Circle (below) in order to Summon Demons.

## **Demonic Summoning Circle – 20♦**

*A doorway to a daemonic realm, an obsidian gate, a frost licked skull, a burning eye, whatever the form, whatever the realm, the denizens are not to be trifled with.*

Allows you to Summon Demonic Minions.



# UNITS

Unit	STR	Cost	Evil Req.	Power	Mutiny Threshold
Imp	1	2♦	0	Ranged. Demon.	5
Minor Demon	7	10♦	2	Demon. Immune to Fire	8
Succubi/ Incubi	1	30♦	3	Demon. If an Enemy Defeats this Unit, gain control of Enemy forever. Excl. Heroes	10
Lost Soul	1	1♦	1	Demon. Hostile.	N/A
Lawyer	1	40♦	2	Demon. See Infernal Court (page 4)	N/A
Clown	10	15♦	3	Demon.	20
Doll	5	12♦	5	Demon. Gain 1 Happiness per turn.	Special, see Dollhouse
Gheist	0	30♥	3	Lives inside a Trap. Trap no longer needs to be Reset.	25

# NEW ROOMS

It just wouldn't feel right to welcome our newest Minions into the Dungeon without doing our best to make it feel like home. However, the other Minions didn't appreciate all the fires so I recommend trying some other options.

## LAIRS

### BEDCHAMBER – 20♥ & 30♦ – EVIL + 6

*The Cubi are a picky lot and have asked for special quarters that might serve their particular needs.*

Can House 2 Succubi/Incubi.

Once Housing a Succubi/Incubi:

If Adjacent to another Lair, Lower Mutiny Threshold of Adjacent Units by 5.

If Adjacent to a Prison, Prisoners can be Hired on a 2+ rather than 3+

### INFERNAL COURT – 100♥

*Ever thought a ruling was unfair? Ever thought the Debt Collector was too aggressive in the pursuit of profit? Well now you can lawyer up and sue them!*

Can House 1 Lawyer

If the Court is Housing a Lawyer and an Enemy enters the Court's Grid

Space you may:

Stop Combat if they are the only Enemy.

Attempt to Sue them (page 6) or hold them in Court.

For each Turn that passes while an Enemy is held at Court, pay 2♦

You may take Prisoners to the Infernal Court but not the other way around.

### CLOWN CHAMBER – 80♥ – EVIL + 5

*The garrish colours, strobe lighting, and blood stained walls aren't what I'd call homey but the Clowns seem to like it and that's all that really matters right? Oh, that one's on fire.*

Can House ∞ Clowns.

### DEMONIC PALACE 4 Grid Spaces – 500♦ – EVIL + 10

*The pinnacle of Demonic society, these lavish palaces are custom designed to the exact specifications of the Monarch gracing us with their presence. Remember to knock.*

Can House a Monarch.

A Demonic Palace is needed in order to Summon a Monarch.

Draw on the Monarch Table (page 8) to see which Monarch graces your Dungeon with their presence.

Monarchs do not leave their Palace, do not Mutiny, and cannot be Sacrificed.

## HAPPINESS ROOMS

### DOLLHOUSE – 25♥ – EVIL + 4 – HAPPINESS + 10

*Ann isn't that nice Keeper? The Demons have brought some dolls from their own twisted nightmare realm for the Minions to play with. Wait... where did that one get a knife?*

Can House 30 Dolls

Outside of Combat if you ever have more Dolls than other Minions on a Row, the Dolls turn Hostile.

### SHOOTING GALLERY – 10♥ & 1 PRISONER – EVIL + 2

*Back in the olden days we had to make do with chucking rocks, nowadays Minions expect top-of-the-line crossbows, shurikens, axes, and even dwarven guns. Spoiled brats.*

While you have a Prisoner in the Gallery, gain +5 Happiness per Turn.

At the start of each Turn, draw to see if the Prisoner survives.

♥ or ♦ means they live

♣ or ♠ means the Minions are getting better with their aim.

## EFFECT ROOMS

### PIT OF LOST SOULS – 25♥ – EVIL + 5

*The Demons say their realm is getting full and have asked us to keep some of the excess souls up here. They even threw in a free pitchfork to sweeten the deal!*

Can house 20 Lost Souls

Gain 1 Lost Soul per Turn

Gain +5♦ per Turn once your Pit of Lost Souls is full.

### STYXIAN FERRY – 10♦ – Must be placed adjacent to Liquid

*When the oar of this Demonic gondolier touches fresh water, it turns to the blackish, toxic murk of the Demon's own home. Swimming is highly discouraged for those with skin.*

You must pay 1♦ per Unit that wishes to cross the Liquid.

Adventurers will pay to use the Ferry if they have ransacked a Room prior.

Heroes that have the Duelist or Expert Traits will use the Ferry.

Heroes that have the Mariner Traits pass without issue.

All other Hero Traits choose to swim instead of paying the Ferry.

The Liquid that this Room is adjacent to becomes Styxian, any Units or

Enemies that touch it lose 10 STR per turn until no longer in contact.

# LAW SUITS

Whenever you attempt to Sue an Enemy in the Infernal Court Room, draw on the Table below and follow the instructions to see what happens.

For legalese purposes, the Enemy is referred to as the Defendant and all costs are taken immediately.

ACE	Well, bad news, Somehow the Defendant has managed to win over the court and counter-sues for damages! Draw a card and pay the Enemy the card value x 5
2	The Defendant is charged with breaking & entering with malicious intent and must repair any Rooms they Damaged! Repair one Room per turn for free. Imprison Enemy afterwards.
3	This vile lump of filth, this so called Defendant, entered the Dungeon with malicious intent and armed with a dangerous weapon. They must pay 50♦ and be imprisoned!
4	Hades and gentledemon, I could waffle on all day about the Defendant's many crimes... and I will. Increase Lawyer Cost, draw again on the next Turn.
5	The Defendant has wasted hundreds of hours of trap setting, fletching, and rock collecting. I feel it is only fair they reset them! Reset all Traps then be imprisoned.
6	Foul wretched thing, this so called "goody goody gumdrop" is a liar and a threat to our very existence. Execute the Defendant. Gain 15 Happiness.

7	Demons of the jury, I put it to you that a monster like the Defendant must be put in the stocks in order to learn their lesson! Gain 5 Happiness per Turn. Draw at the start of each Turn, if you draw a ♠, the Defendant is Defeated.
8	The Defendant is clearly a creature of wealth and privilege so it is not unreasonable then to expect them to pay 50♦ Defendant is released out of the Dungeon.
9	Keeper, the Defendant has cited the ancient rule of combat. Choose a Minion to face them in the arena. If you win, the Minion gains +5 STR If you lose, the Defendant is released out of the Dungeon.
10	The Defendant pleads insanity so we will have to move this case into the Realm of Chaos. Gain 1 Clown.
JACK	Sad news Keeper, the Defendant managed to throttle a Lawyer to death and has been Executed. We will have to hire a new Lawyer.
QUEEN	The outcome of this case has set a new law: Prisoners may now be Sacrificed at an Altar but you must draw twice and take any ♣ or ♠ that appear.
KING	The outcome of this case has set a new law: Only Minions may use the Styxian Ferries. Enemies must now swim or take a longer route if available. Execute the Defendant. Gain 15 Happiness.

# MONARCHS

The epitome of Demons, the Monarchs are the elite, the tyrant kings and queens, the high rollers, big spenders, and V.F.I.P.

Once we reach Evil Level 30 and have a Demonic Palace, we can Summon a Monarch. To see who exactly it is that answers the call, draw three cards and combine them to see their Name and Title on the table below and their Powers on the table opposite.

Once we have a Monarch, we're stuck with them. This lot can't be sacrificed, won't join in Combat, and are immune to Liquid, Gas, and any other Minion killing disaster.

On the plus side, having a Monarch grants a few game-changing benefits:

Number One) All Mutiny Thresholds are reduced by 10 (minimum 1)

And Two) All ♦ generating Rooms provide Double their usual ♦

A	Azerok	Keeper	Filth
2	Pheros	Weaver	Flesh
3	Hissk	Serpent	Tongue
4	Ashtongue	Breaker	Oaths
5	Porrok	Patron	Sacrifice
6	Thelvien	Forbidden	Lover
7	Kulcier	Maestro	Madness
8	Elstegor	Master	Beasts
9	Epherimos	God	Torture
10	Haephton	Preacher	Hate
J	The	Judge	Law
Q	Milanas	Silver-Tongued	Whisper
K	Raphon	Angel	Regret

# MONARCH TRAITS

A	<b>Filth</b> – Place a free Level 2 Stopping Trap in a Grid Space of your choice every turn to represent this Monarch's trash.
2	<b>Fleshsmith</b> – Choose a Unit each turn to receive an upgrade. Either gain Ranged, +50% STR, or a 10 STR Shield.
3	<b>Serpent</b> – Summon a free Serpent (5 STR) each turn. If a Serpent enters an Enemy's Grid Space, that Enemy takes 5 STR damage each turn until the end of Combat.
4	<b>Oath</b> – If you have an Oath active, you may stop following its rules without consequence. If you have no Oath, you may take one.
5	<b>Pact</b> – Whenever you Sacrifice a Unit, draw twice and choose which result to take.
6	<b>Beautiful</b> – Dungeon Happiness increases by 2 each Turn. If Dungeon Happiness reaches 100, all your Minions Mutiny.
7	<b>Maddening</b> – Any Enemies that pass through this Monarch's Palace must roll 1D4. On a 4 - They continue. Otherwise - they are Defeated.
8	<b>Beast Master</b> – ♣ Creatures are automatically tamed upon discovery if you have appropriate housing for them.
9	<b>Terror</b> – When interrogating prisoners, draw four times on the Information Table (RISE pages 30/31) and choose which result to take.
10	<b>Fury</b> – All Units that pass through this Monarch's Palace get double STR for the duration of this Combat.
J	<b>Judge</b> – Lawyers do not increase their cost while Holding an Enemy in an Infernal Court. Draw twice on the Lawsuit Table (pages 7/8)
Q	<b>Liar</b> – Lower the ♦ Cost of all Minions by 5 (minimum 1)
K	<b>Fallen</b> – Draw a card for every Holy Enemy, if you draw a King, take control of that Enemy from now on.

A black and white illustration of a winged demon with horns, sitting on the title 'RISE: DEMONS'. The demon is holding a flame in its right hand and a whip in its left. The wings are large and bat-like. The title is written in a bold, serif font.

# RISE: DEMONS

This expansion to the solo map drawing game RISE  
introduces:

A host of new Demonic Minions

Demon specific Rooms

The ability to finally sue those pesky Adventurers

and

The ability to summon a Demonic Monarch with game  
changing abilities.

So Keeper, are you ready to make a deal with the Devil?

