

DEAD & CELLS

THE ROGUE-LITE BOARD GAME

This sticker sheet was made to correct errors in the game's first print run. Please closely follow the instructions on how to correctly apply the stickers.



THE FLAYED

ROUND 0 ACTION:
Gain 1 Shield.

BIOME BOARDS

RAMPARTS (B3)

CLOCK TOWER (B5)

HIGH PEAK CASTLE (UPPER) (B7)

HIGH PEAK CASTLE (LOWER) (B7)

BIOME BOARDS

RAMPARTS (B3)

CLOCK TOWER (B5)

HIGH PEAK CASTLE (UPPER) (B7)

HIGH PEAK CASTLE (LOWER) (B7)

BIOME BOARDS

FORGOTTEN SEPULCHER (B6)

LANTERNS
Place all Lantern tokens onto the appropriate spaces with their unlit side showing. When the Group passes through a corridor with a fuse you may light the attached Lantern by collectively discarding as many Combat cards with

FORGOTTEN SEPULCHER (B6)

BOSS CARDS

HAND OF THE KING DECK (C3-21)

An Upgrade deck costs 12.
Draw the bottom card from the Deck of Secrets the first time you do any of the following with the Boss Cell card in play:
Beat the Angry Concierge; Beat the Angry Time Keeper; Beat the Hand of the King; Ring the 3 Bells.

Enemies now have:

MUTATION CARDS

SURVIVAL DECK (SV-40)

Purge **POTION LEV.2** card.
Place this card in the **DURING THE GAME SECTION** of the Mutation board.

TACTICS DECK (BACK) (TC-28)

You must have the **SPIDER RUNE** to continue purchasing Tactics cards.