

In Defense of Death

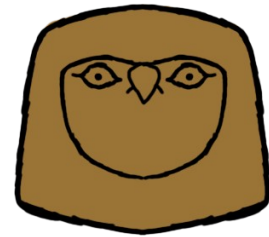
Help

A tower defense game where you play a priest of Anubis performing a ritual to send the dead to the afterlife. Use various runes on different types of towers to produce unique effects!

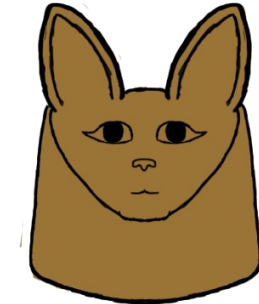
Towers

Each tower represents a different role: attack, healing, or defense.

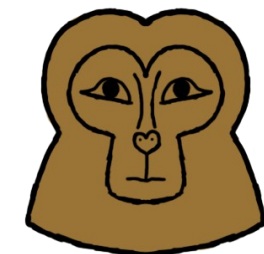
A Falcon tower is an **attack** tower. These towers will automatically attack surrounding enemies alongside the player.



A Jackal tower is a **healing** tower. These towers will automatically heal surrounding towers.



A Baboon tower is a **defense** tower. These towers will draw enemy attention to delay attacks on other towers.



Runes

Rune cards represent individual effects when applied to towers. Drag a rune to a tower to see its effect!



A kopesh rune represents attack.



An ankh rune represents healing.



A scarab rune represents defense.