

The Knight

How to Win

Kill the Dragon by reducing his Health to 0. If there is no Dragon, smash 5 Crystal tokens, then escape the Cave by entering the Entrance tile.

Setup

Set your Health to 7 and Grit to 0. Set the Knight piece on the Entrance tile. Place the 3 Bomb tokens near your player board.

Shuffle the Sidequest deck and place it facedown near your board, then draw 3 Sidequest cards into your hand.

Place 2 Hero cubes near your player board. *(These tokens are the two shown on the "0" space on your Grit track.)* Place the remaining tokens on the white spaces on the Grit track (5, 11, 18, 26, and 35).

Turn Summary

During your turn, resolve the following phases in order:

1. **Pick Up Hero Cubes**
2. **Move and Act**

Your turn ends when you complete these phases. You may choose to end your turn without completing both phases. Before ending your turn, you may assign any unused Hero cubes to any statistic or to equipment or Treasure cards that do not require Encounters.

STATISTICS

The Knight has three statistics: Movement, Perception, and Strength.

Movement equals the distance, measured in tiles, you can move on your turn.

Perception equals the number of Encounters you can have on your turn, and affects your interactions with the Thief.

Strength determines whether you can make certain attacks, and helps you defend against attacks outside your turn.

At the beginning of each turn, all of your statistics begin at 1, as shown by the leftmost space of each statistic track.

1) Pick Up Hero Cubes

Pick up all Hero cubes placed on your player board, except those on your Grit track and those that have been discarded. *(On your first turn, pick up the two cubes you set near your board during setup.)*

HERO CUBES

At any time **during your turn**, you may allocate your Hero cubes as you choose to increase your statistics (**Movement, Perception, and Strength**), to use your equipment (**Bomb, Bow, Ancient Map, and Shield**), and to use any Treasure cards you've acquired. You do not have to allocate all of your Hero cubes at the same time.

Allocating a Hero cube to a statistic track increases that statistic to the number shown on the space you placed the token. You must always place Hero cubes on these tracks from left to right, starting with the leftmost empty space *(the second space)*.

Allocating a Hero cube to a piece of equipment or a Treasure card allows you to use its effect.

A placed Hero cube remains placed until your next Pick Up Hero Cubes phase. If you are prompted to discard a Hero cube, place it on the Discarded Hero Cubes space of your player board. You can recover discarded tokens through the *Cave Bread* Event card. The Knight can never lose or discard her starting two Hero cubes.

2) Move and Act

During this phase, you can move a number of adjacent tiles equal to your Movement, and you can spend Encounters equal to your Perception. You can move and spend Encounters in any order, but you can only move while you have any Encounters remaining.

Normally, you cannot move through walls. However, each time you use your Ancient Map equipment, you can move through one wall.

By spending an **Encounter**, you can take the following **actions** in the following order:

1. **Reveal and Resolve Dark Tile (required)**
2. **Resolve Attacks (any order):** Crystals, Dragon, Goblins, Thief
3. **Collect Treasures:** Dragon Gems, Treasure Tokens

By spending one Encounter, you can take any or all of these actions. *(For example, on a Lit*

tile, you could spend one Encounter to attack the Dragon, pick up two Treasure tokens, or do both actions.)

Anything you attack or collect must be on your tile.

If you move onto a Dark tile, you **must** spend an Encounter to reveal and resolve the tile, and then you may take any of the other actions you wish.

REVEALING AND RESOLVING TILES

When you enter a Dark tile, you **must** reveal it—flipping it to its Lit side—place it, and resolve it. After resolving the tile, gain 1 Grit.

When you place the revealed tile, you must connect it to the tile from which you moved. If you moved into the Dark tile through an open side *(no wall)*, you must place an open side of the revealed tile against the tile from which you moved. The Cave then adds Dark tiles to the board on the tile's open sides. *(If there is no Cave player, you draw and place the tiles instead.)*

To resolve the tile, follow the tile's instructions below:

Event: The Cave plays an Event card on you. *(If there is no Cave player, you draw and resolve an Event card instead.)* If you enter or begin your turn on a tile with an Event token, you must resolve it as if you had revealed an Event tile, then remove the Event token from the map.



Ambush: First, you may immediately assign more Hero cubes to Strength. Then, the Goblins may attack you with a hidden Goblin Tribe if its Strength is greater than your Strength. If a Tribe attacks you, you lose 1 Health, the Tribe scatters, and the Goblins' Rage decreases by 1.



Treasure Room: Place a Treasure token on the tile. You may pick up the token as part of this Encounter or ignore it.



Crystal: Place a Crystal token on the tile. You may smash it as part of this Encounter or ignore it.



Vault: Place a Vault token on the tile. *(Only used in games with the Thief.)*



MOVING TO THE DRAGON

While the Dragon is underground, you can enter his tile without spending an Encounter if you do not attack him. Attacking him costs an Encounter, as normal.

While the Dragon is on the surface and you wish to enter his tile, your Strength must be **equal to or greater than** his Armor, and you **must** then attack him (*as an Encounter*).

ATTACKING THE DRAGON

While the Dragon is underground and the Collapse has not begun, you can attack him only if you use your Bomb equipment, and you can only attack him once per turn. If the Collapse has begun, you can attack him without using your Bomb, but you still can only attack him once per turn.

If the Dragon is on the surface, you can attack him without using your Bomb, and you can attack him multiple times, each during a separate Encounter, without moving.

If you attack the Dragon, and your Strength is greater than his Armor, your attack succeeds. If your Strength is equal, you must roll the Dragon die, and the attack succeeds only if the die affects the center tile. A successful attack causes the Dragon to lose 1 Health.

If the Dragon's Health is reduced to 0, he dies and you win the game.

INTERACTING WITH THE GOBLINS

You may enter a tile with a revealed Goblin Tribe only if your Strength is **greater than** the Tribe's Strength. When you enter the tile, you **must then** attack the Tribe (*as an Encounter*), causing the Tribe to scatter.

If you enter a tile with multiple Goblin Tribes, you attack all of them during the same Encounter.

INTERACTING WITH THE THIEF

You may enter the Thief's tile without spending an Encounter if you do not attack him.

To attack the Thief (*as an Encounter*), your Perception must be **greater than** the Thief's Stealth. If you attack the Thief, you kill him, and you gain Grit equal to his Loot Drop Level.

SMASHING CRYSTALS

If your Strength is 3 or higher, you may smash any Crystal tokens on your tile. When you smash a Crystal token, place it on the Smashed Crystals space of your player board, and you gain 2 Grit.

In games without the Dragon, you win if you smash 5 Crystal tokens and then escape from the Cave.

TREASURES AND GEMS

When you collect a Treasure token or Dragon Gem token on your tile, resolve its effects as follows. If there are multiple tokens on your Cave tile, you may collect them all during one Encounter, but each resolves separately, one at a time.

Dragon Gem: Roll the Dragon die. If it affects the center tile, you lose 2 Grit. (*It's a trap!*) If it doesn't, you gain 5 Grit. After adjusting Grit, return the Dragon Gem token to the Dragon.

Treasure Token: The Cave draws 2 Treasure cards, chooses one to give to you, and returns the other to the bottom of the Treasure deck. (*If there is no Cave player, draw the top card from the Treasure deck.*)

After viewing the Treasure card, you may keep it facedown near you, or you may decline it, removing it from the game, to gain 5 Grit. Facedown Treasure cards can be revealed later.

If the Treasure deck has no cards left, you simply gain 5 Grit each time you collect a Treasure token.

Sidequests

At any time **during your turn**, you may reveal a Sidequest card from your hand if you satisfy the card's requirements. If you reveal a Sidequest card, remove it from the game and gain Grit equal to the number shown in the card's upper-right corner. Then draw a new Sidequest card if any remain in the deck.

When a Sidequest card refers to an "attack", it must be an attack that you prompt on your turn, and it cannot come from using any Bow or revealing an Ambush tile.

Grit

Grit is the experience the Knight gains as she adventures through the Cave, by exploring new tiles, picking up treasures, smashing crystals, and completing sidequests. Each time you earn or lose Grit, track it by moving the Grit marker along the Grit track.

When your Grit marker reaches a space with a Hero cube, take that cube. You can use this cube during the same turn.

If your Grit marker falls below a white space, immediately return a Hero cube to that space. Return an unplaced cube if possible. If you must return a placed cube, your turn then immediately ends.

You can never be reduced below 0 Grit.

GAIN GRIT

Reveal a Cave Tile	1
Smash a Crystal:	2
Decline Treasure:	5
Kill the Thief:	0-3
Complete a Sidequest:	3-6
Get a Dragon Gem:	+5/-2

LOSE GRIT

Backstab (Thief):	1-5
Blob (Monster):	5
Flame Wall (Dragon):	5
Hex (Goblins):	1-4
Rats (Event):	2
Scratch (Dragon):	5
Soporific Spores (Cave):	5

EQUIPMENT

Ancient Map: The Ancient Map allows you to move through walls. If the edges of two touching tiles both have walls, they count as a single wall. Each placed Hero cube allows you to move through one wall. The Ancient Map does not affect Movement costs.

Bomb: The Bomb allows you to attack the Dragon (*as an Encounter*) while it is underground before the Collapse begins. Otherwise, you may activate the Bomb to place a Bomb token on a wall, removing it permanently.

Attacking the Dragon with a Bomb does not use a Bomb token, and you may attack the Dragon with a Bomb even if you have no tokens remaining.

If a tile with a Bomb token on its edge is rotated or affected by the Rockslide omen, remove the Bomb token from the game.

Bow: The Bow allows you to shoot a visible Goblin Tribe at unlimited range. Shooting a Tribe with the Bow reduces its Population by your Strength - 1, but does not cause it to scatter. The Bow may be used before, during, or after movement. Using it does not cost an Encounter.

Shield: The Shield allows you to ignore other players' effects that would move you. In addition, each time you lose Grit, the Shield reduces the amount you lose to 1 Grit.

To gain these benefits, you must have activated the Shield with a Hero cube **before** these effects are revealed.

TREASURES

Elven Sword: Increases your Perception by 1, and increases your Strength by 1 during your turn.

Enchanted Bow: Allows you to shoot the Dragon or Thief from up to 5 tiles away in a straight line, even if the Dragon is underground or if there are Dark tiles in between. The Enchanted Bow may be used before, during, or after movement. Using it does not cost an Encounter.

When shot by the Enchanted Bow, the Thief is killed, while the Dragon must discard Power cards equal to your Strength - 1.

Javelin: When used, your next attack may target the Dragon while he is underground, and you gain +1 Strength on your next attack. You cannot use it to attack the Dragon on the same turn that you use a Bomb to attack him.

Using the Javelin does not require a Hero cube, but still costs an Encounter to make the attack. After resolving the effects of the Javelin, immediately remove it from the game.

Heroic Boots: Increases your Movement by 4.

Mighty Axe: Increases your Strength by 1 during your turn. If you successfully attack the Dragon, and you already have a Hero cube assigned to the Mighty Axe, you may discard the cube to make the Dragon lose one more Health (*2 total*).

The Mighty Axe cannot be used with a Bomb to attack the Dragon while it is underground.

Pixie Lantern: Increases your Movement and Perception by 1.

Potion Kit: If you remove the Potion Kit from the game, as well as discard the Hero cube used to activate it, you regain 2 Health.

The Goblins

How to Win

Kill the Knight by reducing her Health to 0. If there is no Knight, kill the Dragon. If there is no Knight or Dragon, smash 5 Crystal tokens. (See the *Role Variants* chapter for more details.)

Setup

Place the 3 Goblin pieces (1 for each Tribe) on your player board.

Place the Goblin and Strength discs near your board. Place 1 Strength disc on the Fangs Tribe space on your board.

Shuffle the War, Monster, and Secrets decks separately and place each near your board.

Set your Rage to 1.

Turn Summary

During your turn, resolve the following phases in order:

1. Choose War Card
2. Populate Tribes
3. Assign Monsters
4. Draw Secrets
5. Activate Tribes

Your turn ends once you finish the Activate Tribes phase. When your turn ends, immediately shuffle the entire War deck, including the card you chose to resolve.

TRIBE STATISTICS

The number of Goblin discs under a Tribe piece is the Tribe's **Population**.

A Tribe's **Strength** equals its Population. Its Strength determines whether it can move into tiles with certain players, and whether it can target or be targeted by other players.

A Tribe's **Perception** equals its Population + 1. Its Perception determines whether it can target the Thief.

1) Choose War Card

The Goblins gather their forces, massing in great numbers to battle the Knight.

If your Rage is 0, increase it to 1. Then, draw War cards equal in number to your Rage. Choose one to resolve, and discard the others.

2) Populate Tribes

Look at the War card you chose, and add Goblin discs under each Goblin Tribe piece as shown by the Tribe's number on the War card.

You can prevent adding any number of Goblin discs to any Tribe by spending 1 Rage per Tribe you affect.

A Tribe cannot have more than 4 Goblin discs. If the Population of one or multiple Tribes would increase beyond 4, this causes **overpopulation**: scatter one revealed Tribe. If no Tribes are on the map, scatter a hidden Tribe instead. The Tribe you scatter does not have to be a Tribe that caused overpopulation.

3) Assign Monsters



Draw Monster cards equal to the number shown on your chosen War card, and assign the cards as you choose to the card slots of Tribes on your player board. The Fangs Tribe and Eye Tribe can each hold 1 Monster, while the Bones Tribe can hold 2 Monsters.

If a Tribe already has a Monster, you may keep it, or you may discard its current Monster to assign a drawn Monster. Discard any Monsters that you do not assign.

The maximum number of Monsters you can assign among all the Tribes equals the Population of the Bones Tribe.

If the Population of the Bones Tribe is reduced to less than the number of assigned Monster cards, the assigned Monsters remain. However, new Monsters cannot be assigned while the number of assigned monsters is equal to or greater than the Bones Tribe's Population.

If the Monster deck runs out of cards, shuffle the discarded cards to create a new deck.

(The Ambush text at the bottom of each Monster card is used only in games without the Goblins. Read the Goblin Infestation Variant card for details.)

STRENGTH DISCS

If a Monster provides a +1 Strength bonus (*Flame Giant, Ogre, or Troll*), add a Strength disc to the assigned Tribe's token stack to indicate the increased Strength.

Strength discs never change a Tribe's Population. (It will not prevent placement of Goblin discs, and will not cause overpopulation.)

The Fangs Tribe's Strength disc cannot be lost or discarded.

TRIBES

The Goblin Horde works together in three distinct Tribes.

The Fangs Tribe is known for its fierce warriors and always fights with extra strength. This Tribe's special action increases its Rage, and its Strength disc gives it a permanent +1 Strength.



The Bones Tribe is known for training and controlling Monsters to aid in battle. This Tribe's special action summons new Monsters, and this Tribe can control 2 Monsters at once.



The Eye Tribe is known for its leadership skills and greater intelligence. This Tribe's special action draws Secrets cards, and the Tribe's Population has special interactions with certain cards.



RAGE & MALAISE

Rage is the measure of the Goblin Horde's collective anger.

Your Rage increases by 1 when any Tribe is:

- Attacked or shot by the Knight or Dragon
- Affected by the Dragon's Hiss
- Affected by the Cave's Soporific Spores
- Attacked by the Thief's Pickpocket or Backstab

You may also increase Rage by using the Plunder action, using the Fangs Tribe's special action, or killing the Thief.

Your Rage decreases by 1 when any Tribe successfully attacks another player. You may also spend Rage during the Populate Tribes step to avoid adding Goblin discs.

If Rage is ever reduced to 0, it causes **malaise**: all Tribes suffer -1 Strength. Malaise ends immediately when your Rage increases to 1 or higher.

Rage cannot be reduced below 0 or increased above 3.

4) Draw Secrets

Draw Secrets cards equal to the number shown on the chosen War card.

Your hand limit is 5 cards. If you ever draw beyond your hand limit, you must immediately choose cards to discard until you again hold 5 cards. (*Face-up cards count toward your hand limit.*)

You may play Secrets cards at any time **during your turn**. When you play one, discard it unless the card states otherwise.

If the Secrets deck runs out of cards, shuffle the discarded cards to create a new deck.

5) Activate Tribes

During this phase, you may activate each Goblin Tribe once. When you activate a Tribe, you may move it, and then you may perform one action with it.

You may activate Tribes in any order, but you must finish activating one Tribe before activating another.

An activated Tribe can move any number of tiles. It can enter Lit and Dark tiles, but it cannot move through walls. Additionally, for every 2 Lit tiles that a Tribe exits during the same turn, it loses 1 Population. (*Remove a disc when leaving the second tile.*)

After completing its movement, if any, an activated Tribe may perform one action of your choice: Attack, Plunder, Explore, Reveal, Hide, or its special action.

A Tribe on your player board cannot move. A Tribe with 0 Population cannot perform any actions.

ATTACK

A Goblin Tribe may attack the Knight, Thief, or Dragon (*only with Ash Dragon Variant card*) on the same tile, and they may smash a Crystal token on the same tile with the help of another Tribe.

To enter a tile with the Knight or Dragon, the Tribe's Strength must be **greater than** the Knight's Strength or the Dragon's Armor.

If the Tribe enters a tile with the Knight, it attacks: the Knight loses 1 Health, the Tribe scatters, and your Rage decreases by 1.

If the Knights's Health is reduced to 0, she dies and you win the game.



A Tribe may always enter a tile with the Thief. To attack the Thief, the Tribe's Perception must be **greater than** the Thief's Stealth.

When the Tribe attacks the Thief, the Thief is killed. Your Rage decreases by 1, but the Tribe **does not** scatter. Then, you choose whether to draw Secrets cards **or** gain Rage based on his Loot Drop Level.

Smashing a Crystal token requires a combined attack by two Tribes, which must each have a Strength of 3 or more. To make this combined attack, two Tribes must each use the Attack action, attacking the Crystal token, before your turn ends.

When your Tribes smash a Crystal token, give it to the Knight. If there is no Knight, keep it on your player board. Also, scatter both attacking Tribes, and decrease your Rage by 1.

PLUNDER

A Tribe may plunder a Treasure token or Dragon Gem token on its tile.

When a Tribe plunders a Treasure token, increase your Rage by 1, then return the token to the Cave's supply.

When a Tribe plunders a Dragon Gem, roll the Dragon die. If the roll affects the center tile, the Tribe scatters. (*It's a trap!*) If it does not, increase your Rage by 1. Then, return the Dragon Gem to the Dragon's supply.

A Tribe may plunder a Dragon Gem from the Dragon himself, but only if there are no Dragon Gems on the map and if the Tribe's Strength is **greater than** the Dragon's Armor.

EXPLORE

A Goblin Tribe on a Dark tile can use this action. Select an adjacent open space (*no tile*), and the Cave places a Cave tile there, Dark side up. (*If there is no Cave player, draw a Cave tile and place it there, Dark side up.*) Then, place the exploring Tribe on that tile.

REVEAL

Any Tribe on the map is a **revealed Tribe**.

To reveal a hidden Tribe, move its Goblin Tribe piece from your player board onto any Dark tile showing that Tribe's symbol.

If there are no such Dark tiles on the map, you may instead place the Tribe on an open space (*no tile*) adjacent to any other tile. This Tribe is **lurking**.

SCATTER

When a Tribe attacks, gets attacked (*unless the attack states otherwise*), or is reduced to 0 Population, it scatters.

When a Tribe scatters, place it on your player board, decrease its Population by 2, and discard its Monster card, if any.

If the Bones Tribe scatters and has 2 Monsters, discard one of your choice.

A lurking Tribe is still hidden. On any turn after a lurking Tribe is placed on the map, you may activate it to move it or to perform the Hide action. If you move a lurking Tribe, it can move only from its open space to an adjacent tile of your choice, ending its movement there, and it cannot perform an action after moving.

If a tile is placed under a lurking Tribe, the Tribe becomes revealed.

HIDE

A Tribe on your player board is **hidden**.

To hide a Tribe, place its Goblin Tribe piece on your player board.

Hidden Tribes cannot be targeted by other players, but they can attack the Knight if she reveals an Ambush tile or *Ambush* Event card.

SPECIAL ACTIONS

Each Tribe has a special action that only it may perform. A hidden Tribe **cannot** use its special action.



Fangs Tribe:
Increase Rage by 1.



Bones Tribe:
Draw and assign 1 Monster card.



Eye Tribe:
Draw 1 Secrets card.



The Dragon

How to Win

Shake off your slumber and escape from the Cave. To do this, first move at least 11 Sloth cubes to your Wakefulness track, then move from the underground to the surface, and finally enter the Entrance tile.

Setup

Place the Sloth cubes in the Sloth boxes on your player board. Place the Eaten Goblins marker on its track at "0".

Set your Health to 5.

Shuffle the Power cards and then draw three.

Place the Awakened Dragon piece near your board. You begin play **underground**.

At the start of your first turn, place the Sleeping Dragon piece on the same tile as the Knight. (If there is no Knight, place your piece on the Entrance tile instead.)

Turn Summary

During your turn, resolve the following phases in order:

1. **Move and Use Powers**
2. **Pick Up Treasure**
3. **Place Dragon Gem**
4. **Replace Hand**

Your turn ends once you replace your hand.

STATISTICS

Armor helps you defend against attacks and other effects outside your turn.

Spirit equals the number of Power cards you draw for your new hand at the end of each turn.

1) Move and Use Powers

During this phase, you may move 1 or 2 tiles in a straight line without spending any Power cards. You may perform this free movement once per turn, before or after using any of your powers.

During this phase, you may also use **powers**. To use a power, discard Power cards that show the Power symbols matching all those shown for the power on your player board. You may use any powers you wish, each as many times as you wish, as long as you spend the Power symbols required by each.

(For example, to use the Burn power you must discard a Flame card and a Wing card.)

You may also spend Power symbols from Dragon Gems on the map. Each Gem's Power symbol can be spent only once per turn, and spending a symbol does not remove its Gem from the map. (If desired, you can flip a Gem facedown to indicate that its Power symbol has been spent this turn. Flip these Gems face-up again at the end of your turn.)

A cost of a question mark (?) may be fulfilled by spending any symbol.

MOVEMENT RESTRICTIONS

While underground, you can enter Dark tiles and can move through walls. Entering a tile with another player does not prompt an attack from that player.

While on the surface, you cannot enter Dark tiles and cannot move through walls. Entering a tile with the Knight or a Goblin Tribe prompts an attack only if their Strength is high enough that they could attack you: greater than your Armor for a Goblin Tribe; equal to or greater than your Armor for the Knight.

KILLING GOBLINS

Whenever you use your Claw, Scratch, or Hiss power against the Goblins, increase your Eaten Goblins track by the total Population lost by the affected Goblin Tribes.

KILLING THE THIEF

If you kill the Thief with your Claw or Scratch power, draw Power cards equal in number to his Loot Drop Level.

2) Pick Up Treasure

After completing all of your movement for the turn, you may pick up any Treasure tokens on your tile.

If you pick up a Treasure token, give it to the Cave to satisfy your Greed condition, which moves a cube from your Greed track to your Wakefulness track.

If you pick up multiple Treasure tokens, keep all of them beyond the first. You can give these to the Cave during later turns, one token per turn.

GEMS & OTHER PLAYERS

When another player picks up a Gem, that player rolls the Dragon die and resolves it as follows:

Knight: If the die affects the center tile, the Knight loses 2 Grit. If it does not, the Knight gains 5 Grit.

Goblins: If the die affects the center tile, the Tribe scatters. If it does not, the Tribe may plunder the Gem. (See the Goblin's chapter for the Plunder action.)

When the Knight or a Goblin Tribe picks up a Gem, after resolving these effects, the Gem returns to your supply.

Thief: If the die affects the center tile, the Thief is killed. (You do not gain a Loot Drop when he is killed in this way.) If it does not affect the center tile, or if the Thief spends another Action cube to avoid rolling the die, he takes it and can attempt to add it to his stash.

Until the Thief stashes the Gem, you can still use the Gem's symbol for your powers. When he stashes the Gem, it returns to your supply. If the Thief is killed before stashing the Gem, place it on the tile where he was killed.

If all four Sloth cubes on your Greed track have been removed, return any Treasure tokens you pick up to the Cave's supply without effect.

3) Place Dragon Gems

You may place a Dragon Gem of your choice, if you have any, on your current Cave tile.

4) Replace Hand

Discard all remaining cards in your hand, shuffle all of the Power cards, and then draw cards equal in number to your Spirit.

Awakening and Surfacing

The Dragon has been asleep for hundreds of years and must shake off the effects of his slumber before emerging from underground.

To awaken, you must remove Sloth cubes from your Sloth tracks: **Greed**, **Hunger**, and **Pride**. During your turn, you may remove Sloth cubes by fulfilling the conditions indicated on your player board, as follows.

Greed: Pick up a Treasure token and return it to the Cave's supply (4 cubes).

Hunger: Decrease your Eaten Goblins track by two (4 cubes).

Pride: Reveal an Event tile (4 cubes), or don't move for the turn (1 cube), or place a Dragon Gem while at least 1 Gem is on the map (1 cube).

When you fulfill a Sloth condition, move a Sloth cube on that Sloth track to your Wakefulness track. You may move up to 3 Sloth cubes per turn, but only 1 Sloth cube per Sloth track. (All three Pride conditions are part of the Pride track.)

Once you have moved at least 11 Sloth cubes to your Wakefulness track, you **awaken**. Replace the Slumbering Dragon piece with the Awakened Dragon piece. (Once awake, you cannot fall asleep again, even if your Wakefulness falls below 11.)

SURFACING

Once you are awake, you can move from the underground to the **surface** by ending your turn on a Crystal tile. If there is a Crystal token on the tile, it is smashed.

While on the surface, if you enter a tile with another player, resolve an attack as if that player attacked you. (Refer to the Attacking the Dragon section in the Knight's rules or the Attack section in the Goblins' rules.) This attack does not affect your ability to move.

Once you come to the surface and then move onto the Entrance tile, you win the game.

BEWARE

While you are on the surface or if the Collapse has begun, the Knight can attack you without needing to use her Bomb. Also, if you are on the surface, the Knight can attack you multiple times during her turn, each time during a separate Encounter.

REVEALING TILES

A few of the Dragon's powers reveal tiles, sometimes several at a time. When you reveal tiles, flip them over in the order you choose, rotating each so it forms an unbroken path to the Entrance tile, if possible. When you are done, the Cave adds Dark tiles to all open sides of tiles on the map.

If you reveal an Event tile, the Cave places an Event token on the tile. The Knight must spend an Encounter if she enters one of these tiles.

If you reveal an Ambush tile, the Goblins do not attack you, and they do not attack the Knight if she later moves onto it.

If you reveal a Treasure Room, place a Treasure token on it.

If you reveal a Crystal tile, place a Crystal token on it.

If you reveal a Vault tile, place a Vault token on it.

THE DRAGON DIE

Your Claw, Flame, and Wrath powers, and various other effects, require you to roll the Dragon die to determine which tiles they affect. The center space on the die represents the roller's current tile, while the other spaces represent the surrounding tiles. Whenever you roll the die, apply the effect to all white spaces on the die face, except for open spaces (with no tiles) on the map.



The Cave

How to Win

Collapse the Cave. To do so, you must first place all of the Cave tiles, then destroy Cave tiles until 5 Crystal tiles have collapsed.

Setup

If the Knight is not in the game, leave the Treasure cards, Event cards, and Event tokens in the box.

TOKENS

Put the Omen tokens in the draw bag. Place 10 Treasure tokens on your player board. If there is a Thief player, place 12 Treasure tokens instead of 10.

Place the Crystal, Event, and Rockslide tokens near your board.

CARDS

Shuffle the Treasure deck and the Event deck, then place them near your board. (Read the Treasures section and Events section for more details.)

TILES

Draw a hand of 3 Cave tiles from the stack.

Turn Summary

During your turn, resolve the following phases in order:

1. **Collect Omen Tokens**
2. **Shape the Cave**
3. **Place Treasure**

Your turn ends after you complete these phases.

CAVE TILES

Whenever you place a Cave tile, immediately draw one to replace it.

Whenever you place a Cave tile on your turn, for any reason, you must place Crystal tiles, if you have any in your hand, before placing other tiles. (On other players' turns, you do not have to place Crystal tiles first.)

Whenever a tile has an open edge, including when a tile is revealed, you must place a Cave tile facedown from your hand adjacent to each open edge.

When multiple Cave tiles are revealed at once, you can fill open edges in any order.

You may examine Dark tiles on the map at any time. Do not reveal them to anyone.

1) Collect Omen Tokens

Collect a number of Omen tokens based on the number of Treasure tokens plus Crystal tokens on the map:

TREASURE TOKENS + CRYSTAL TOKENS	OMEN TOKENS
0	1
1	2
2-3	3
4-6	4
7-10	5
11+	6

USING OMENS

Any time on your turn, you may use an omen by discarding Omen tokens equal to its cost to the draw bag. To use an omen, you must discard the number of Omen tokens it lists to the draw bag.

Each omen shows which types of Omen tokens can be discarded to fulfill its cost. You may discard any combination of the symbols shown, even the same symbol multiple times.

You may use an omen any number of times, paying its cost each time. You may save unused Omen tokens for later turns.

The three costs, from left to right, listed for the Hatred and Past Plunder omens are the costs for their first, second, and third uses on the same turn. Further uses on the same turn cost the highest amount.

2) Shape the Cave

Choose a tile from your hand and place it, Dark side up, adjacent to any tile on the map. If you have any Crystal tiles in your hand, you must place them before placing any other tiles. (Tiles placed during other players' turns do not have to be Crystal tiles.)

Once the last tile in your hand has been placed, the Collapse begins on your next turn.

3) Place Treasure

Place a Treasure token on a Dark tile that does not contain a player piece or Treasure token. If there is no such tile, do not place the Treasure token.

The Collapse

Once the Collapse has begun, during the Shape the Cave phase of your turn you will remove tiles instead of placing them. Remove 3 tiles each turn from the game. Keep track of the number of Crystal tiles removed. (If there is no Cave player, each player removes 3 tiles at the end of their own turn instead.)

Tiles that touch only one tile must be removed first, then tiles that touch only two tiles must be removed next. If a Dark tile is removed, reveal it to show whether it is a Crystal tile.

If a tile with any token is removed, return the token to its respective player's supply.

If a revealed Crystal tile can be removed, it must be removed first. No matter what, the Entrance tile can never be removed.

Crystal tokens removed during the Collapse **do not** count toward any victory conditions.

If a tile with a player piece on it is removed, that player may first move to an adjacent tile in order to remain on the map. If there is no adjacent tile that would not prompt an attack, that tile is ignored and a different one must be chosen instead.

If 5 Crystal tiles have been removed, the Cave collapses and the game ends. The Cave (if present) wins and all other players lose!

OTHER PLAYERS

The Dragon can use his Wrath power to collapse tiles, and the Goblins can use their Cave-In Secrets card to do so. Resolve such collapses as follows.

Before the Collapse: Any collapsed Crystal tiles are removed from the game and count toward the Cave's victory condition. All other collapsed tiles are placed at the bottom of the Cave tile stack.

If collapsing tiles divides the map, the player who caused the divide must slide the map together.

After collapsing tiles, place new Dark tiles adjacent to any tiles with open edges.

During the Collapse: All collapsed tiles are removed from the game, and Crystal tiles count toward the Cave's victory condition.

TREASURES

If the Knight claims a Treasure token, you draw 2 Treasure cards, choose one card to give to the Knight, and then place the other card on the bottom of the Treasure deck. The Knight may accept or decline the Treasure card.

If the Knight declines, she gains 5 Grit instead, and removes the Treasure card from the game. If there are no Treasure cards remaining, the Knight gains Grit automatically.

If a Goblin Tribe claims a Treasure token, its Rage increases by 1.

If the Dragon ends movement on a Treasure token, he may claim it to remove a Sloth cube from his Greed track.

Treasure tokens claimed by the Knight, Goblins, or Dragon are returned to you immediately.

If the Thief claims a Treasure token, you still count it during the Collect Omen Tokens phase to determine how many Omen tokens you draw. If the Thief stashes the token, placing it on his player board, it is no longer counted during the Collect Omen Tokens phase, and it cannot be placed on the map for the remainder of the game.

EVENTS

When the Knight reveals an Event tile or enters a tile with an Event token, draw 3 Event cards, choose one to play, and place the others at the bottom of the Event deck. All Events are resolved by the Knight.

Played Event cards are removed from the game. If all of the Event cards have been played, do not reshuffle them. Instead, ignore Event tiles and tokens for the rest of the game.

You may examine the top three cards of the Event deck at any time.

ROCKSLIDES

When you use the Rockslide omen, place a Rockslide token on the border of two adjacent Cave tiles. If all three tokens have been placed, you may move one. Rockslide tokens are walls.

If either tile is rotated or removed, return the Rockslide token to your supply.

The Thief

How to Win

Acquire and stash 6 Treasure or Dragon Gem tokens to break your undying curse.

Setup

Place the Action die, Action cubes, and Stat tokens, their light-gray sides showing, near your player board.

Place the Loot Drop token on the “3” space of your Loot Drop Level chart.

Before your first turn, place the Thief piece on the Entrance tile.

Place the Vault tokens near your board.

Turn Summary

During your turn, resolve the following phases in order:

1. Assign Stat Tokens
2. Move and Take Actions

Your turn ends when you run out of Movement or Action cubes, or if you choose to do nothing else. At the end of your turn, remove all Action cubes from your board.

1) Assign Stat Tokens

Pick up your 3 Stat tokens and assign one each to the **Movement**, **Stealth**, and **Thievery** spaces on your player board.

After assigning your Stat tokens, place **Action cubes** equal in number to your Thievery onto your board. Your Stat tokens remain placed until you reassign them on your next turn.

STATISTICS

Movement equals the total number of tiles you can move onto during your turn.

Stealth determines how well you can avoid attacks from other players.

Thievery equals the number of Action cubes you get on each turn.

2) Move and Take Actions

You may, in any order, move by spending Movement and take actions by spending Action cubes from your player board.

Each action costs one or more Action cubes. Spending more Action cubes will improve the action's effectiveness or its chance of success.

You can take an action any number of times, as long as you pay the required Action cubes.

You may enter Lit and Dark tiles as well as tiles occupied by other players. However, you cannot cross walls or impassable terrain (see the *Terrain Tiles* chapter) unless you use the Climb action.

If you have ended your movement for the turn and you are on a Dark tile, you may peek at it and you may reveal it, orienting it as you choose. (If you reveal an Ambush tile, the Goblins do not attack you, and they do not attack the Knight if she later moves onto it.)

You can only target each other player with an action once per turn, and you can only target another player with an action if your Stealth is **greater than** that player's Perception. (Read the *Interacting with Others* section for more details.)

LOOT

Collect one Treasure or Dragon Gem token on your space.

1 Cube: Take the Treasure or Gem. If you collected a Dragon Gem, roll the Dragon die. If the die affects the center space, you are killed. (*It's a trap!*)

2 Cubes: Take the Dragon Gem without rolling the Dragon die. (*You disarm the trap.*)

CLIMB

Find new routes through the cave.

2 Cubes: Move through a wall.

3 Cubes: Move through impassable terrain, without ending on it.

Upgrade: Climbing Gear. Using the Climb action costs 1 fewer Action cube.

Using this action does not reduce your Movement cost to make these moves.

PICKPOCKET

Attack to steal treasure from another player on your space.

1 Cube: Roll the Action die. You succeed by rolling a 4 or higher.

2 Cubes: Roll the Action die. You succeed by rolling a 2 or higher.

3 Cubes: You succeed. (*No roll required.*)

Upgrade: Sticky Fingers. Once per turn, you may reroll the Action die when using the Pickpocket action.

If this action succeeds, take a Treasure token from the Cave's supply. Also, if you succeeded, harm the target as follows:

When you pickpocket the **Knight**, you may choose one Treasure card (*revealed or a random unrevealed*) to move to the bottom of its deck. If the Knight has no Treasures, she cannot be targeted with this action.

When you pickpocket a **Goblin Tribe**, you may take 1 Secrets card. (*You can take any unrevealed card. The only face-up card you can take is the Goblin Ruby.*) If the Goblins have no Secret cards that you can take, they cannot be targeted with this action.

When you pickpocket the **Dragon**, move 1 Sloth cube from his Wakefulness track to his Greed track. If there is no space available on his Greed track, the Dragon cannot be targeted with this action.

PICK LOCK

Open a Vault token on your space.

1 Cube: Roll the Action die. You succeed by rolling a 4 or higher.

2 Cubes: Roll the Action die. You succeed by rolling a 2 or higher.

3 Cubes: You succeed. (*No roll required.*)

Upgrade: Lock Picking Kit. Using the Lock Pick action costs 1 fewer Action cube.

If this action succeeds, remove the Vault token and take a Treasure token from the Cave's supply. You may attempt to open each Vault only once per turn.

BACKSTAB

Attack to injure another player on your space.

1 Cube: Apply the Light Injury.

2 Cubes: Apply the Moderate Injury.

3 Cubes: Apply the Heavy Injury.

Upgrade: Hand Crossbow. You may use Backstab to attack a visible player up to 3 spaces away.

Backstab Injuries

	KNIGHT	GOBLINS	DRAGON
Light	Lose 1 Grit	Tribe loses 1 Population	Discard 1 Card
Moderate	Lose 3 Grit	Tribe loses 2 Population	Discard 2 Cards
Heavy	Lose 5 Grit	Tribe loses 3 Population	Discard 3 Cards

If you ever need to take a Treasure token from the Cave's supply, but there are none to take, you may take one from anywhere on the map.

HIDE LOOT

Make yourself less lucrative to kill.

X Cubes: Reduce your Loot Drop Level by spaces equal in number to the Action cubes spent.

Interacting with Others

If you want to target another player with an action, or if another player wants to target or attack you, you must first compare your Stealth to their Perception.

When the Knight or Goblins want to target you, that player's Perception must be **greater than** your Stealth.

The Dragon and the Cave can **always** target you.

When you want to Pickpocket or Backstab the Knight or Goblins, your Stealth must be **greater than** the target's Perception.

When you want to Pickpocket or Backstab the Dragon, your Stealth must be **greater than** the Dragon's Armor.

If another player attacks you, you are killed.

DETERMINING PERCEPTION

The Perception values of other players are determined in the following ways:

Knight: Her Perception begins at 1. She can increase it by assigning Hero cubes to her Perception.

Goblins: A Tribe's Perception is equal to its Population + 1.

Dragon: He does not have Perception.

Cave: It does not have Perception.

Carrying and Stashing

When you acquire a Treasure or Dragon Gem token, place it on your Unstashed Tokens space. You must carry it back to the Entrance tile to **stash** it. Each carried Treasure or Dragon Gem token reduces your Stealth by 1.

If you enter the Entrance tile, after resolving any effects on it, you stash all your Treasure and Dragon Gem tokens.

When you stash a Dragon Gem, return it to the Dragon and take a Treasure token from the Cave's supply, which you will stash. When you stash a Treasure token, place it on an **upgrade space** on your board, and set the Loot Drop Level on your player board to Level 3.

If you stash 6 Treasure tokens, the curse is broken and you win the game.

Stashed Treasure tokens cannot be lost.

The symbols on unstashed Dragon Gems can still be spent by the Dragon to activate powers, and unstashed Treasure tokens still count for the Cave when drawing Omen tokens.

Dying

When you are killed, drop all Treasure and Dragon Gem tokens you were carrying onto your tile, and place your piece on your board.

You may recover dropped Treasure tokens and Gems by returning to the tile and using a Loot action. Other players can pick them up as normal.

When you are killed, the player who killed you also gains a bonus immediately. The size of this bonus depends on your Loot Drop Level, as shown below.

	KNIGHT	GOBLINS	DRAGON
Level 3	Gain 3 Grit	Draw 3 Secrets OR Gain 3 Rage	Draw 3 Cards
Level 2	Gain 2 Grit	Draw 2 Secrets OR Gain 2 Rage	Draw 2 Cards
Level 1	Gain 1 Grit	Draw 1 Secret OR Gain 1 Rage	Draw 1 Card

Level 0 No Bonus No Bonus No Bonus

At the beginning of your first turn after you were killed, place the Thief piece on the Entrance tile. (*The Thief is cursed to be undying, and must keep returning to gather more treasure until the curse is lifted.*)

Upgrades

Upgrades help the Thief to become faster, more efficient, and better skilled.

When you stash a Treasure token, you must place it on an upgrade space, immediately gaining that upgrade. An assigned token cannot be reassigned.

If the Cave removes one of your upgrades with its Soporific Spores omen, remove the Treasure token marking the upgrade, but keep it on your player board. It still counts toward your victory condition.

OTHER UPGRADES

In addition to the upgrades shown for each action, you have the upgrades shown below.

Stat Boosts: The +1 Movement, +1 Stealth, and +1 Thievery upgrades each permanently increase the respective stat by one. (*This adds to the value of the assigned Stat token, allowing each stat to reach a maximum of 5.*)

Flip Stat Tokens: These upgrades increase the values of your Stat tokens. You must place Treasure tokens in this upgrade's spaces from left to right.

When you take the 2→3 upgrade, flip the "2" Stat token to its black side showing "3".

When you take the 3→4 upgrade, flip the "3" Stat token to its black side showing "4".

When you take the ALL 4 upgrade, treat all of your Stat tokens as showing "4". (*Because all of your Stat tokens are now worth the same, you don't need to assign them anymore.*)

Unnatural Evasion: The first time each turn that you are attacked by another player, roll the Action die. If you roll a 4 or higher, the attack fails and you may immediately move 1 space.



Quick Tips

Easily Forgotten Rules

GENERAL

- Prior to the Collapse, open edges on Lit tiles are always filled with Dark tiles, no matter how they are revealed or who revealed them. Once the Collapse begins, open edges are never filled.
- When a Lit tile is revealed, it must be oriented to connect back to the Entrance tile through Lit tiles, if possible. If it has no way to connect back to the Entrance, the player who revealed the tile may orient it to any legal orientation.

THE KNIGHT

- You must reveal Dark tiles that you enter.
- If you are out of Encounters, you cannot move (*but you can still place cubes to do things that do not require movement or spending Encounters*).
- You cannot be reduced below 2 Hero cubes. If you have only 2 Hero cubes, ignore effects that would remove or discard them.
- Using a Bomb allows you to attack the Dragon while he is underground, but it does not prompt an attack on its own. You must still have sufficient Strength to attack him.
- Once the Collapse begins, you no longer need Bombs to attack the Dragon while he is underground.
- Once the Dragon is on the surface, you can attack him multiple times per turn, each as a separate Encounter, without needing a Bomb.

THE GOBLINS

- Shuffle the War deck every turn. Only shuffle the Monster deck or Secrets deck when it runs out.
- If multiple Tribes overpopulate during one turn, you still only need to scatter **one** Tribe.
- If you draw a Monster card and do not assign it, you must discard it. You cannot keep it in your hand.

THE DRAGON

- You can remove only one Sloth cube from each Sloth track per turn.
- The three Sloth tracks in the Pride category are separate, and you cannot move cubes between these tracks without using Slither. You can remove up to four Sloth cubes by revealing Event tiles, and you can remove only one each by placing a Dragon Gem or by not moving for a turn.

- In games without the Goblins player, you won't be able to eat Goblins. Because of this, you will need to use Slither to move Sloth cubes from Hunger to Greed or Pride.

THE CAVE

- When you are prompted to provide multiple Dark tiles, you always draw back up to 3 tiles in your hand after **each** tile placement, not after placing all of them.
- During your turn, you must place Crystal tiles before placing any other types of tiles. During other players' turns, you are not required to place Crystal tiles first.

THE THIEF

- Treasure tokens and Dragon Gems that you carry count as being on the map until you stash them.
- You can Pickpocket or Backstab each other player piece only once per turn.
- Your Loot Drop Level resets to 3 only when you stash Treasure, not when you pick up Treasure or are killed.

VARIANTS

- In games without the Cave player, each player places 1 Dark tile at the end of their own turn. When the Collapse begins, each player removes 3 tiles instead.
- When playing a solo variant, place or remove tiles at the end of your turn according to the **Alone in the Dark** variant card **instead of** the normal tile placement or removal, not in addition to it.

Player Interaction Guide

These are some of the main ways that each role can interact with the other roles. Indirect effects, such as collapsing a tile underneath another player piece, are not included.

THE KNIGHT can affect the...

- Goblins by attacking them or shooting them with her Bow.
- Dragon by attacking him, picking up Dragon Gems, or shooting him with the Enchanted Bow.
- Cave by revealing tiles, picking up Treasure tokens, encountering Events, or smashing Crystal tokens.
- Thief by attacking him or shooting him with the Enchanted Bow.

THE GOBLINS can affect the...

- Knight by attacking her directly, ambushing her (*Ambush tiles and Event cards*), or using Hex.

- Dragon by picking up Dragon Gems, using Hex, or attacking him (*variants with the **Ash Dragon** card only*).
- Cave by picking up Treasure tokens, smashing Crystals, using Hex, collapsing tiles with Cave-In, or revealing tiles (*variants with the **Flare** card only*).
- Thief by attacking him or using Hex.

THE DRAGON can affect the...

- Knight by attacking her with Claw or Scratch, or by moving her with Slap.
- Goblins by attacking them with Claw or Scratch, using Hiss, or using Wrath.
- Cave by revealing tiles with Flame, Scorch, or Burn, by picking up Treasure tokens, by moving Treasures with Swat, by smashing Crystals, or by collapsing tiles with Wrath.
- Thief by attacking him with Claw or Scratch.
- (*All roles except the Cave*) by placing Flame Walls to hinder movement.

THE CAVE can affect the...

- Knight by choosing the Treasure and Event cards she receives, moving her with Giant Bats, or reducing her Grit with Soporific Spores.
- Goblins by moving them with Giant Bats or reducing their Population with Soporific Spores.
- Dragon by removing a Sloth cube from Wakefulness with Soporific Spores.
- Thief by removing an upgrade with Soporific Spores.
- (*All roles*) by controlling the placement of tiles and the locations of Treasure tokens, placing Rockslides, and rotating tiles with Crystal Curse.

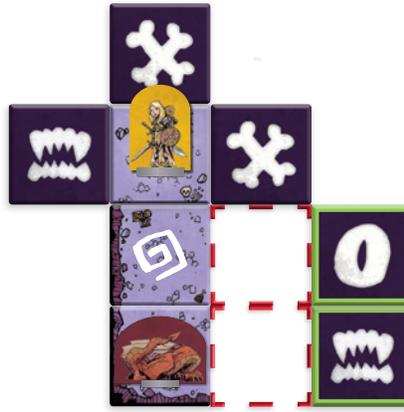
THE THIEF can affect the...

- Knight by attacking her with Pickpocket (*to steal a Treasure*) or with Backstab (*to reduce Grit*).
- Goblins by attacking them with Pickpocket (*to steal a Secrets*) or with Backstab (*to reduce Population*).
- Dragon by attacking him with Pickpocket (*to return a Sloth cube to Greed*), attacking him with Backstab (*to discard cards*), or looting Dragon Gems.
- Cave by looting Treasure tokens, opening Vault tokens, or revealing Dark tiles.

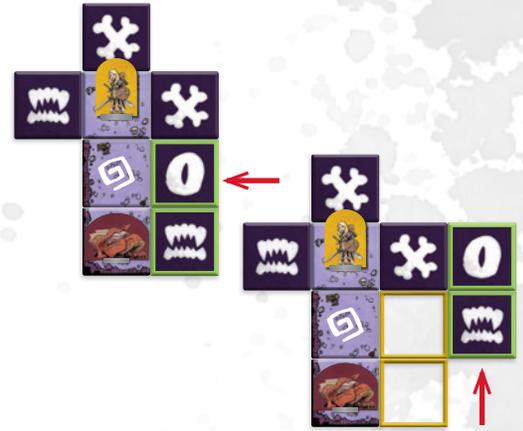
Example #1: SLIDING TILES TOGETHER WITH THE CAVE-IN CARD



1. Here is the initial map state.



2. The Goblins use *Cave-In* to get rid of two tiles, leaving open spaces (*dashed red borders*) and separating two tiles (*green borders*) from the rest of the map. The Goblins player must reconnect them.



3. After the Goblins player moves the tiles **left** or **up**, the Cave player fills the open edges (*yellow borders*) with Dark tiles, unless the Collapse has begun.

Example #2: SLIDING TILES DRAGON

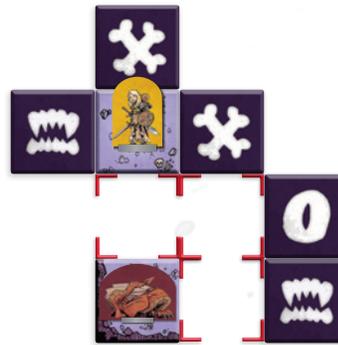
1. Here is the initial map state.



2. The Dragon uses Wrath and rolls the Dragon die, yielding this result.



3. This result means the Dragon affects all of the spaces with red borders. He does not affect the other surrounding spaces because they are open spaces.



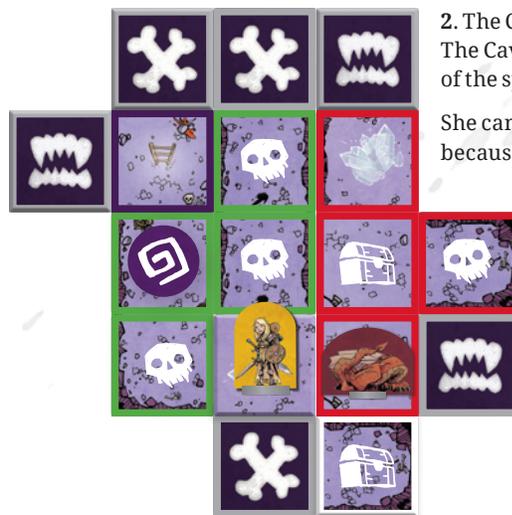
4. After the tiles are removed, this is what the map looks like. The Dragon's Wrath power left many disconnected groups of tiles. To reconnect the map, the Dragon could move any of the three disconnected groups.



5. In this case, the Dragon decides to move the rightmost group one space to the left, leaving an open edge (*yellow border*), which the Cave player must fill with a Dark tile, unless the Collapse had begun.

Example #3: FORCED MOVEMENT

1. Here is the initial map state.



2. The Cave uses Giant Bats on the Knight. The Cave can move the Knight to any of the spaces with green borders.

She cannot be moved into the other spaces because...

Purple Border: She must stop on the space below because it holds an Event token.

Grey Border: She cannot be moved into Dark tiles.

White Border: She cannot be moved into Dark tiles.

Red Border: She cannot be moved into the Dragon's space or through walls.