

# The Knight

## TURN SUMMARY

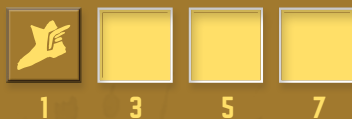
1. Pick Up Hero Cubes
2. Move and Act

## Order of Encounter

- Reveal and Resolve Tile
- Resolve Attacks (*any order*)
- Take Gems and Treasure

**TO WIN:** Kill the Dragon. If there is no Dragon, reveal and smash 5 Crystal tokens, then escape the Cave by reaching the Entrance tile.

## Movement



1 3 5 7

## Perception (Encounters)



1 2 3 4

## Strength



1 2 3 4

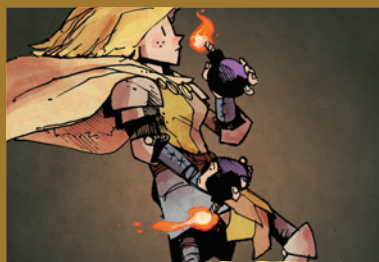
## Health



7 6 5 4



3 2 1



## Bomb

You may attack the Dragon while it is underground **OR** you may place a Bomb token to permanently remove a wall. *The Bomb is not needed to attack the Dragon once it is surfaced or once the Collapse has begun.*



## Bow

Shoot a Goblin Tribe that you can see, reducing its Population by your Strength -1. You may use the Bow before, during, or after movement.



## Ancient Map

You may move through one wall by paying the normal Movement cost.



## Shield

You cannot be moved by other players. Each time you lose Grit, you only lose one.

## Grit

		0		
1	2	3	4	5
6	7	8	9	10
11	12	13	14	15
16	17	18	19	20
21	22	23	24	25
26	27	28	29	30
31	32	33	34	35
36	37	38	39	40
41	42	43	44	45+

## 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

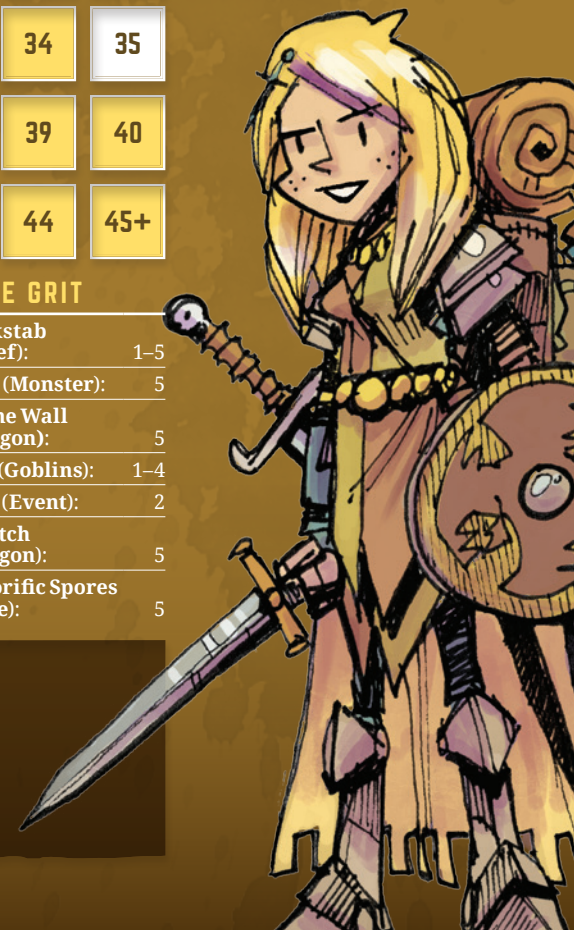
Backstab (Thief):	1-5
Blob (Monster):	5
Flame Wall (Dragon):	5
Hex (Goblins):	1-4
Rats (Event):	2
Scratch (Dragon):	5
Soporific Spores (Cave):	5

DISCARDED HERO CUBES  
& SMASHED CRYSTALS

1

"AM I AFRAID, YOU ASK?  
OF WHAT? OF THE **DARK?**  
OF THE **THINGS** THAT LIVE  
IN IT? OF THE FACT  
THAT **NOBODY** HAS EVER  
ENTERED THOSE CAVERNS  
AND COME OUT ALIVE? OF  
THE **DRAGON** INSIDE, WHO  
DESTROYED OUR KINGDOM &  
**DEVOURED** OUR GREATEST  
HEROES? OF COURSE  
I'M AFRAID!

so **HERE I GO.**"



# The Goblins

"FIRST **FANGS TRIBE** COME. VERY STRONG, VERY HUNGRY. THEN **BONES TRIBE** COME. THEY SMALL, BUT HAVE VERY, VERY HUNGRY FRIENDS. MAKE **MONSTERS** EAT MANY FOOLS, MUNCH-CRUNCH SLURP. LAST **EYE TRIBE** COME. THEY SMART. THEY KNOW SECRETS IN THE DARK. AND THEY HUNGRY.

2

...THEY SO VERY **HUNGRY**."

## TURN SUMMARY

1. Choose War Card (+1 Rage if at 0 Rage)
2. Populate Tribes (overpopulation?)
3. Assign Monsters (max = Bones Population)
4. Draw Secrets (hand limit of 5)
5. Activate Tribes (move, then action)

**TO WIN:** Kill the Knight. If there is no Knight, kill the Dragon. If there is no Knight or Dragon, smash 5 Crystal tokens.

## Activate Tribes

**MOVING:** -1 Population per 2 Lit tiles exited

**ACTIONS:** May only perform while revealed, except Reveal

- Attack
- Plunder
- Explore
- Special Action
- Reveal
- Hide

**STRENGTH = POPULATION + STR DISCS**

**PERCEPTION = POPULATION + 1**

**SCATTER:** Decrease Population by 2, return Tribe piece to board, and discard Monster card.

**OVERPOPULATION:** Reduce all overpopulated Tribes to 4 Population, then scatter one revealed Tribe. If none, scatter one hidden Tribe.

## Rage

Malaise  
-1 Strength  
(All Tribes)



**Increase Rage:** When attacked or shot, using Plunder or Fangs' special action, killing Thief, or affected by Dragon's Hiss or Cave's Soporific Spores.

**Decrease Rage:** When attacking another player, smashing a Crystal, or spending to prevent overpopulation.

## Fangs Tribe



Strength disc (+1 Strength)

**Special Action:** Increase Rage by 1.

## Bones Tribe



Extra Monster card

**Special Action:** Draw and assign 1 Monster.

## Eye Tribe



More powerful Secrets

**Special Action:** Draw 1 Secrets card.

FANGS



MONSTER

BONES



MONSTER

EYE



MONSTER

MONSTER





# The Dragon

## TURN SUMMARY

1. Move and Use Powers
2. Pick Up Treasure
3. Place Dragon Gem
4. Replace Hand (draw new hand of cards equal to your Spirit)

**TO WIN:** Remove 11 Sloth cubes to wake up. Then become surfaced by ending your turn on a Crystal tile, and then escape by reaching the Entrance tile.

**MOVEMENT:** Each turn, you can move 1 or 2 tiles in straight line without spending Power cards.

**Underground:** Can move through walls and enter Dark tiles.

**Surface:** Cannot move through walls or enter Dark tiles.

## Health



## DRAGON GEMS



Each Dragon Gem on the map gives you its symbol to spend on powers.

"HRRRMMMM... SOMETHING **STINKS** OF DESTINY AND STEEL IN THE TUNNELS ABOVE... BUT NO MATTER. **TWO HUNDRED YEARS** IS A LONG ENOUGH SLUMBER. TIME TO **RISE**, TO **FEED**, TO TAKE TO THE SKY, AND TO SHOW THE WORLD ONCE AGAIN THE **FIERY SHAPE OF FEAR**."

## Powers



Roll the Dragon die to attack.

**Affected tiles:** All Goblin Tribes scatter, and you eat Goblins equal to their scattered Population. You may move the Knight by 1 space. The Thief is killed.



Roll the die. Reveal affected Dark tiles.



Move up to 2 tiles in a straight line, or move 1 tile through a wall.



Force a Goblin Tribe anywhere on the map to become hidden and lose 1 Population. You eat 1 Goblin.



Move a Sloth cube to another Sloth track with an empty space.



Move a Dragon Gem or Treasure token on an adjacent space by 5 spaces in any directions.



Reveal all surrounding Dark tiles.



Reveal a Dark tile anywhere on the map.



Move the Knight, from a space adjacent to you, up to 3 spaces.



Place the Shriek token to hide the cost of this ability. When you roll the Dragon die, you may spend the placed Shriek token to reroll it.



Attack the Knight, all Goblin Tribes, or the Thief, on your tile. The Knight loses 5 Grit. The Goblin Tribes all decrease to 0 Population, and you eat Goblins equal to their Population lost. The Thief is killed.

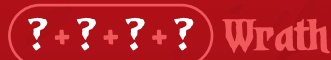


Place the Flame Wall token on a visible adjacent tile.

**If this tile is entered:** The Knight loses 5 Grit. A Goblin Tribe loses 1 Population. The Thief is killed. You are not damaged by the Flame Wall. At the start of your next turn, return the Flame Wall token to your supply.



Smash a Crystal token on your tile, removing it from the game.



Roll the Dragon die.

**Affected tiles:** Collapse tile. Scatter all Goblin Tribes. Move all other player pieces to an adjacent space. If collapsing this tile split the map, reconnect the map.

**Sloth** You may only remove one cube from each track per turn.



**GREED:** Gather 1 Treasure token.



**HUNGER:** Eat 2 Goblins.



**PRIDE:** Reveal an Event tile.

**OR** Place a Dragon Gem while any are on the map.

**OR** Don't move for the turn.



**EATEN GOBLINS**

## Wakefulness

	1	1 ARMOR   3 SPIRIT
2	3	1 ARMOR   4 SPIRIT
4	5	2 ARMOR   4 SPIRIT
6	7	2 ARMOR   5 SPIRIT
8	9	3 ARMOR   5 SPIRIT
10	11	3 ARMOR   6 SPIRIT
12	13	4 ARMOR   6 SPIRIT
14		4 ARMOR   7 SPIRIT

# The Cave

## TURN SUMMARY

1. Collect Omen Tokens
2. Shape the Cave (*Crystal tile first*)
3. Place Treasure

**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.

**EVENTS:** Draw 3 Event cards and give one to the Knight to resolve. Place the other two cards on the bottom of the Event deck.

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

**TREASURES:** Draw 2 Treasure cards and give one to the Knight. Place the other card on the bottom of the Treasure deck.

## Omen Tokens Per Turn

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

**USING OMENS:** To pay for an omen, 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.

**Omens** Any time on your turn, you may use an omen by discarding Omen tokens equal to its cost to the draw bag.

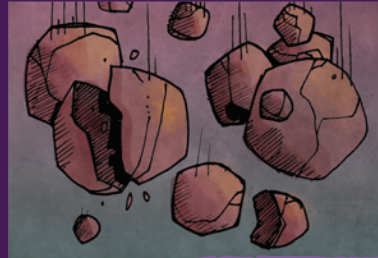


### Giant Bats

**COST: 1 OMEN**



Target a Treasure token, the Knight, or a Goblin Tribe. Move it up to 3 spaces.



### Rockslide

**COST: 2 OMENS**



Place a Rockslide token on any edge between two tiles that do not have walls. Placed Rockslide tokens are walls. If all Rockslide tokens have been placed, you may move one.

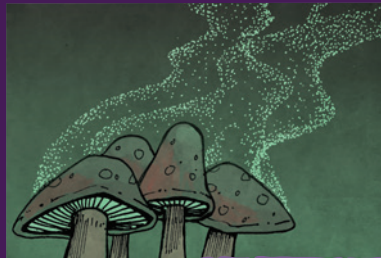


### Past Plunder

**COST: 1/2/3 OMENS**



Place a Treasure token, following the rules in the Place Treasure step.

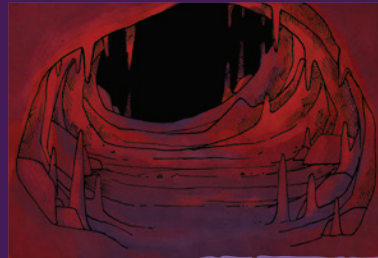


### Soporific Spores

**COST: 3 OMENS**



Target a player. The Knight loses 5 Grit. The Goblins reduce a Tribe to 1 Population. The Dragon moves a Sloth cube from Wakefulness back to a Sloth track. The Thief loses an upgrade, but keeps the Treasure token. The target chooses the token or Tribe affected.



### Hatred

**COST: 1/2/3 OMENS**



Place a tile. During the Collapse, remove a tile instead.



### Crystal Curse

**COST: 1 OMEN**



Rotate a tile to **any** orthogonal orientation, place an Event token on an Event tile without one, or move the top 3 cards of the Event deck to the bottom of the deck.

4

"TO ECHO. TO GLOW.  
TO BE SILENT & STILL.

TO SHIFT.  
TO CRUSH.

TO BE EMPTY, EMPTY,  
EMPTY.

...TO ECHO."

TREASURE TOKENS

OMEN TOKENS





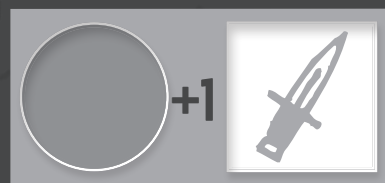
# The Thief

## TURN SUMMARY

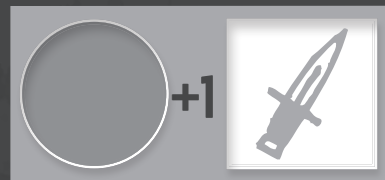
1. Assign Stat Tokens
2. Move and Take Actions

**TO WIN:** Acquire and stash 6 Treasure or Dragon Gem tokens to break your undying curse.

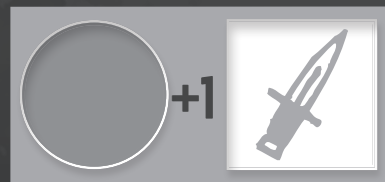
## Movement



## Stealth



## Thievery (Actions)



UNSTASHED TOKENS  
(EACH: -1 STEALTH)

## Loot

Collect one Treasure token or Dragon Gem on your space.

- 1 Cube:** Take the Treasure or Gem. If Gem, roll the Dragon die; if center space affected, you are killed.  
**2 Cubes:** Take Gem.

## Pickpocket

Attack to steal from a player on your space.

- 1 Cube:** Roll. Succeed on 4+.  
**2 Cubes:** Roll. Succeed on 2+.  
**3 Cubes:** You succeed.



**Sticky Fingers:** Once per turn, you may reroll Pickpocket action.

**Success:** Gain Treasure token from the Cave's supply. Also, take Treasure card from Knight, take Secrets card from Goblins, or return one of Dragon's Sloth cubes to his Greed track.

## Pick Lock

Open a Vault token on your space.

- 1 Cube:** Roll. Succeed on 4+.  
**2 Cubes:** Roll. Succeed on 2+.  
**3 Cubes:** You succeed.

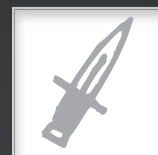


**Lock Picking Kit:** Pick Lock costs -1 Action cube.

**Success:** Remove Vault token and gain Treasure token.

## Climb

- 2 Cubes:** Move through a wall.  
**3 Cubes:** Enter impassable terrain.



**Climbing Gear:** Climb costs -1 Action cube.

## 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.



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

## INJURY RESULT

### KNIGHT

**Light:** -1 Grit  
**Moderate:** -3 Grit  
**Heavy:** -5 Grit

### GOBLINS

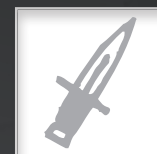
**Light:** -1 Population  
**Moderate:** -2 Population  
**Heavy:** -3 Population

### DRAGON

**Light:** Discard 1 Power card  
**Moderate:** Discard 2 Power cards  
**Heavy:** Discard 3 Power cards

## Hide Loot

**X Cubes:** Reduce your Loot Drop Level by X.



**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.

## LOOT DROP RESULT

### KNIGHT

**Level 3:** +3 Grit  
**Level 2:** +2 Grit  
**Level 1:** +1 Grit  
**Level 0:** No Bonus

### GOBLINS

**Level 3:** Draw 3 Secret cards OR +3 Rage  
**Level 2:** Draw 2 Secret cards OR +2 Rage  
**Level 1:** Draw 1 Secret card OR +1 Rage  
**Level 0:** No Bonus

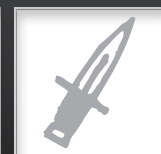
### DRAGON

**Level 3:** Draw 3 Power cards  
**Level 2:** Draw 2 Power cards  
**Level 1:** Draw 1 Power card  
**Level 0:** No Bonus

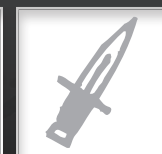
## Flip Stat Tokens (UPGRADE)



2-3



3-4



ALL 4

## Loot Drop Level



"I'VE **STOLEN** YOUR HEART...

AND ALSO YOUR WALLET."

