



A BRAZEN CROWN

A MORK BORG CARD GAME

Game Design by Brendan Evans @ogrillion

Published by Long Tail Games @Long_Tail_Games

Art by Alan @PerplexingRuins

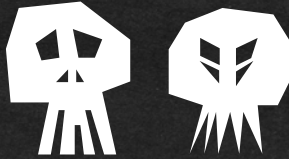
Graphic Design by Jean Verne @le_jean_verne

PLAYTESTERS

Jason Kotzur, Zac Byrne, Duckie Evans,
John Evans, Taylor Fontaine,
Nicholas & TK Moriarty.



30 MINUTES



2-4 PLAYERS



12+

LONG TAIL

A Brazen Crown is an independent production by Long Tail Games and is not affiliated with Ockult Örtmästare Games or Stockholm Kartell. It is published under the MÖRK BORG Third Party License.

MÖRK BORG is copyright Ockult Örtmästare Games and Stockholm Kartell.

A BRAZEN CROWN

OBJECTIVE	4	BRAZEN CROWN	14
COMPONENTS	5	TOKEN MINIONS	
SETUP	6	RELICS	15
TURN STRUCTURE	8	EQUIPMENT	
GAME END	9	MARKERS	16
MINION KEYWORDS		WOUND	
CARD TYPES	10	VIGOR	
LOST SOULS			17
CLASS CARDS		GAME ZONES	
MINIONS	11	DECK	
DECLARING AN ATTACK	12	DISCARD PILE	
ATTACK A MINION		IN PLAY	
ATTACK A RIVAL		BANISHED	
SPELLS	13		
TRAPS			
SCAPEGOAT			

OBJECTIVE



Assemble cards from different classes into a single deck. Then use this deck to battle your rival. Win if your rival:

- is reduced to 0 health,
- triggers the seventh misery,
- or is forced to draw from an empty deck.

COMPONENTS

1 Brazen Crown card



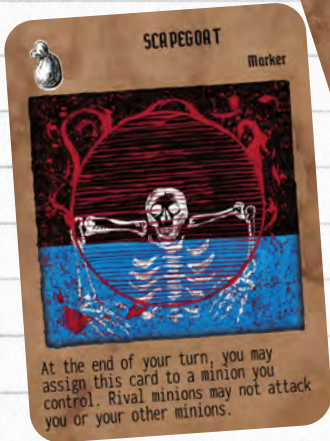
10 Lost Soul cards



250 Class cards



6 Loot cards



31 Token minion cards

4 Scapegoat cards

15 Vigor / Wound markers



12 Silver coins

Not included:

- a six-sided die to track the miseries of the world on the Brazen Crown
- a twenty-sided die per player to track health
- a small number of six-sided dice to track charges on relics

SETUP

Divide all the class cards into piles according to their class symbol at the top...



Wretched Royal



Esoteric Hermit



Gutterborn Scum



Fanged Deserter



Occult Herbalist

...and the set symbol at the bottom right corner of the card.



Each pile should be 25 cards.



Place the token minion cards within easy reach - they won't be drafted but will be needed during gameplay.

The player who most recently listened to heavy metal is the first player (or this can be determined randomly).

Starting with the first player, each player choose a pile of class cards as their forbidden pile for this game. These cards will only be used in special circumstances. Each player sets their forbidden pile aside.



Starting with the first player, each player choose a Lost Soul to play for this game. They also take two piles of class cards associated with their Lost Soul, shuffling them together to form a draw deck.



Note: a Lost Soul can only be chosen if their associated piles of class cards are available.

The last player takes the Brazen Crown card in front of them, draws a card, and sets the Misery of the World to 1 using a six-sided die.



Each player takes three silver coins and a Scapegoat card, and sets their initial health to 20.



Finally, each player draws five cards from the top of their deck into hand.

You're ready to play!



TURN STRUCTURE

A Brazen Crown is played in turns beginning with the first player.

At the beginning of your turn, draw the top card of your deck into your hand and flip your silver coins face-up to show they are ready to spend.



The amount of silver available increases during the game:

1 in round 1,

2 in round 2,

3 in following rounds.

Unspent silver coins do not accumulate and cannot be saved into the following turns.

Unexhaust all of your minions in play by rotating them straight up.



Then carry out any effects labeled 'at the start of your turn'.



At the start of your turn, make a Loot token.

You can now carry out the following actions in any order (explained in further detail below):

- Play cards from your hand by paying their cost in silver
- Activate the effects of any cards you have in play
- Declare an attack with your minions, one at a time.

When you have finished taking these actions, carry out any effects labeled 'at the end of your turn'.

This includes the scapegoat card and the Brazen Crown card if you currently have it.



Then discard down to five cards in hand if you have more.

The next player begins their turn.



MINION KEYWORDS

Flanking: this minion deals damage first when attacking.

Flight: this minion may ignore scapegoats without flight when attacking.

Frenzy: this minion enters play unexhausted, and must attack immediately whenever possible.

Lethal: whenever this minion deals damage to a minion, slay that minion.

Lifesteal: when this minion deals damage, you gain that much life.

During the game, you will play cards and declare attacks to reduce your rival's health.

A player instantly loses the game and is eliminated if their health is ever reduced to zero or below.



A player also instantly loses if the miseries are increased to seven or more on their turn (explained below under the Brazen Crown section).

In a multiplayer game, the eliminated player passes the crown clockwise to the next player.

The last remaining player wins!



Card Types

LOST SOULS

These cards represent the dueling warlord or wizard you will play during the game.



Each Lost Soul also includes a specific bonus or effect as indicated on the card.

Spend 1 silver: draw a card from your forbidden pile.

CLASS CARDS

To play a card from your hand, spend the indicated cost by flipping over that many silver coins.

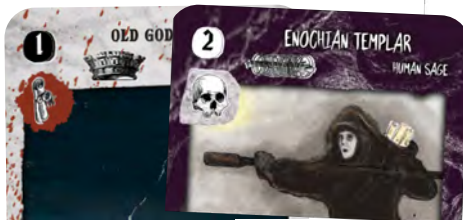
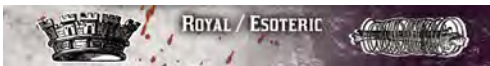


Selecting a Lost Soul card provides you with two piles of associated class cards (25 each) that are combined to form your draw deck (50 total).

Cards from these classes are played normally, while others require you to banish an additional card from your hand in order to play.



If the class does not match that of your Lost Soul, you must also banish an additional card from your hand.



There are a number of different types of class cards, each indicated by the symbol in the top left-hand corner below the silver cost.



MINION



SPELL



TRAP



RELIC

- MINIONS -

These cards represent creatures and characters that you control and remain in play until killed or removed by another effect.



These markers remain in play until either the minion is killed or another effect removes it.

Whenever the number of wound markers on a minion is equal to or greater than its health value, the minion is instantly killed and placed in the controlling player's discard pile.

Every minion also has an attack value shown just above the health icon. This will usually be a mace icon (indicating bludgeon damage) but some minions deal alternative types of damage, which function exactly the same way unless a card indicates otherwise.

When you play or gain control of a minion, it is initially exhausted, so cannot be used to attack. Indicate this by rotating the card slightly. Unexhaust all minions at the beginning of each turn.



Every minion has a health value, indicating how much damage must be dealt in order to kill it.

This damage is tracked by placing wound markers on the card.



EXAMPLE: some minions may be immune to particular types of damage.

3 [skull icon] Wretched Shade ignores bludgeon damage and cannot be declared scapegoat.
1 [heart icon]

DECLARING AN ATTACK

You can attack with any unexhausted minion that you control. Declare which minion is attacking as well as the target.



Exhaust the attacking minion and then carry out the effects of that attack in full before declaring your next attack.

If your rival does not control a scapegoat, the target of your attack may be either any minion controlled by a rival or you may attack that rival's health directly.

If your rival controls a scapegoat, the target of your attack must be their scapegoat.



Attacking a Minion

Both attacking minion and target simultaneously deal damage according to their attack rating, which may be modified by vigor markers.

Place wound markers on each to indicate the amount of damage received.



Whenever the wound markers on a minion is equal to or greater than its health value, the minion is instantly killed and placed in the controlling player's discard pile.

It is possible for both minions to be killed simultaneously.

Attacking a Rival

The attacking minion deals damage to the rival's health directly, according to its attacking rating, which may be modified by vigor markers.

The rival reduces their health by this amount. You instantly win if your rival's health is reduced to zero or less.

- SPELLS -

These cards represent magical effects that are instantly carried out and then placed in your discard pile.



The spell's effect is implemented in full from top to bottom. Only ignore those effects that cannot be implemented (if there is no valid target, for instance).

If a spell deals damage to a target it will also feature a symbol indicating the type.



Deal 10 damage to each minion without equipment.

- TRAPS -

These cards represent tricks or cunning ploys for your rival to accidentally trigger.

PLAYING A TRAP

Traps are not immediately revealed when played; instead, place the card face-down in front of you. This is always a free action, costing zero silver, regardless of the cost indicated on the card.

There is no limit to the number of traps that may be played in this way. They remain in front of you until the trap is triggered.

TRIGGERING A TRAP

Whenever a rival meets the condition indicated on the trap card, you may choose to reveal it, pay the silver cost, and carry out the card's effect in full.

If the class does not match that of your Lost Soul, you must also banish an additional card from your hand at this point.



SCAPEGOAT

This card represents either your most loyal companion or wretched pawn.

Each player always has access to a single scapegoat card. At the end of your turn, you may declare a minion that you control as your scapegoat.

As long as you have a scapegoat, rany attacks declared by a rival must target your scapegoat - they may not attack any of your other minions, nor attack your health directly.



If your Scapegoat is killed or otherwise removed from play, you may not declare another until the end of your turn.

BRAZEN CROWN

This card represents the looming apocalypse that threatens to consume the world of MÖRK BORG. It promises power but can also destroy those who wield it unwisely.

The Brazen Crown card is always held by one player.

Whenever a minion you control deals direct damage to a rival, pass the Brazen Crown to that rival.

Whenever you are given the Brazen Crown (including at the start of the game) draw a card into hand.

At the end of your turn, if you hold the Brazen Crown, increase the Misery of the World by one as indicated by the six-sided die on the card.



Then, if there are 7 or more miseries on the card, the world has conclusively finished and you caused it to happen (which means you lose).

TOKEN MINIONS

These cards represent the fleeting, transient minions that Lost Souls may hire or control from time to time. Take a card from these piles whenever an effect indicates to make a token minion.

Make three 1/1 Ghost tokens. If you have the crown, make four 1/1 Ghost tokens instead.

If a token minion is killed, return it to the token pile rather than your discard. The same applies if a token minion is banished, moved to a player's hand, or in any other way removed from play.

The supply of token minions is considered infinite, and you should use a suitable replacement if the piles are ever empty.

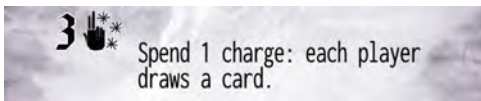
These minions otherwise function exactly the same as others and can be declared your scapegoat, used to attack, and so on.



RELICS

These cards represent magical artifacts of a bygone age.

They always enter play with a number of charges, as indicated on the left-hand side of the card. These charges can be tracked using a six-sided die placed on the card.



On your turn, you may spend charges on a relic you control in order to gain the effect written on the card.

Whenever the last charge is removed from a relic, it is destroyed and moved to your discard pile.



EQUIPMENT

It's dangerous to go alone... take this.

Equipment cards are attached to a minion you control when they come into play, granting bonuses and other powers to the minion.



If the equipped minion leaves play, move the equipment card back to your hand. There is no other way to move or re-assign equipment cards.

MARKERS



WOUND

Whenever a minion is damaged, place that many wound markers on the card. These markers remain in play until either the minion is killed or another effect removes it.

If a wound marker would be placed on a minion that already has a vigor marker on it, remove a vigor marker instead. In this way, a minion can never have both wound and vigor markers on it at the same time.

Whenever the number of wound markers on a minion is equal to or greater than its health value, the minion dies and is moved to the controlling player's discard pile.



VIGOR

Whenever an effect indicates, place that many vigor markers on a minion. These markers remain in play until either the minion is killed or another effect removes it.

If a vigor marker would be placed on a minion that already has a wound marker on it, remove a wound marker instead. In this way, a minion can never have both wound and vigor markers on it at the same time.

Each vigor marker on a minion increases its health value and attack attack value by 1. This is not considered an additional attack, and the type of damage dealt is the same as the minion originally deals.

Game Zones

DECK

The facedown stack of cards that is created by each player at the start of the game by combining two piles of Class cards. If you would draw a card but your deck is empty, you instead immediately lose.

DISCARD PILE

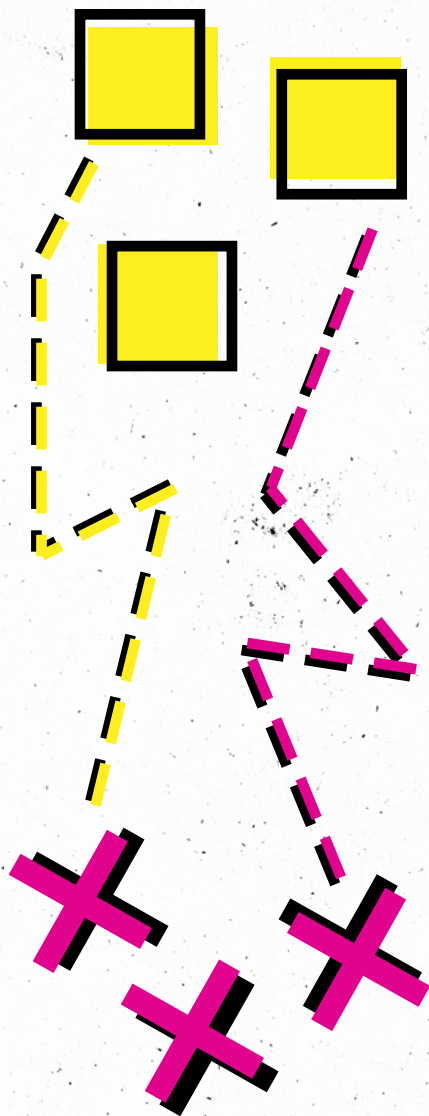
The face-up stack of each player's slain minions, discharged relics, and discarded cards. Some effects bring back discarded cards but they otherwise cannot be used.

IN PLAY

Any played minion, relic, or trap it considered to be in play on the field.

BANISHED

The netherworld from which nothing may return. If a card is banished it is completely removed from this game and cannot be used again.





**LONG
TAIL**