



TRISTAN HALL

KREEL MANOR

THE DUNGEON CRAWL CARD GAME

Rulebook

Table of contents

Game Objective	3
Components	3
Setup	8
Gameplay	10
Delve/Threat/Draw Phases	10
Play Phase	11
Using Actions	12
Spirit/End Phases	15
Game End	15
The Campaign/Endless Dungeons	16
Multiplayer Mode/Variants	16
Glossary	17
Index	19
Round Summary	20

Credits

Game Design, Development & Rules Editing: Tristan Hall

Art: Alexandre Elichev, Ania Kryczkowska, Carlos Villas, Creation Studio, Jose Del Nido, Mario Teodosio, Mikhail Greuli, Mon Macairap, Roman Hodek, Wietze Fopma

Music: Francesca L Hall

Graphic Design: Darren Marks, Tristan Hall

Special Thanks To: Raphael and Francesca, all my family and friends for all their love and support, and all the backers who believed in us to make this happen, thank you so much, we loves ya!!!

Chief Playtesters: Raphael Hall, Francesca Hall, Leon Hall, Rory Hall, Oliver Hall, Allan Rothberg, Andreas Oak, Andy Scott, Tom Clough, Adam Smith, Arnauld Steppé, Chris Frye, Chad Sherrets, Chris Pearson, Chris Vo-Sundli, Dan Elder, Dan Och, Darren Marks, Derrick Daniel, Geoff Bowers, James Fallows, Jan Moetting, Jason Moore, John Hedges, Jochen Raymaekers, Leigh Wilson, Logan Stachiw, Marc Berekoven, Mark Yeldham, Mário Sousa, Martin Young, Matt Jackson, Melissa Bond, Mikolaj Laczynski, Nick Hughes, Paul Ibbs, Nick O'Neill, Richard Munroe, Rick Hoskins, Ricky Royal, Ruth Helen, Sabine Irmscher, Sérgio Saraiva Alves, Stephen Schaffer, Toc Stanton, Tor Gjerde.

Components

- 1 Rulebook (this one) & 1 Book of Fables
- 4 Spirit Dials
- 12 Power dice (4 red, 4 green, 4 blue)
- 100+ Damage Tokens - Basic/Fight/Sneak/Influence
- 3 Hero Boards (2-sided, with Action Power Tracks)
- 1 Kreel Manor First Hero token (not required)
- 118 mini cards, 32 large tarot-sized cards, 279 regular cards:
 - 3 Class Start Asset (mini)
 - 12 Class Asset (mini)
 - 30 Bronze Asset (mini)
 - 14 Silver Asset (mini)
 - 9 Action (mini)
 - 30 Status (mini)
 - 20 Wound (mini)
 - 11 Adventure (large)
 - 11 Standard Location (large)
 - 8 Dangerous Location (large)
 - 1 Gateway Location (large)
 - 1 Endless Location (large)
 - 28 Foe (regular)
 - 105 Threat (regular)
 - 21 Plot (regular)
 - 1 Lord's Vengeance (regular)
 - 33 Story (regular)
 - 30 Hero Skill (regular)
 - 30 Class Skill (regular)
 - 30 Skill Upgrade (regular)
 - 3 Class Mastery (regular)

KREEL MANOR

Kreel Manor, the Citadel of Horrors, is filled with twisting passages, chilling traps, desperate souls, and deadly enemies, yet it is your destination. You will have to bribe, threaten, sneak, deceive, and fight your way through hordes of enemies to reach your goal, and confront the deadly Lord of the Manor himself. If you fail, the pernicious tide of toxic gloom that threatens to engulf the beautiful lands of Kilforth will be unleashed.

Kreel Manor: The Dungeon Crawl Card Game is an epic fantasy adventure game set in the mythical World of Kilforth. Choose to embody one of three heroic champions: the Wolf of the North, honourable knight and undaunted warrior who specialises in combat, the fiendishly clever War Mage, powerful wielder of the Dark Arts who destroys enemies with powerful magic, or the swift and silent Night Raven, unscrupulous rogue and lethal assassin who deals with threats before they even emerge from the shadows. All heroes are destiny-bound to plunge headlong into the perilous depths of the Citadel of Horrors, but who will return, and what will become of them?

Solo or Multiplayer

Kreel Manor - The Dungeon Crawl Card Game is a cooperative game for 1-3 players (hereafter: heroes). **Kreel Manor** can also be played multiplayer with up to 4 heroes by using a Hero expansion, such as the **Path of the Dead** or **Path of Song** expansions. The rules are written from the point of view of the solo player, with the multiplayer rules explained at the end, so it's a good idea (and easier to learn) to play at least one Adventure solo before you introduce **Kreel Manor** to your game group.

©2023 Hall Or Nothing Productions. All Rights Reserved. This product is a work of fiction. Any similarity to actual people, places or events included herein is purely coincidental. All characters, character names and likenesses thereof are property of Tristan Hall. Reproduction or use of the material or artwork herein is prohibited without the express permission of Tristan Hall. Made in China. Not suitable for children under 36 months due to small parts. This product is not a toy, nor intended for use by children under 14 years old.

Game Objective

Kreel Manor is played over a series of connected games or 'Adventures' which together comprise a Campaign of 5 Adventures. There are many ways to play through the Campaign included in this set, and the experience will differ each time depending on the hero and their myriad choices.

Each Adventure, the hero will have to carefully manage their Actions, Assets, and hero abilities to overcome a relentless tide of obstacles: they must unravel Plots, explore unique Locations, and defeat many Threats and several Foes (bosses), all whilst evading the watchful eye of the Lord of the Manor.

Victory - At the start of any round (during the Victory step of the Delve phase), a hero wins the Adventure providing that they have:

- ◊ Defeated all 5 Plots (or 6 Plots in a 3-4 hero game), and
- ◊ Defeated all of the Adventure's Foes (even if other Threats remain in play), and
- ◊ Explored all 4 Locations.

Defeat - The hero immediately loses the Adventure if they run out of Spirit . A defeated hero draws 1 Wound card, a debilitating ongoing effect. They must restart the same Adventure. If the hero fails the same Adventure three times in a row, they automatically move on to the next Adventure. But if a hero ever has five Wounds, they collapse and die: the Campaign ends, and must be restarted with a fresh hero.

The Campaign - When a hero wins an Adventure they are instructed to consult a paragraph in the Book of Fables to see which Adventure they will play next. In **Kreel Manor**, the first Adventure is always Adventure 1 'Great Hall of Kreel' and the final Adventure is always Adventure 5 'The Lords' Lair.' But the intervening Adventures 2-4 are determined by choices made by the hero in the Book of Fables. Adventures can also be mixed and matched using the Endless Dungeons variant detailed on page 16.

If the hero wins all five Adventures, in order, before suffering five Wounds, they win the Campaign! The ultimate challenge is to defeat all Adventures with no Wounds...

The Golden Rule - Unless specifically stated, effects on cards always take precedence over the rules in this rulebook, and if there is ever a rule uncertainty the hero chooses the option most detrimental to the hero.



Multiplayer Symbol - Wherever this symbol  is seen next to a value, multiply the listed value by the number of heroes who started the Adventure.

Get Started - Jump straight to 'Setup' on page 8 to start playing. The next few pages simply provide rules clarifications and cover the game components in more detail. The first Adventure eases you into the game steadily, so you'll be able to play a couple of rounds, boosting your Actions and drawing up your hand, before the Threats start coming at you. And don't worry if you forget or mess up a rule or two, just keep playing and correct it next time. In Kilforth, the adventure is the thing!

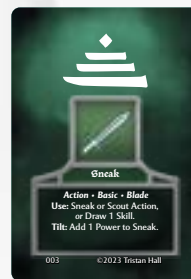
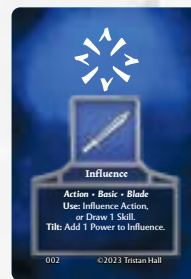
Components

Heroes

Hero Board - Each number (1, 2, or 3) on the Action Power Track at the top of the Hero Board shows the current Power of an Action card placed above it.



Actions - There are 3 Basic Actions which the hero can choose from each round to tackle Threats they meet and Locations they explore: Fight, Influence, and Sneak.

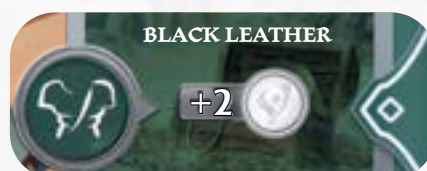


During the Campaign, Actions might be Upgraded to their Advanced versions (Assault, Sway, Hunt) by flipping the Action card over. Advanced Actions have a powerful one-shot ability that can be activated once per Adventure.

Spirit Dial - Shows the hero's remaining Spirit , i.e. their hope and stamina. If the hero's Spirit ever runs out by reaching 0, they give up, collapse, and lose the Adventure. A hero's maximum Spirit limit is shown on their Hero Board.



Whilst heroes can never heal Spirit beyond their maximum Spirit, certain Assets and abilities showing a '+' symbol (e.g. the Black Leather armour Asset, pictured below) may increase that maximum.



Power Dice - Placed on Actions to display extra Power, which may be spent to boost the associated Action.

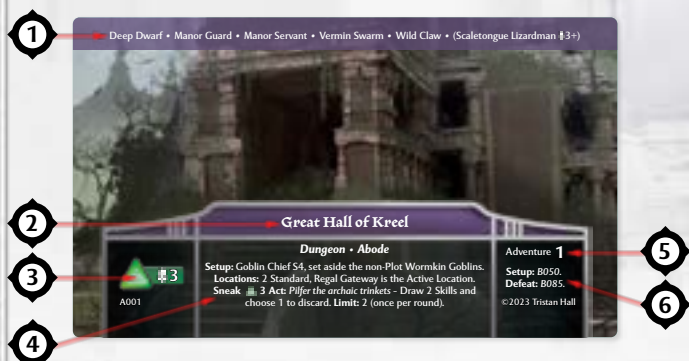


Locations

Locations - Heroes must navigate myriad twisting corridors, dank rooms, sprawling courtyards, and foetid dungeons by travelling through Location cards. Locations also have special abilities, which may help the hero on their crawl through the deadly dungeons. All Locations must be fully explored (defeated) in order to win the Adventure. The Sneak value on a Location determines how difficult it is to defeat.



Adventures - Adventure Locations (purple-bordered) are a special type of Location. Each Adventure card is the final Location which the hero must reach and explore to win. Adventure cards display setup instructions and other game information, as well as special abilities that heroes can activate. Each Adventure lists a number of Locations, either Standard (green) or Dangerous (red), through which the hero must first explore to reach the final Adventure Location. Defeat all five Adventures in order to win the Campaign!



1. **Threat Groups** - Lists Threats used in this Adventure.
2. **Location Title**
3. **Sneak Value** - Sneak damage required to defeat.
4. **Setup Instructions + Location Abilities**
5. **Adventure Number**
6. **Setup/Defeat** - Entries to read at Setup (and Defeat) in the Book of Fables.

Threats

1. **Threat Title**
2. **Fight Value**
3. **Influence Value**
4. **Sneak Value**
5. **Card Abilities**
6. **Spirit Cost**
7. **Spirit Boost**
8. **Card Type Symbol**
9. **Threat Level**
10. **Threat Group**
11. **Card Number**
12. **Flavour Text** (no game effect)



Threats - All manner of Threats (and Foes, and Plots) comprise the Threat deck. The hero must defeat, placate, or avoid these Threats to navigate the Adventure successfully. When a Threat is defeated it is removed from play and placed in the Threat deck's discard pile. Threats can have abilities that trigger when they come into play, when they are defeated, or that are ongoing whilst they remain in play. Standard Threats all have a blue 'Eye' symbol.

Threats have a number of Threat values:

- Fight** - How much Fight Power is needed to defeat the Threat.
- Influence** - How much Influence Power is needed to defeat the Threat.
- Sneak** - How much Sneak Power is needed to defeat the Threat.

Threats also have a number of Spirit values:

- Spirit Cost** - How much Spirit the hero loses if the Threat remains in play at the end of the round.
- Spirit Boost** - How much Spirit the hero regains when the Threat is defeated, by any means.

Each Threat has a Threat Level (TL). The higher the number (I, II, or III), the more dangerous the Threat.

Threat Groups - Each Threat also lists the thematic Threat Group to which it belongs, e.g. *Wild Claw* (pictured above). Every Threat Group contains 6 cards: 5 Threats and 1 Plot. Each Adventure lists at the top of its card which Threat Groups are deployed in that Adventure, for example:

Deep Dwarf • Manor Guard • Manor Servant • Vermin Swarm • Wild Claw • (Scaletongue Lizardman 13+)

It helps with setup to keep Threats organised alphabetically by Threat Group in the box.

Note: It's possible for the denizens of Kreef Manor to wander from, say, the library or kitchens, to wherever they might like. Clever heroes will note that threats might turn up anywhere...

Plots - A type of Threat. Each Threat Group in every Adventure has an agenda or event that must be overcome for the hero to win. The hero must discover and defeat all 5 Plots to complete the Adventure. These Plots are hidden amongst the Threats in the Threat deck. Plots also display a green quill-shaped 'Plot' symbol to quickly identify them when they emerge from the Threat deck. Most Plots do not cause Spirit damage, and most defeated Plots provide an extra Action and another reward.



Stories - A type of Threat. Story cards are narrative vignettes, unique to each hero, which weave new dangers, rewards, choices, and immersion into the unfolding tales of Kreel Manor. Stories are shuffled into the Threat deck only when instructed. Some Story cards are added to the Adventure during setup. Stories affect only their listed hero - heroes may not help with, affect, or damage other heroes' Stories. Stories should be stored by Hero Class (in numerical order) and not looked at until they are discovered during the Adventure. Story cards have a distinct design to quickly identify them when they emerge from the Threat deck.



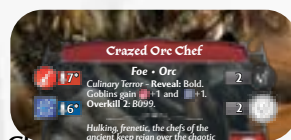
Foes - A type of Threat. Foes are the most powerful Threats. The hero must defeat all of an Adventure's Foes to win. Like Plots, Foes are found in the Threat deck. Foes all have a red 'Skull' symbol and spike patterned text box to quickly identify them when they emerge from the Threat deck.



Lord's Vengeance - An invincible Threat, nothing can defeat it (see p. 10). If too much time is spent in one Adventure, the Lord's Vengeance is enacted and his hordes begin to overwhelm the hero...



Keywords - Beneath the title of Threats and Locations are several Keywords, e.g. 'Foe • Orc.' They have no intrinsic ability, but may be referenced by other cards or abilities. E.g. the *Crazed Orc Chef* Foe increases all *Goblin Fight* and *Influence* Threat values by 1 - this affects any Location, Plot, Story, or Threat card with the 'Goblin' Keyword. It also stacks with any other *Crazed Orc Chefs*' abilities.



Damage Tokens - Placed on Threats, Locations, Plots, and Foes to show how much damage they've received or how much progress has been made whilst exploring, talking to, or otherwise interacting with them. Generic grey (basic) tokens are also included to track the use of certain abilities.

Defeated cards: Usually, if a Threat has matching damage tokens equal to or greater than at least one of its Threat values, it is defeated.



Book of Fables

Whenever instructed by the game, the hero looks up a specific paragraph number in the Book of Fables to find out the results of their actions. The Book of Fables provides a paragraph of descriptive narrative 'flavour' text, as well as any game effects that are triggered.



All Threats, including Foes, Stories, and Plots have the same card back so that they can be shuffled together seamlessly. Skills and abilities that affect Threats also

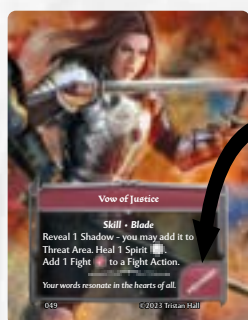
Skills

Skill Deck - The hero has a Skill deck comprised of 10 Hero Skills and 10 Class Skills. Skills are played to overcome Foes, Plots, Threats, and Locations. The hero draws one Skill from their Skill deck into their hand every round during the Draw Phase, and may play as many Skills as they like during their turn. Card abilities that reference 'your deck' and 'your discard pile' are referring to the Skill deck and its discard pile.

Hero Skills - These are generic talents and abilities, available to all hero Classes.

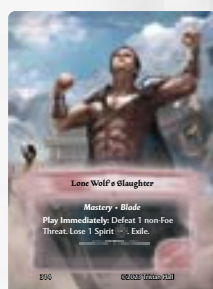
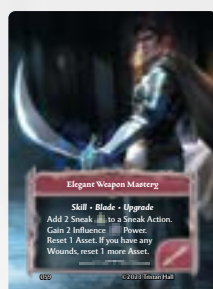


Class Skills - These are specialised abilities, like Hero Skills, but particular to the hero's chosen Class. They are shuffled together with the Hero's Skills at the start of the Adventure.



The Class symbol shows which Class of hero a Skill belongs to (e.g. the sword symbol, pictured, belongs to the Wolf of the North hero - also, the 'Blade' Keyword indicates that the Wolf of the North hero walks the Path of the Blade).

Class Skill Upgrades - As heroes progress through the Campaign, after each Adventure, they can improve the cards in their Skill deck by earning Upgraded Skills unique to their hero. Skills and Skill Upgrades display their hero's Class symbol to identify them more easily. Each hero also has one extra powerful 'Mastery' card that is placed at the bottom of their Skill deck at setup.



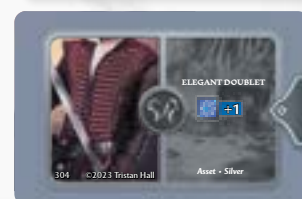
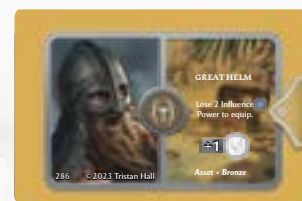
Assets

Bronze and Silver Assets - Assets are rare and valuable items, weapons, armour, trinkets, or even followers, which the hero can equip to their Hero Board in the matching pictured slots. Assets may bestow useful abilities and confer Power bonuses, or even increase the hero's maximum Spirit.

Note: These benefits do not apply if an Asset is face-down.

The hero is limited to one Asset in each slot. If they receive an Asset whose slot is already filled or they cannot equip (e.g. if they don't have enough Power) the hero must discard either the new or old Asset, or stow it in an available Pack slot, or give it to another hero in a multiplayer game. Bronze Assets are standard treasures, whereas Silver Assets are more rare and powerful.

If an Asset requires Power to equip (e.g. the 'Great Helm' Asset requires 2 Influence to equip), this Power may be spent, and the Asset equipped, during the hero's Draw Phase (see p. 10). It remains equipped between Adventures at no cost, if the hero so chooses. But the cost must be paid once again if it is unequipped, and re-equipped.



Head - Helmets and headgear.



Body - Armour and clothing.



1st-Hand - Heroes can carry a 1-handed weapon in each hand slot and may choose to wield either or both for their effects.



2nd-Hand - Some Assets have the 2-handed symbol, and occupy both hand slots on the Hero Board, i.e. the other hand slot must be left empty to wield them.



Legs - Boots, pants, legwear.

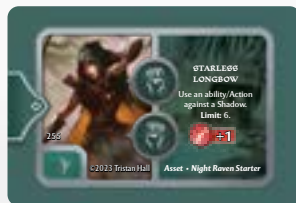


Pack - Miscellaneous trinkets or accessories, or Assets that cannot be equipped just yet, e.g. due to a lack of Power. Each hero has two Pack slots.



Follower - In addition to the above Assets, heroes may sometimes take on a Follower, who only ever occupies the Follower Asset slot.

Class Start Assets - These are the pieces of equipment with which heroes start the Adventure.



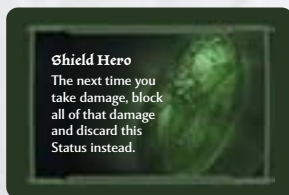
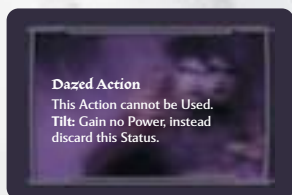
Class Assets - Just as they can upgrade their Skills, heroes also have the opportunity to improve their gear over the course of their Adventures. Class Assets are awarded only when instructed. They should be stored in alphabetical order and not looked at until they are discovered.

Statuses

Status - Statuses are conditions that can be inflicted upon heroes and Threats. One side details the effect on heroes, the other side details the effect on Threats (see p. 14):

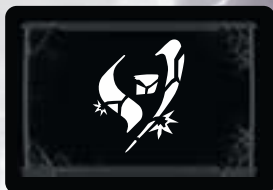
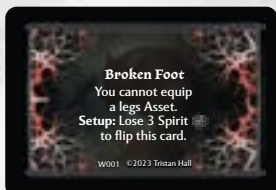
- ◇ **Dazed (purple)** - next time this Action/Threat would activate, it doesn't.
- ◇ **Shield (green)** - next time this hero/Threat takes damage, block the damage.
- ◇ **Bold (red)** - next time this hero/Threat activates, it can become more powerful.

A Threat with the '**Reveal: Bold**' (or '**Shield**') ability gains the Bold (or Shield) Status as soon as it is revealed.



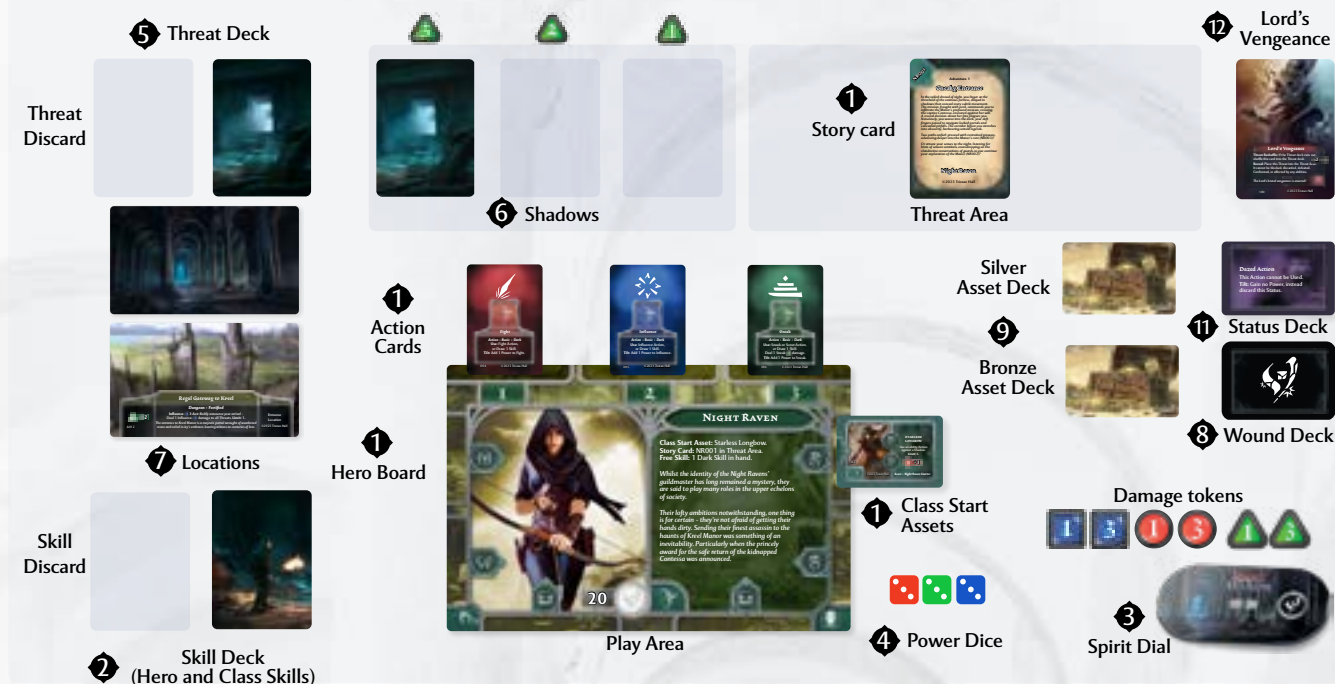
Wounds

If the hero loses an Adventure they draw 1 Wound card (a debilitating ongoing effect) and must restart the same Adventure. If the hero fails an Adventure three times in a row, after suffering their Wound, they automatically move onto the next Adventure. But if a hero ever gains a fifth Wound, they die: they lose the Campaign and must restart.



Setup

Example setup:



1 Hero Board - Action Cards and Class Setup:

Select a Hero Board and the 3 Action cards with the matching Class symbol (e.g. *Night Raven's bow*). Place them into the Play Area in front of the hero. Then:

- Place the Fight Action card Basic* side up above the Action Power 1 on the Hero Board.
- Place the Influence Action card Basic side up above the Action Power 2 on the Hero Board.
- Place the Sneak Action card Basic side up above the Action Power 3 on the Hero Board.

* The Advanced side of an Action is labelled as such and has a special once per Adventure ability, the Basic side doesn't. If the hero has upgraded an Action during the Campaign, it starts play with its Advanced side up, otherwise all Actions begin each Adventure Basic side up.

It might help to remember: Actions are setup alphabetically.

Each Hero Board lists the three following features:

i. **Class Start Asset:** Equip it to the Hero Board now (e.g. the *Night Raven* starts with the *Starless Longbow* in their hands).



ii. **Story Card:** Place the listed Story card in front of the hero to be read in their first Delve Phase (see p. 10).

iii. **Free Skill card pick:** Choose one of the 10 Class Skill cards that matches the chosen hero's symbol (e.g. the bow symbol for the *Night Raven*) and add it to the hero's hand.

2 **Skill Deck (Hero and Class Skills):** Choose 10 grey Hero Skill cards for this Campaign, but no more than 2 of each card - see p. 20 for suggestions. Add the 9 remaining Class Skill cards of the hero's chosen Class. Shuffle them together to form the Skill deck, and place it face-down on top of the hero's Class Mastery card (which is also face-down). Set aside the hero's Class Skill Upgrades.

3 **Spirit Dial:** Set it to the hero's starting Spirit (listed on their Hero Board) and place it in the Play Area to show the hero's remaining Spirit.

4 **Power Dice:** Gather one of each colour of Power Dice and set them to one side within reach.

5 **Adventure + Threat Deck Stacks:** Choose an Adventure. For the first game, select Adventure 1 'Great Hall of Kreele.' Follow its Setup instructions to assemble the Threat deck using 5 Stacks - follow steps a. to f. below.

a. **Threat Groups:** Gather the Threat Groups listed on the Adventure. Each Threat Group consists of five Threats and one Plot card. The Rare Threat Group (listed in parentheses) is only added to the Threat deck in a 3-4 hero game. E.g. *Great Hall of Kreele* lists the following Threat Groups: *Deep Dwarf • Manor Guard • Manor Servant • Vermin Swarm • Wild Claw • (Scaletongue Lizardman)* - the *Lizardman* Group is only for 3-4 hero games.

b. **Plots:** Gather the green-bordered Plot card (with the quill icon) from each Threat Group. Shuffle these 5 Plots and deal them out face-down in a row to create 5 separate Stacks, with Stack 1 or 'S1' on the far left, and S5 on the far right (S6 on the right, in a 3-4 hero game):



c. Foes: Follow the Adventure instructions to find and place any Foes face-down into their Stacks, e.g. for *Adventure 1 Great Hall of Kreel* place the *Goblin Chief* on top of the Plot in S4. If there are more than one of the same type of Foe available, shuffle and deal them out into their relevant Stacks randomly, face-down, without looking. Remove unused Foes from the game.

d. Stories: Skip this step in the first game. Place any Story cards face-down onto Stack 4. To help remember this, Stack 4 can be considered the 'Story Stack.'

e. Threats: Shuffle together all of the Threats from the gathered Threat Groups. Deal them out face-down, one card at a time onto the 5 Stacks, in order from Stack 1 to Stack 5 (it's okay if the Stacks end up uneven).

f. Stacks: Shuffle all 5 of the Stacks separately. Place Stack 4 on top of Stack 5, then place Stack 3 on top of Stack 4, etc. until the Threat deck is complete, with Stack 1 on the top and Stack 5 at the bottom.

6 Shadows: Create the Shadows area (hereafter Shadows) next to the Threat deck - this area contains hidden Threats which stalk towards the hero in the darkness of the dungeons. To create the Shadows...

a. Place a 'Sneak 3' token to the right of the Threat deck, leaving enough space below it to accommodate a Threat card. It costs 3 Sneak for a hero to Scout (reveal) this Shadow (see p. 12).

b. Similarly, place a 'Sneak 2' token to the right of the 'Sneak 3' token, leaving enough space below it to accommodate a Threat card. It costs 2 Sneak for a hero to Scout this Shadow.

c. Then, place a 'Sneak 1' token to the right of the 'Sneak 2' token, leaving enough space below it for a Threat card. It costs 1 Sneak for a hero to Scout this.

d. Finally, without looking, add the first Shadow: draw 1 Threat from the Threat deck and place it face-down below the 'Sneak 3' token. Leave plenty of space next to the Shadows for a Threat Area, where these shadowy denizens will eventually emerge from the gloom and come into play:



Note: A Threat in the Shadows is always referred to as a 'Shadow' until it is moved into the Threat Area.

7 Locations: Create the Locations deck, which the hero must fully explore to reach their destination and win the Adventure...

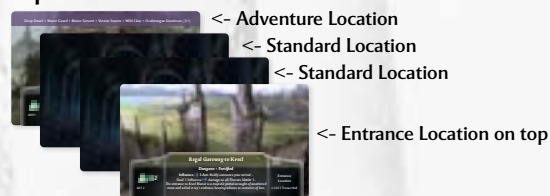
a. Shuffle - Set aside the yellow *Regal Gateway Of Kreel* Location. Shuffle the green Standard Locations, and the red Dangerous Locations, into 2 separate piles face-down.

b. Adventure Card - Read the Adventure Location's setup instructions to select which random Locations will form the Location deck. E.g. the *Haunted Ballroom* lists 3 Standard Locations, so 3 Standard Locations are selected.

c. Locations Deck - Shuffle the selected Locations together without looking at them. Place the selected Locations face-down on top of the Adventure Location (e.g. *Great Hall of Kreel*) card to form the Location deck.

d. Active Location - Flip the top Location card face-up. This is the Active Location - it's where the hero begins their journey.

e. Gateway - For the first Adventure only, deal just 2 Standard Locations face-down to the Location deck. Then place the set aside yellow *Regal Gateway of Kreel* Entrance Location face-up as the Active Location:



Note: The Adventure card itself is also a Location, called the Adventure Location. The hero may look at the Adventure card at any time even though it's at the bottom of the Location deck (e.g. to check which Foes they're up against).

Return all unused Location cards to the box.

8 Wound Deck: Shuffle the Wounds into a Wound deck and set them aside, face-down. Apply effects from any Wounds on the hero (this is skipped in the first game).

9 Asset Decks: Shuffle the Bronze and Silver Assets into 2 separate Asset decks and set them aside, face-down. Place the larger Bronze Asset deck nearer to the hero.

10 Class Assets: Set aside the Class Assets, sorted in alphabetical order by Class.

11 Status Deck: Set aside the Status cards, sorted alphabetically. The Statuses are: Bold (red), Dazed (purple), and Shield (green).

12 Lord's Vengeance: Set aside the Lord's Vengeance card.

13 Cleanup: Return all other unused cards and components to the box.

14 Fable: Read aloud the Book of Fables 'Setup' entry listed on the Adventure Location card, e.g. *Great Hall of Kreel* says 'Setup: B050', so read paragraph B050 now.

Note: To speed up future setups, all Foes (and Threat Groups) should be stored in alphabetical order.

Gameplay

Kreel Manor is played over a number of rounds. Each round, Threats will emerge from the Threat deck for the hero to try to defeat. On their turn, the hero can do any or all of these:

- ◊ **Tilt** ONE Action to add 1 Power to that Action,
- ◊ **Use** ONE Action to try to defeat a Threat,
- ◊ **Play** any number of Skills from their hand to improve their situation, and
- ◊ **Activate** abilities on Plots, Assets, and other cards in play.

To win, the hero must find and defeat all of the Adventure's 4 Locations, 5 Plots, and all listed Foes, by using Actions to place damage tokens on them as efficiently as possible. Each round consists of the following six Phases, which are explained in more detail below:

1. **Delve** - Delve abilities activate, Locations are Explored.
2. **Threat** - 1 Threat is drawn and placed into the Shadows.
3. **Draw** - The hero draws 1 Skill.
4. **Play** - The hero takes their turn, trying to defeat Threats.
5. **Spirit** - Threats in the Threat Area attack the hero.
6. **End** - The game area is reset, ready for the next round.

1. Delve Phase

The hero delves deeper into the dungeons.

During the Delve Phase the following steps occur...

A. Story - A hero's Story card, if any, is read aloud (see p. 14).

B. Delve - Any cards with 'Delve' abilities activate now.

C. Explore Location - If the Active Location has Sneak  damage tokens equal to or greater than its Sneak  value, discard them: the Location is defeated, discard it from play. The next Location is flipped face-up: it is the new Active Location. The final Location is always the Adventure Location. The Adventure Location cannot be defeated until all of the Adventure's Plots and Foes have been defeated first. Even if it has damage tokens equal to its Sneak , those tokens simply remain until the hero has completed their mission.

The Adventure Location cannot be defeated until all of the Adventure's Plots and Foes have been defeated first. Even if it has damage tokens equal to its Sneak , those tokens simply remain until the hero has completed their mission.

Note: The hero may place damage tokens on the Location during the Play Phase by Exploring (see p. 12).

D. Victory Check - If the Adventure Location is successfully defeated, the hero is now victorious! At the bottom right of the Adventure card is a 'Defeat' paragraph number - the hero reads this paragraph from the Book of Fables now.

E. Active Location Effects - Apply ongoing effects from the Active Location, if any, e.g. *The Lizardman Champion's Hunker Down ability grants them Spirit Cost  +1 if the Location has the 'Fortified' Keyword.*

Most Locations also have a useful ability that the hero can activate if they have the listed Present Power (see p. 11).



2. Threat Phase

Shadows flit in the darkness - footsteps in the tunnels, breathing in the gloom.

Add 1 Threat: The hero draws 1 Threat from the Threat deck without looking at it, and places it face-down onto the space beneath the 'Sneak 3' token in the Shadows. Then...

 **Sneak 3** - If a Threat is already in the 'Sneak 3' space, it is bumped along into the 'Sneak 2' space.

 **Sneak 2** - Similarly, if a Threat is already in the 'Sneak 2' space, it in turn is bumped along into the 'Sneak 1' space.

 **Sneak 1 - Reveal:** Finally, if a Threat is already in the 'Sneak 1' space, it in turn is bumped down into the Threat Area and Revealed (turned face-up). Immediately activate the **Reveal** abilities on the newly revealed Threat, if any. If a Story card is revealed, place it in front of the hero named on the card (see Stories p. 14).



Note: The above procedure is carried out anytime the hero is instructed to 'Add 1 Threat.'

The **Threat Area** may contain any number of Threats. All Threats stay in play until they have been defeated or discarded by an effect.

Empty Threat Deck - If the hero goes to draw a Threat but the Threat deck is empty, take the set-aside Lord's Vengeance card and shuffle it along with the discarded Threats to form a new Threat deck to draw from.

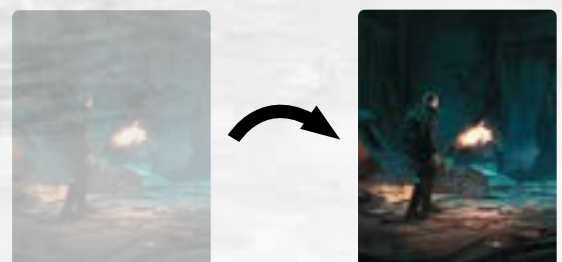
Once the Lord's Vengeance is revealed it cannot be defeated - the hero is now on a timer to win or lose!

3. Draw Phase

The hero takes a deep breath, and summons all of their courage to face their fears.

Draw: The hero draws 1 Skill into their hand. **Pack:** The hero may swap Assets to or from their Pack slots now, if any.

Empty Skill Deck - If the hero ever goes to draw a Skill but their Skill deck is empty, they shuffle their Skill discard pile to form a new Skill deck to draw from. This usually happens after they've played their Mastery card.



4. Play Phase

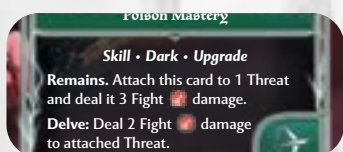
With bold determination and deft skill, the hero springs into action!

The Play Phase is when the hero takes their turn. In any order, the hero may do any, none, or all of the following activities, which are described in more detail below.

- ◇ **PLAY:** Play any number of Skills from hand, at any time.
- ◇ **ACTIVATE:** Activate any number of abilities and/or 'Acts' (see below) on Assets, Locations, and Stories in play.
- ◇ **TILT (once per round):** Rotate one Action 45 degrees. Place a matching Power Die on the Action, set to the '1' side. If a Die is already on the Action, instead increase that Power Die by 1 (Limit: 6 Power per Action card).
- ◇ **USE (once per round):** Rotate one Action a full 90 degrees sideways. Use that Action, then move it to under the number '1' on the Action Power Track. Push the other two Actions up one slot if necessary (see p. 12).



PLAY: Play any number of Skills from hand. Skills may be played at any time, including during an Action or outside of the Play Phase. Activate any or all (or none) of the beneficial abilities on any Skill played, then place it face-up into the Play Area to show that it has now been fully resolved. Negative abilities (e.g. *Exile*, *lose 1 Spirit*, etc.) are not optional. Place Skills that give a bonus to an Action next to that Action in the Play Area as a reminder. At the end of the round (End Phase) all played Skills are discarded to the Skill discard pile.



Exception: 'Remains' - Some Skills have the **Remains** ability. These Skills are not discarded in the End Phase, they stay in play until their ability no longer applies.

ACTIVATE: Activate any number of eligible abilities on Assets, Locations, or other cards in play. Some abilities have requirements to activate, which function like this:

- ◇ **Discard** - Discard the card to its discard pile.
- ◇ **Exhaust** - Turn the card sideways to show that it cannot be triggered again until the next round.
- ◇ **Exile** - Remove the card from the Adventure. It cannot be used again until the next Adventure.
- ◇ **Flip** - Flip the card face-down after use to show that it is spent. It cannot be Flipped again until either it is Reset (un-Flipped) by an effect, or until the next Adventure, whereupon it is Flipped face-up again.
- ◇ **Limit X** - Place a grey basic token on the ability after use. If the number of tokens equals the Limit (X), this ability can no longer be activated - if it is an Asset, flip the card face-down to show that it is spent (as per Flip, above).

- ◇ **Act** - Acts may only be activated during the hero's Play Phase (many other abilities may be activated at any time). An ability that reads '**Value X Act**' e.g. '*Influence 3 Act: Feast on the provisions - Heal 2 Spirit*' means that the hero's **Present Power** in that specific value must be equal to or greater than 'X'.

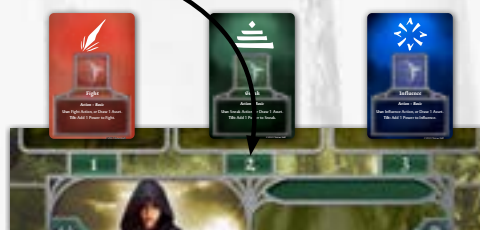
Example: *The Epicurean Banqueting Hall* has the ability '*Influence 3 Act: Feast on the provisions - Heal 2 Spirit*'. So the hero's **Present Influence Power** must be equal to or greater than 3 to do this.

Note: 'Acts' are different from 'Using an Action', which is usually only performed once per round (see p. 12).



Present Power: A hero's Present Power in any type of Action (*Fight/Influence/Sneak*) is equal to the sum of 2 elements:

1. **Action Power Track** - The Action's Power number on the Action Power Track.



2. **Power Die** - If there is a Power Die on the Action, the total Power showing on that Power Die.

E.g. A hero's *Sneak* is at 2 on the Action Power Track, and they also have 2 Power showing on their *Sneak* Power Die, so their **Present Sneak Power** is 4.



TILT (once per round): This is a great method of boosting a hero's Power for later use. Select one Action that is not already Tilted or Used. Tilt the Action: rotate it only 45 degrees, then place 1 matching Power Die on the Action set to the '1' side. If a Power Die is already on the Action, instead increase that Power Die by 1 (Limit: 6 Power per Power Die, and only one Power Die per Action). A Tilted Action may not be Used this turn. However, in a future turn when this Action is Used, any number of Power on this Action's Power Die may be spent to increase this Action's Power.



Lose/Gain Power: Some abilities may require the hero to lose or gain Power - simply adjust the Power Die by that amount, removing the Power Die if it's reduced to 0. A hero cannot lose more Power than they have, or gain more than 6 Power to an Action, any extra loss or gain is simply ignored.

USE (once per round): Select one Action that is not already Tilted or Used. Exhaust the Action - rotate it a full 90 degrees sideways (unlike Tilting) - and push it forward to show that this Action is now being Used. Then choose 1 of the following options - each option is detailed below:

- ◊ Draw 1 Skill.
- ◊ Scout the Shadows.
- ◊ Explore the Active Location.
- ◊ Engage a Threat in the Threat Area.



After fully resolving the Action, move the Used Action (keeping it Exhausted) to the '1' slot on the Action Power Track. This pushes the other two Actions up one position if necessary: they are moved up to the positions '2' and '3' respectively on the Action Power Track.



Exception: If the Used Action was already at number '1' on the Action Power Track, it simply remains where it is.

Draw: Instead of Influencing, Fighting, or Sneaking, a hero may Use any Action to draw 1 Skill from their Skill deck. This option is also useful for tactically manoeuvring Actions around the Action Power Track.

Scout: A hero may Use their Sneak Action to reveal 1 Threat in the Shadows equal to their Sneak value. If the Sneak Action is at 3 Power on the Action Power Track, they may reveal any Shadow. With Sneak 2 they can reveal either of the first 2 Shadows, and with Sneak 1 they can only reveal the first Shadow. This option is great for anticipating incoming enemies and objectives, but beware, any 'Reveal' abilities on the newly revealed Threat must be activated. Revealed Shadows remain in place, in the Shadows.

Note: A hero may increase their Sneak when Scouting by using Power Dice and/or Skills, see **Explore/Engage** below.



Explore/Engage: Choose the **target** for this Action, either...

- A. Engage 1 Threat in the Threat Area (not Shadows), or
- B. Explore the Active Location.

This is the main Action of the game, and the primary method of defeating Threats and Locations. Select one of the target's listed Threat values: Fight , Influence , or Sneak . Try to defeat the target by dealing damage tokens to it that match this selected Threat value.

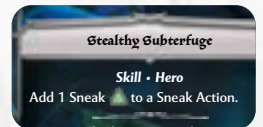
Example: If a Threat has Fight 3 and Sneak 2 but no Influence , it can only be Engaged with either Fight or Sneak.

Determine the Action's Power by totalling:

1. **Action Power Track** - The Action's Power number on the Action Power Track.

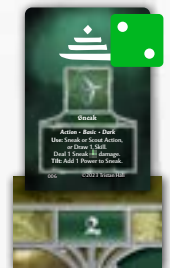


2. **Skills** - The Power of any Skills played next to the Action. Skills that increase an Action's Power (e.g. the *Stealthy Subterfuge* Skill, pictured) only apply whilst Using an Action, i.e. unless they directly say to 'deal damage', they cannot be played by themselves to damage/defeat a Threat.



3. **Power Die** - If there is a Power Die on the Action, any amount of its Power may be spent: reduce the Power Die's total by 1 for each 1 Power added to this Action.

Unless it is reduced to 0, the Power Die stays on the Used Action. A Power Die does not have to be spent when its Action is Used.



4. **Other Abilities** - The Power of any other abilities on Assets or other elements in play (e.g. an Asset that adds +1 Sneak Power).



Damage: Deal damage tokens (of the selected Threat value) to the target equal to the Action's total Power.

Damage Tokens: A target cannot hold damage tokens exceeding any of its Threat values (except for Overkill Foes, see p. 13), any excess damage tokens are discarded. A target cannot be dealt damage tokens for a value it does not have.

Defeated Cards: At any time - including outside of the Play Phase - as soon as a Threat/Foe/Plot has matching damage tokens equal to or exceeding one or more of its Threat values, it is defeated (see below). Damage tokens remain on a target until they are removed by an ability or the target is defeated.

Exploring and Engaging targets are the primary methods of dealing damage tokens, though some abilities can deal additional damage tokens too.

Hero Action Ability: Each hero has one special bonus Action ability, which triggers whenever they Use (not Tilt) that one Action, whether Drawing, Engaging, Exploring, or Scouting.

Example: The Night Raven's Sneak Action says 'Deal 1 Sneak damage.' So, after this Action is Used (not Tilted), an extra 1 Sneak damage may be dealt to any 1 Threat or Location.

Action Example

Example: The hero Engages a Threat by Using their Fight Action, which is at number '2' on the Action Power Track. The Fight Action has 2 Power on its Power Die. They choose to spend 1 Power (turn the Fight Power Die from 2 to 1) for a total of 3 Power. They deal 3 Fight damage tokens to the Threat. The 5-Fight Threat survives.

Next round, targeting the same Threat, the hero Uses their Fight Action again, which last round was moved to number '1' on the Action Power Track. They draw and play a Skill which adds 1 Fight, for a total of 2 Fight damage (they choose not to spend the 1 Power on their Power Die). The Threat is now defeated.

Defeated Threats: Defeated Threats are placed in the discard pile next to the Threat deck. If a Threat has a Defeat ability, it activates as soon as it is defeated.

Threat Spirit Boost: After a Threat is defeated, if it has a Spirit Boost value (e.g. the Goblin Chief Foe has a Spirit Boost value of 2), the hero immediately regains that amount of Spirit.

Defeated Locations: Only one Location can be defeated per round. So when an Active Location is defeated, unlike a Threat, it remains in play until the next round's Delve Phase. Only then is it discarded from play and replaced by the next Active Location. If the defeated Location has a Defeat ability, it activates when it is defeated in the Delve Phase.

Defeated Plots: When a Plot is defeated by an Action or other effect, it is removed from the Threat Area and set aside. Plots have special story options which are chosen when they're defeated, providing the hero meets any requirements.

Example: After defeating the Wild Claw Petitioner Plot, a hero has the following choices:

- Negotiate (Influence 6) - B001
- Intimidate - B002
- Fight - B003

To Intimidate or Fight the Wild Claw Petitioner, the hero simply reads and resolves the chosen paragraph from the Book of Fables. But to select the Negotiate option, the hero must have at least 6 Present Influence Power. A shrewd hero will note that this is particularly tricky to achieve, because they will still need 6 Present Influence Power after defeating this Plot. Maybe it will take a few rounds to prepare for? See p. 11 for Present Power.

Note: Some Plot choices have a prerequisite preceded by an '*' (e.g. *Necromancer) - this choice cannot be selected unless the hero is, or possesses, that prerequisite.

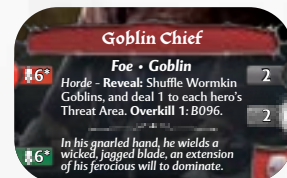


Defeated Stories: Some Stories function like Threats. A Story defeated by an Action is removed from the Threat Area and set aside. Stories have special abilities, activated when they're defeated, that may impact future Adventures.

Defeated Foes: Defeated Foes are removed from the Adventure and set aside as a reminder. The hero must find and defeat all of the Adventure's listed Foes to win.

Overkill X: Some Threats (mainly Foes) have the Overkill X ability. When you defeat an Overkill Foe, if the damage dealt exceeds the last Threat value by X or more, trigger the listed story entry in the Book of Fables.

Example: Goblin Chief has Overkill 1, so if he already has 6 Sneak damage, and receives 7 Fight damage (or vice versa), his Overkill 1 triggers story paragraph B096. If he had only received 6 Sneak and 6 Fight damage, he would be defeated as normal with no further effect.



5 Plots + 4 Locations + All Foes Defeated = Victory!

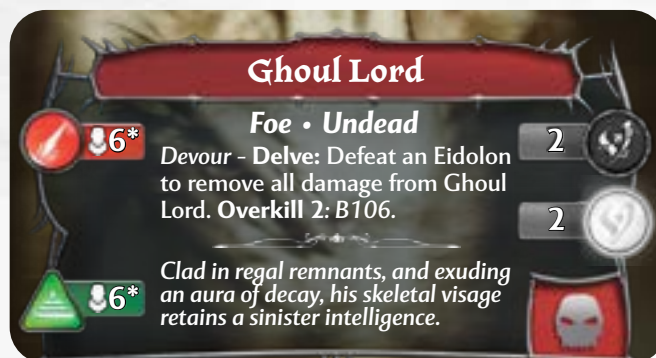
If a hero has defeated all of an Adventure's Plots, Locations, and Foes, they are in a position to win - they just need to survive until the start of the next round to escape to victory!

Exiled Cards: Unlike most Threats, when a Foe, Location, Plot, or Story is defeated, unless otherwise stated, it is Exiled - i.e. set aside and effectively removed from the Adventure.

Multiple Threat Values: Most Threats have multiple Threat values, e.g. a Fight value and an Influence value. The hero chooses which value to try to defeat. Threats can hold different types of damage tokens as long as they match any of their Threat values, but are defeated if just one of their Threat values is bested by matching damage tokens.

Example: A Threat with Fight 4 and Sneak 4 can be dealt up to 3 Fight damage tokens and up to 3 Sneak damage tokens. It is only defeated when a 4th damage token of either type (let's say Fight) is dealt to it (so any Sneak damage tokens on it would effectively have been wasted).

Multiple Threat Values with * symbols: Many Threats (mainly Foes) have multiple Threat values with the * symbol. ALL of these Threat values must be defeated in order to defeat the Threat (usually requiring numerous Actions). Multiple Threat * values may be defeated in any order, and over multiple rounds. **Note:** A hero triggering such a Threat's Overkill ability may inflict the extra 'Overkill damage' using tokens from any of its selected values, e.g. by inflicting 7 Fight and 7 Sneak damage on the Ghoull Lord:



Stories

Stories: Whenever a Story card is revealed (e.g. at the very start of the game), the hero listed at the bottom of the Story card places it in front of them. At the beginning of their next Delve Phase they read it aloud. Stories often offer choices which must be made immediately. Each choice usually designates a new Story card to be added to a future Adventure, in which the hero will discover the consequences of their actions.



Once the Story card is read, and any choice made, any game text (not in italics) is then resolved, and the Story card is returned to the box, unless stated otherwise.

Example: The WN003 Story card says 'Gain the Aegis Shield Wolf of the North Asset. Add 1 Threat.' *This happens now.*

The new numbered Story card matching their choice - e.g. WN004 - is taken from the box and set aside. When setting up the Adventure number listed at the top of the new Story card (if the hero makes it that far), the new Story card is shuffled into Stack 4 (the 'Story Stack') of the Threat deck.

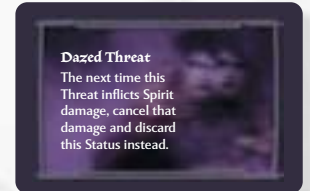
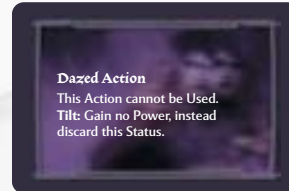
Note: Some Stories or choices may do any of the following:

- ◇ Tell the hero to read a new Story card or Book of Fables entry immediately - this will be specified on the card.
- ◇ Require an amount of Present Power (like some Plots do).
- ◇ Remain in play, giving an ability, or representing a Threat.
- ◇ 'Skip' an Adventure, e.g. a Story card set aside during Adventure 2 which doesn't come into play until Adventure 4.
- ◇ End the Story (i.e. there are no follow up Story cards).



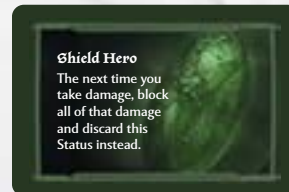
Statuses

Status Effects: Some abilities inflict Status effects on heroes, Actions, or Threats. When this happens the appropriate Status card is placed on the targeted Action, Threat, or hero, e.g. a hero who is 'Fight Dazed' places a Dazed card on their Fight Action. The effects of Statuses on heroes, Actions, and Threats are explained below...



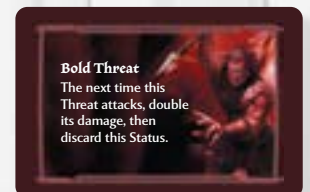
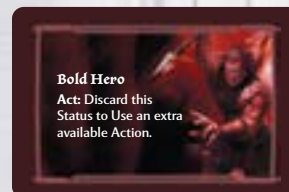
Dazed (purple) -

- i. **Action:** This Action cannot be Used. The next time it is Tilted, cancel the Power gain effect of the Tilt, and discard this Status instead.
- ii. **Threat:** The next time this Threat inflicts Spirit damage, cancel that damage and discard this Status instead.



Shield (green) -

- i. **Hero/Threat:** The next time this hero or Threat is damaged, cancel all of that damage and discard this Status instead. Shield does not prevent a Threat from being 'defeated' or 'discarded' by an ability.



Bold (red) -

- i. **Hero:** Discard this Status during the hero's Play Phase to use an additional available Action.
- ii. **Threat:** The next time this Threat attacks, double its Spirit damage, then discard this Status.

Statuses do not normally stack on the same target, so, unless stated otherwise, a second copy of the same Status is simply ignored. But note that an unlucky hero could theoretically have one Dazed card on each of their three Actions because each Action is a different target.

5. Spirit Phase

The enemies rally, threaten, abuse, and attack - now the hero must pay for their insolence!

Every Threat in the Threat Area now attacks the hero. Whether by intimidation, fear, physical violence, magic, or other means, each active (not Exhausted) Threat that a hero faces takes its toll on their courage. Follow these steps...

A. Attacks - Choose and Exhaust an active Threat in the Threat Area to attack the hero - the hero loses Spirit equal to that Threat's Spirit Cost  value. Continue choosing and Exhausting Threats, one by one, until all Threats have attacked the hero and are Exhausted. 'Bold' Threats (Threats with the Bold Status) deal double damage.

B. Block - If the hero used any Block abilities on Assets or Skills, each 1 point of Block prevents 1 point of Spirit damage from the total amount of Spirit lost (not per Threat).

C. Wounds - If the hero has no Spirit remaining they lose the Adventure and are Wounded (see Ending The Game, below).

6. End Phase

A momentary hush descends, a pause pregnant with anticipation, violence, and horror.

A. Discard - Discard from play any Skills played this round.

B. Skill Limit - If the hero has more than 6 Skills in their hand they must choose and Play, or discard, any number of Skills until they have only 6 remaining.

C. Actions and Threats Reset - Reset every Threat and all hero Actions and Assets (but not Flipped Assets) by rotating them back to their original upright state.

D. End - A new round begins with a new Delve Phase.

Ending The Game

Rounds continue - each round consisting of the 6 Phases described above - until the hero either achieves victory or suffers defeat. The hero achieves victory if they succeed in their quest by completing all of the following:

- ◇ Defeat all 5 Plots, and
- ◇ Defeat all of the Adventure's Foes (even if other Threats are still in play), and finally
- ◇ Defeat the final Adventure Location in the Delve Phase.

Otherwise the hero suffers defeat when their Spirit  is reduced to 0 - at which point they receive 1 Wound.

Wounds - If the hero loses the Adventure they draw 1 Wound card, a nasty ongoing effect. They must reset and restart the same Adventure. In the event that a hero replays an Adventure (after a defeat) any Story cards set aside for a future Adventure remain set aside, until the hero is able to reach that next Adventure.

Death - If a hero ever gains a 5th Wound, they die: they lose the Campaign and must restart it.

Running Out Of Time: Even if the hero continues to survive each round, eventually (after about 30 rounds) the Threat deck will run out of cards. The Threat discard pile will have to be shuffled to form a new Threat deck, at which point the set-aside Lord's Vengeance card is shuffled into the Threat deck - and time starts running out for the hero!

Game End

Complete each Adventure in the Campaign by following these steps:

- Book of Fables** (only if victorious)
- Skill Upgrades x 2** (only if victorious)
- Other Rewards** (only if victorious)
- Restore Spirit**
- Reset Cards and Power Dice**
- Next Adventure**

a. Book of Fables: Whenever the hero wins an Adventure, the final Adventure Location lists a paragraph in the Book of Fables, which the hero should read now.

b. Skill Upgrades x 2: As their perilous journey continues and they unravel more plots, the hero's legend grows, and their abilities become more powerful. Whenever the hero wins an Adventure they may Upgrade their Skill deck as follows...

1. The hero chooses up to 2 Skills in their Skill deck and returns them to the box.
2. They then choose 2 Class Skill Upgrades from their Class Skill Upgrades to shuffle into their Skill deck.

Skill decks cannot contain less than 20 cards.

c. Other Rewards: Some Adventures offer other bonuses when defeated such as heal (discard) 1 Wound, or Upgrade an Action: flip the Action card over to its Advanced side at the start of each Adventure henceforth.

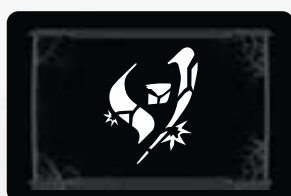
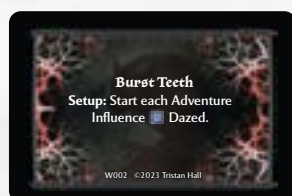
d. Restore Spirit: The hero heals their Spirit  to maximum.

e. Reset cards: Any Exhausted or flipped cards (e.g. Assets, Actions, and Wounds) are reset, face-up, ready for the next Adventure. Action cards are returned to their alphabetical starting positions, and any Power Dice are removed.

Note: Some Wounds offer the option to lose Spirit  to flip them face-down, so that the hero can ignore their effects for the next Adventure - this happens in Step 8 of Setup, i.e. after their Spirit is set to maximum.

f. Next Adventure: Finally, set up the next Adventure to continue the Campaign. The next Adventure is selected based on decisions made in the Book of Fables during the previous Adventure. Or, if the hero was defeated, they reset the same Adventure once more.

If the hero fails an Adventure three times in a row, they automatically skip to the next Adventure (if there is more than one option, they choose which Adventure to play).



The Campaign

If the hero defeats all of the Adventures, in numerical order, before they suffer too many (usually 5) Wounds, they win the Campaign! The next time they start a new Campaign they should increase the difficulty as follows:

- A. Reduce their Wound maximum by 1, and
- B. Ignore Heal 1 Wound effects when defeating Adventures.

The challenge is to defeat all Adventures unwounded with each of the heroes!

Endless Dungeons

After completing a Campaign with each hero, use the Threat Groups' Levels to randomise future dungeons for near infinite variety. To create a 5 Adventure Campaign with this variant, randomly select Threat Groups for each Adventure as below. The Rending's Rift is the Adventure Location each time.

Adventure 1 -

- ◇ 5 x Threat Level I Groups (+1 if playing with 3-4 heroes)

Adventure 2 -

- ◇ 4 x Threat Level I Groups (+1 if playing with 3-4 heroes)
- ◇ 1 x Threat Level II Groups

Adventure 3 -

- ◇ 3 x Threat Level I Groups
- ◇ 2 x Threat Level II Groups (+1 if playing with 3-4 heroes)

Adventure 4 -

- ◇ 2 x Threat Level I Groups
- ◇ 2 x Threat Level II Groups (+1 if playing with 3-4 heroes)
- ◇ 1 x Threat Level III Groups

Adventure 5 -

- ◇ 1 x Threat Level I Groups
- ◇ 3 x Threat Level II Groups
- ◇ 1 x Threat Level III Groups (+1 if playing with 3-4 heroes)

Difficulty Variants

- ◇ **Belanor's Lightbringer:** Start with 1 Action on its Advanced side, don't play with Wounds. Upgraded Skills may be swapped between every Adventure.
- ◇ **Lequiem's Warrior:** Take 1 Wound to entirely skip a non-final Adventure that just defeated the hero.
- ◇ **Valim's Dungeoneer (recommended):** Start the Campaign with a limit of just 3 Wounds instead of 5. Add 1 additional Shadow when setting up each Adventure.
- ◇ **Tanklor's Nightmare:** For each Skill Upgrade, either remove a Skill or add a Skill Upgrade, not both.
- ◇ **Masklaw's Abyss:** Start the Campaign with a limit of just 1 Wound, i.e. instant death! Add 2 additional Shadows when setting up each Adventure.

Multiplayer Coop Mode

The multiplayer version of the game plays very similarly, but requires much interaction.

Each player chooses their own hero and Skill deck. The first player is the most experienced dungeon crawler. Starting with Adventure 1 *Great Hall of Kreel*, each hero takes turns in clockwise order to play through an entire round of the game, following the normal rules, with the following changes:

Threat Deck Setup: Add 1 Rare Threat Group - and therefore 1 additional Stack - to the Threat deck in a 3-4 player game. As described in the Setup rules, the Rare Threat Group is listed in parentheses atop each Adventure card.

Shared Shadows and Threat Area: The hero team shares the Shadows and Threat Area, so during the Spirit Phase a hero takes Spirit damage from all Threats in the shared Threat Area, as well as from any Threats they have Confronted...

Confront Threats: To combat having to share Threats, heroes may Confront Threats. On their turn, at any time during the Play phase, a hero may choose to freely Confront a **non-Foe** Threat, to stop it from attacking their comrades. They add the Confronted Threat to their own separate Hero Threat Area, which cannot contain more than 1 Confronted Threat at a time. **Note:** A hero could defeat their Confronted Threat, and then Confront another Threat. Foes cannot be Confronted.

Heroes take no damage during other heroes' Spirit Phases. During their own Spirit Phase, a hero takes no damage from Threats Confronted by other heroes.

Heroes cannot 'un-Confront' Threats. They may Confront and target any Threats with Actions and abilities anywhere in the Shared Threat Area, or even in another hero's Threat Area.

Note: Locations and Foes scale up with multiple heroes.

Victory: If the heroes win, following the normal win conditions, everyone wins as a team.

Defeat - Wounds: If a hero is Wounded (has 0 Spirit ) they are out of the Adventure. The team must decide whether to a) Press On without them, or b) tend to their wounded comrade. If they tend to their wounded comrade, the team ends the game and restarts the Adventure as normal. If they push their luck, they may Press On (see below) and try to complete the Adventure.

At any point, if the team ever has a total of 5 (or more) Wounds between them, they lose the Campaign immediately. If the team cannot decide whether or not to Press On, the Wounded hero has the final say.

Pressing On: All of the Wounded hero's cards and game elements are removed from play (any damage tokens they have inflicted or played on Threats, etc. remain). Any Threat they have Confronted returns to the shared Threat Area. The game continues until victory or defeat, or until another hero is Wounded, in which case the team must once again decide whether or not to Press On.

Spirit Boost: A Spirit Boost  effect on any Skill, defeated Threat, etc. may be applied to any hero, but each Spirit Boost instance cannot be split between heroes, unless specified.

Glossary

Another hero: In solo play read 'Another hero' as 'The hero'.

Card Abilities: Some cards have abilities that trigger when an event happens, as listed below. If no trigger is listed on a card's ability, that ability stays in effect until the card is discarded or defeated.

Block X: Reduces the total amount of Spirit lost in the Spirit Phase by X. Skills remain in play until the end of the round, so multiple Threats may be blocked with a single instance of Block. Block may also Block any abilities that deal Spirit damage to heroes.

Defeat: When this card is defeated - not discarded, or otherwise removed - trigger this effect against the hero who defeated it (after the defeating Action is fully resolved). Defeated Threats provide any Spirit Boost  even if they are defeated by other Threats or abilities (in which case any Defeat effect or Spirit Boost  effects target the active hero).

Delve: At the start of each round, immediately trigger this. Hero Delve abilities trigger at the start of that hero's Delve Phase. Threat abilities trigger every Delve Phase.

Discard: Discard is not the same as defeat. Discarded cards are simply placed in their deck's discard pile, triggering no Defeat or Spirit Boost  effects.

Discarded Assets, Locations and Wounds: These remain in their respective discard piles throughout the Campaign until instructed to reshuffle, or forced to reshuffle when said deck runs out (in which case reshuffle the discard pile to form a new deck).

Exile: Exiled cards are set to one side, out of play. Exiled Skills are restored before the next Adventure.

Fast: In the multiplayer game, 'Fast' abilities can be played or triggered during other heroes' turns to aid them, Block Threats, and/or add to their Actions.

Heal X: Restore X Spirit  to the active hero.

Limit X: Whenever this ability is activated, place 1 grey token on the card. If grey tokens equal the Limit X, this ability is now used up. Used up Skills are discarded.

Location X: If the Active location has the Keyword X (e.g. 'Abode'), this ability - usually on a Threat - is active.

Remains: Unlike regular Skills, which are usually discarded at the end of the round, Skills (or other cards) with the 'Remains' ability stay in play until their Limit is reached, or otherwise specified. No more than one Skill of the same name can 'Remain' in play at once.

Reveal: When this card is revealed (usually in the Threat phase or from being Scouted) immediately trigger this effect. If a card is 'placed' into play rather than Revealed (e.g. the *Diabolist Threat's* 'Summon' ability places an Undead Threat from the discard pile into play), Reveal effects are not triggered. In multiplayer games, Reveal effects always target the active hero whose round it is.

- If multiple effects resolve at the same time (e.g. 'Reveal all Shadows'), the hero chooses the order in which these effects are fully resolved.

- If an effect can only be partially resolved, resolve as much of that effect as possible, e.g. for 'Lose 2 Power' when there is only 1 Power in play, lose the 1 Power.

Exception: An ability with a cost cannot be activated unless that cost is fully paid, e.g. 'Lose 1 Power to gain 2 Spirit ' could not be activated unless the 1 Power is paid.

- If an effect cannot be resolved - e.g. 'Lose 1 Power' when no Power is in play - that effect is ignored.
- If an ability is open to interpretation the hero determines how it is played, e.g. for 'Discard 1 Skill', the hero chooses which Skill card to discard; as opposed to 'Discard 1 Skill at random', where the hero cannot choose.
- If a card ability breaks a rule from this rulebook, the card ability takes precedence.

Play Area: Area in front of the hero, including the Hero Board, any Actions, Assets, Wounds, or played Skills.

Play Immediately: The hero has one extra powerful Mastery card placed at the bottom of their Skill deck before the game starts. When they draw this card during their Draw Phase it is played immediately and then Exiled.

Returned: A Threat returned to the top of the Threat deck by an ability remains face-up, with any tokens remaining on it. It is not considered in the Shadows and cannot be targeted.

Shadows: Area containing 3 spaces for Threats waiting to enter the Threat Area. Threats in the Shadows are also called Shadows. Heroes cannot target Shadows with Actions, abilities, or even Location abilities unless otherwise stated (e.g. the *Night Raven's* *Starless Longbow* totally removes this restriction). Threats can still target Shadows, and Location Keywords and Threat abilities that affect Threats also affect Shadows. Face-down Shadows cannot be dealt damage. Rarely, a Threat may be placed face-up on top of the Threat deck - this Threat is too far away to be considered a Shadow.

Threat Area: Area holding all the Threats that have moved out of the Shadows.

Threats: Foes, Plots, and Threats are all types of Threats.

Rotating cards -

Tilt: Tilt an Action by rotating it 45 degrees, usually to add 1 Power to it. Tilted Actions cannot be Used.

Exhaust: Exhaust a card (Action, Asset, Threat, etc.) by rotating it 90 degrees sideways, sometimes without any benefit, i.e. 'Exhaust an Action' does not mean 'Use an Action'. Exhausted Threats cannot attack.

Use: Use an Action by rotating it 90 degrees (to show that it is now Exhausted) to activate its 'Use' ability. After Using the Action, move the Used Action (keeping it Exhausted) to position '1' on its Action Power Track.

Flip: Flip a face-up Asset or Advanced Action face-down to activate its 'Flip' ability. Advanced Action cards that are Flipped like this retain any Power Dice on them and do not change position - they return to their Advanced side at the start of the next Adventure.

Reset: Actions, Assets, or other cards 'reset' by an effect are rotated to their original upright, face-up position.

Note: Exhausted and Tilted cards are usually reset during the End Phase, whereas Flipped cards are usually only reset at the start of the next Adventure.



Index

Action	3, 8, 11-13	Multiplayer Game	16
Advanced Actions	3, 8, 12, 15	Multiple Threat Values	13
Fight (Assault)	3, 8, 12, 15	Objective	3
Influence (Sway)	3, 8, 12, 15	Overkill X	13
Sneak (Hunt)	3, 8, 12, 15	Play Area	8, 17
Action Power	12	Play Phase	11
Action Power Dice	4, 11, 12	Play Skills	11
Adventure	3, 4, 8	Plots	5, 8, 13
Adventure Location	4, 8, 10	Power	4, 11, 12
Another hero	16-17	Present Power	11
Asset	6	Power Dice	4, 8, 11, 12
Bronze Asset	6	Pressing On	16
Class Asset, Class Start Asset	6-8	Remains	11, 17
Silver Asset	6	Reset	15, 17
Attack (Threats Attack)	15	Restore Spirit	15
Block X	15, 17	Reveal (Threat Ability)	10, 12, 17
Bold, Status	7, 14	Rotating Cards	17
Book of Fables	3, 5, 9-10, 13, 15	Round	10
Campaign	3, 15-16	Scout	12
Card Abilities	17	Shadows	9, 10, 12, 17
Confront Threat	16	Shield, Status	7, 14
Dazed, Status	7, 14	Skills	6, 8, 11, 12, 15
Damage Tokens	5, 12	Class Skills	6, 8
Defeat	13, 15	Class Skill Upgrades	6, 8, 15
Defeated Threat/Foe/Plot/Location	13	Class Mastery Card	6, 8
Defeated hero	15	Empty Skill Deck	10
Delve	10, 17	Hero Skills	6, 8, 19
Difficulty Variants	16	Sneak	4, 12
Discard	11, 17	Spirit	3, 4
Discarded Assets, Locations, Wounds	17	Spirit Boost	4, 13
Draw	10	Spirit Cost	4, 15
Draw Phase	10	Spirit Dial	3, 8
End Phase	15	Maximum Spirit	3
Exhaust	11, 12, 17	Spirit Phase	15
Exile	17	Stacks (of Threats)	8, 9
Fast	17	Stack X (SX)	8, 9
Fight	4, 12	Status	7, 9, 14
Flip	11, 17	Bold	7, 14
Foes	5, 9, 13	Dazed	7, 14
Game End	15	Shield	7, 14
Glossary	17	Story, Stories	5, 8, 9, 10, 14
Heal X	17	Tilt	11, 12
Hero Board	3	Threat	4-5, 8-10, 12-13, 15, 17
Influence	4, 12	Empty Threat Deck	10
Keywords	5, 10, 17	Threat Area	8-10, 12-13, 15-16
Limit X	11	Threat Group	4, 8-9, 16
Location	3, 4, 9, 10	Threat Phase	10
Active Location	9, 10, 12	Threat Value	4, 12-13
Adventure Location	4, 9, 10	Round Summary	20
Dangerous Location	4, 9	Upgrade Actions	8, 17
Standard Location	4, 9	Upgrade Skills	6, 8-9, 15, 17
Location 'X' Ability	17	Use	11-12
The Rending's Rift	16	Victory	3, 10, 13, 15-16
Lord's Vengeance	5, 9, 10	Wounds	3, 7, 9, 15-16, 17

Round Summary

1. Delve -

A. Story - Read out Story card, if any.

B. Delve - 'Delve' abilities activate, if any.

C. Explore Location - If Active Location has Sneak tokens equal to its Sneak, it is defeated, new Location is Active. Adventure Location cannot be defeated until all Plots and Foes are defeated.

D. Victory Check - If the Adventure Location is successfully defeated, the hero is now victorious!

E. Active Location Effects - Apply ongoing effects from Active Location's Keywords, if any.

2. Threat - Add 1 Threat into the Shadows Sneak 3 space. Bump other Threats towards Threat Area. 'Reveal' abilities activate, if applicable.

3. Draw 1 Skill - Re-equip Assets, if required.

4. Play - In any order...

◊ **Play Skills**, any number.

◊ **Activate Abilities** on Assets, Locations, or Stories.

◊ **Tilt Only 1 Action:** Rotate Action 45 degrees, add 1 Power to its Power Die (**Limit:** 6 Power per Action).

◊ **Use Only 1 Action:** Draw, Scout, Explore, or Engage. Rotate Action 90 degrees, move it to number '1' on Action Power Track, push the other two Actions up.

5. Spirit - Threats Attack. Lose Spirit equal to Spirit Cost of every Threat in Threat Area, minus any Block.

6. End -

◊ **Discard:** Discard all played Skills.

◊ **Skill Limit:** Play/discard down to 6 Skills if necessary.

◊ **Actions and Threats Reset:** Rotate them to upright.

◊ **End of Round:** New round begins with the Delve Phase.

Suggested Skill Setups

For your first game, choose the following Hero Skills at Setup:

Night Raven, War Mage, or Wolf of the North:

1 x Evasive Manoeuvre, 1 x Gallows Humour, 1 x Hasty Strike, 1 x Hurl Projectile, 1 x Rapid Sprint, 1 x Scout Ahead, 1 x Soulful Serenity, 1 x Stealthy Subterfuge, 1 x Wild Haymaker, 1 x Witty Barb.

With the above setup you will have one of each of the included Hero Skill cards so you'll be able to see what they all do. In your next campaign you will have more familiarity with the cards and can then mix and match the Hero Skills as you like from the core game (and/or expansions) at Setup.

Once you're familiar with the core game heroes and you wish to try an expansion hero, simply use the Hero Skills provided with the respective expansion, listed below for ease of reference.

Necromancer: 2 x Bold Challenge, 2 x Diplomatic Parley, 2 x Power Through, 2 x Show of Trust, 2 x Stalwart Hardiness.

Melody Scribe: 2 x Angry Menace, 2 x Careful Sneaking, 2 x Healing Draught of Belanor, 2 x Impromptu Creativity, 2 x Subtle Concealment.

When selecting Hero Skills, the only limit to remember is: you cannot include more than 2 of the same Hero Skill card in any hero's Skill deck.

Symbol Explanations



A number next to a value icon like this is mostly found on Threat cards. It shows the maximum number of damage tokens which that Threat (or Foe or Plot) can hold before it is defeated.



A Threat is defeated as soon as it has damage tokens equal to or greater than its value, even if this is outside of the Play Phase.



The white (positive) Spirit symbol indicates that the active hero heals X Spirit (up to their maximum). In the multiplayer game, wherever this symbol occurs it can be used on any hero, though the total value may not be split amongst heroes unless specified otherwise.



The black (negative) Spirit symbol indicates that the active hero loses X Spirit. This is usually as a result of damage from Threat Attacks during the Spirit Phase, though some Skills and other effects can cause Spirit damage too.



A 'plus number' next to a value icon like this is mostly found on Asset cards and represents an ongoing '+X' Action bonus. It increases the hero's Present Power in that value. Whenever the hero performs the associated Action they increase their total Power by +X. If the symbol affects Spirit, the bonus/penalty is applied to the hero's current *and* maximum Spirit whenever it is equipped/unequipped.

