

General Rules

IF THE CAVE IS NOT PLAYING

At end of each players turn, each player places the top tile from the stack (without looking at it), following Cave's "Shape the Cave" rules. Post-Collapse, each player instead removes 3x tiles following Cave's "Shape the Cave" rules, with Lit Crystal Tiles taking priority for removal (if multiple valid options exist).

Definitions

Dark / Lit:	A Dark tile has a Goblin Tribe symbol showing. A Lit tile has the other side showing.
Visible:	Tile that is Lit and not blocked by a wall or Dark tile.
Adjacent:	4 spaces (not including diagonals) next to a tile, not including the center tile itself.
Surrounding:	8 spaces (including diagonals) around a tile, not including the center tile itself.
Unoccupied:	Tile containing no players or tokens (tokens include Treasure, Vault, Dragon Gem, Crystal, Event, and Fire Wall tokens).
Connected:	Adjacent tiles that share an edge. Tiles are not connecting if only their corners touch.
Open Edge:	Edge of Lit tile not containing a wall or connected tile (destroying a wall with a bomb may create an open edge).
Attack:	Knight Encountering player in tile. Goblins using Attack action or Ambush. Dragon using Claw/Scratch. Thief using Pickpocket/Backstab.
See / Seen:	A player can be "seen" by another if in same row/column with no walls, open spaces, or Dark tiles between them. Either can be on a Dark tile.

Revealing Tiles

When a Tile is Revealed, tile is flipped from Dark to Lit side and oriented by current player using the following rules:

- 1. Knight Encounter:** If entered without using Ancient map, open side should face direction Knight entered from. Otherwise, follow rule 2
- 2. All (except Cave):** Choose orientation to connect through Lit tiles to Entrance (if possible), otherwise choose any orientation.

When a Tile is Revealed, if tile is a(n):

Event: Place Event token. Resolve Event immediately if revealed by Knight's Encounter	Ambush: Goblins may Ambush if revealed by Knight's Encounter Otherwise, Do nothing	Treasure Room: Place Treasure token	Crystal: Place Crystal token	Vault: Place Vault token Note: Vault tiles should only be used if Thief is in game
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Placing Tiles – Pre-Collapse Only

When an open (no wall) unconnected edge appears (i.e. tiles are revealed or moved / turned), Dark tiles must be placed along open edges. If multiple tiles are revealed by one action, reveal all tiles before filling open edges.

If Cave is playing, Cave player chooses tiles to place along open edges. See Cave. During non-Cave players' turns, Crystal tiles do not have to be placed first. **If Cave is not playing,** open edges are filled (in an order decided by the current player) using the top Cave tile in the stack.

Collapsing Tiles

Pre-Collapse: Collapsed Crystal tiles are removed from game (and count toward Cave goal). All other collapsed tiles are placed at bottom of Tile stack. **Post-Collapse:** All Collapsed tiles are removed. Crystal tiles count toward Cave goal. Tiles along open edges are not replaced.

When a Tile is Collapsed: Tokens return to supply and players on tile move to adjacent tiles, following turn order (starting with Knight).

If there is no tile that a player can legally move to following **normal** movement rules (without triggering an attack), a different tile must be chosen instead.

Movement allowance is ignored for this purpose, but special move actions (such as Ancient Map, Wing, Climb) may not be used.

Moves triggering attacks are: Knight→Goblin, Goblin→Knight, Knight→Surf Dragon, Surf Dragon→Knight (if Armor <= Str), Surf Ash Dragon→Goblin (if Armor < Str)

If tile removal divides map, current player must slide map together (using minimum moves) before Cave places new Dark tiles to fill edges.

Moving Other Players – Goblin's Wisp, Dragon's Claw/Slap, Cave's Giant Bats

When moving other players for any reason, you A) must follow their normal movement rules, and B) cannot trigger an Attack:

Knight (All): Cannot be moved through wall, onto Dark tile, or onto tile with another player Wisp allows movement through unoccupied tiles only.	Goblin (Giant Bats): Cannot be moved through wall or onto tile with Knight. May be moved onto tile with Dragon if Strength > Armor. Lit tiles do not reduce Population.	Dragon (N/A): If Surfaced, cannot be moved through wall, onto Dark tile, or onto tile with Knight/Goblin(Ash) if Armor <= Strength.	Thief (N/A): Cannot be moved through walls.
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General FAQ

Basic Player Interactions

Player	Target	Action	Player Benefit	Target Detriment	
Knight	Goblin	Attack	Sidequest (+Grit)	Hinder (Scatter)	
		Bow	Sidequest (+Grit)	Weaken (-Pop.)	
	Dragon	Attack	+Goal	Injure	
		Take Gem	Strengthen (+Grit), Sideqst	Weaken (-Power)	
		Enchanted Bow		Weaken (-Power)	
	Cave	Smash Crystal	Strengthen (+Grit)	Weaken (-Omens)	
		Take Treasure	Strengthen (+Treas/Grit)	Weaken (-Omens)	
Thief	Attack/Enchanted Bow	Strengthen (+Grit)	Hinder (Kill)		
Goblin	Knight	Attack	+Goal	Injure	
		Monsters/Secrets		Hinder, Weaken	
	Dragon	Plunder Gem	Strengthen (+Rage)	Weaken (-Power)	
		Attack	+Goal (no Knight)	Injure	
	Cave	Hex		Weaken (-Power)	
		Smash Crystal	Strengthen (+Rage), +Goal	Weaken (-Omens)	
		Plunder Treasure	Strengthen (+Rage)	Weaken (-Omens)	
		Hex		Weaken (-Omens)	
	Thief	Cave-In		Hinder (-Goal)	
		Attack	Strengthen (+Secret/Rage)	Kill	
Dragon	Knight	Claw/Slap/Wrath		Hinder (Move)	
		Scratch/Flame Wall		Hinder (-Grit)	
	Goblin	Claw/Scratch/Hiss	+Goal (Hunger)	Weaken (-Pop., Scatter))	
		Wrath		Weaken (Scatter)	
	Cave	Smash Crystal		Weaken (-Omens)	
		Take Treasure	+Goal (Greed)	Weaken (-Omens)	
		Wrath		Hinder (-Goal)	
	Thief	Claw/Scratch/Flm Wall	Strengthen (+Power)	Kill	
	Cave	Knight	Event Cards		Weaken (-Grit)
			Gnt Bats/Rockslide/Curse		Hinder (Move/Block)
Soporific Spores				Weaken (-Grit)	
Goblin		Gnt Bats/Rockslide/Curse		Hinder (Move/Block)	
		Soporific Spores		Weaken (-Pop.)	
Dragon		Rockslide, Crystal Curse		Hinder (Block)	
		Soporific Spores		Hinder (-Goal)	
Thief		Rockslide, Crystal Curse		Hinder (Block)	
Soporific Spores		Weaken (-Upgrade)			
Thief	Knight	Pickpocket		Weaken (-Treas.)	
		Backstab		Weaken (-Grit)	
	Goblin	Pickpocket		Weaken (-Secret)	
		Backstab		Weaken (-Pop.)	
	Dragon	Pickpocket		Hinder (-Goal)	
		Backstab		Weaken (-Power)	
	Cave	Loot Gem	+Goal	Weaken (-Power)	
Loot Treasure	+Goal	Weaken (-Omens)			


MOVING DURING OTHER PLAYERS' TURNS


Damaging Tiles

Unless otherwise specified, tiles that damage players who **enter** them (Flame Wall, Lake / River) also damage players moved into them via another player's action, or when moving out of a collapsing tile. Damage caused by moving **through** or **exiting** a tile (Goblin Lit tiles, Magma. moving against River) only trigger during a player's own turn.

Variants

ROLE VARIANTS

If not all players are present, use Variant cards / make corrections as specified below (see Rules for more info).
 "A.i.t.D" under Place Tiles refers to the 'Alone in the Dark' variant card, which replaces normal tile placement / removal rules. 


Players Present	Goblin Infest.	Remove Daring/ Eag.Eye.	Past Plunder	Flare	Place Tiles	Ash Dragon	Shift 2 Hunger to Wake.	Place Treas. is Opt.
K, G, D, C, T*	-	-	-	-	Cave	-	-	-
Kn, Go, Dr, Ca*	-	-	-	-	Cave	-	-	-
Kn, Go, Dr, Th	-	-	Dragon	-	All	-	-	-
Kn, Go, Ca, Th	-	-	-	Knight	Cave	-	-	-
Kn, Dr, Ca, Th	Knight	-	-	-	Cave	-	Dragon	-
Go, Dr, Ca, Th	-	-	-	-	Cave	Gbln, Drgn	-	-
Kn, Go, Dr*	-	-	Dragon	-	All	-	-	-
Kn, Go, Ca*	-	-	-	Knight	Cave	-	-	-
Kn, Go, Th	-	-	-	Thief	All	-	-	Cave
Kn, Dr, Ca	Knight	-	-	-	Cave	-	Dragon	-
Kn, Dr, Th	Knight	-	-	Thief	All	-	Dragon	Cave
Kn, Ca, Th	Knight		-	Knght, Thf	Cave	-	-	Cave
Go, Dr, Ca	-	-	-	-	Cave	Gbln, Drgn	-	-
Go, Dr, Th	-	-	Goblin	Thief	All	Gbln, Drgn	-	Cave
Go, Ca, Th	-	-	-	Goblin, Thf	Cave	-	-	Cave
Dr, Ca, Th	-	-	-	Thief	Cave	-	Dragon	Cave
Kn, Go*	-	-	Goblin	-	All	-	-	-
Kn, Dr*	Knight	-	Dragon	-	All	-	Dragon	-
Kn, Ca	Knight	Knight	-	Knight	Cave	-	-	-
Kn, Th	Knight	-	-	Thief	All	-	-	-
Go, Dr*	-	-	Goblin	-	All	Gbln, Drgn	-	-
Go, Ca	-	-	-	Goblin	Cave	-	-	-
Go, Th	-	-	-	Goblin, Thf	All	-	-	-
Dr, Ca	-	-	-	-	Cave	-	Dragon	-
Dr, Th	-	-	-	Thief	All	Dragon	-	-
Ca, Th	-	-	-	Thief	Cave	-	-	Cave
Knight solo*	Knight	Knight	-	-	A.i.t.D.	-	-	-
Goblin solo*	-	-	-	Gobl	A.i.t.D.	-	-	-
Dragon solo*	-	-	-	-	A.i.t.D.	-	-	-
Thief solo*	-	-	-	Thief	A.i.t.D.	-	-	-

TERRAIN VARIANT

The **first** time in a Round (one set of turns) that an Event tile is Revealed, Cave may place a Terrain (if no Cave, current player places).

Terrain is placed after filling in opened edges with Cave tile

Terrain **must** be placed as close as possible to revealing player, and may not touch other Terrain tiles (adjacent or corner-to-corner)

Terrain	Terrain Rules – Unless otherwise specified, Terrain tiles are not considered Lit nor Dark.
Canyon	Must be placed with bridge touching Lit tile. Dark tile is placed on other side of bridge. Outside spaces are "impassable" and only be crossed using Dragon's Wing (when surfaced only) or Thief's Climb action. Cannot end moves (including Wing movement) on "outside" spaces.
Lake	Goblins lose 1 Population when entering Lake Terrain. Counts as Lit tile for Goblin movement / Population loss. 
Magma	If ending their turn on Magma: Knight loses 1 Health, Goblin Tribe Population = 0 (and Scatters), Thief is Killed. Additionally, Goblins lose 1 Population for each Magma tile they exit . There is no effect on Dragon.
Mushroom Forest	Player in Forest is protected against any ranged effects targeting the player . Player in Forest may not target other players with ranged effects.
Pits	Place all 3 Pits at once: one as close to revealing player as possible, other two as far away from each other as possible. If not all Pits may be legally placed, another Terrain must be chosen. Pits are considered adjacent (but not visible) to each other for purposes of movement. Players may not stop movement on a Pit.
River	When entering River space, players may move (for free) to another River space in the direction of the current. Moving against current uses normal rules. Goblins lose 1 Population when entering River, and 1 Population for each River space moving against current (0 moving with it).




During their turn, any player may move off a Terrain tile along any open edge. A new Dark tile is placed in the destined location before movement.
 For Goblin Tribes, this action is limited to 1 tile/Terrain left/turn.

Terrain may be Collapsed by Cave (and counts as 1 removed tile) during Cave Collapse if >= 50% the edges are open.






When Collapsed, Players must move off terrain to an **existing** tile (i.e. cannot leave an unexplored edge)
 Terrain removed via Cave-in Secret or Dragon's Wrath may be placed later in game.

Variants FAQ

VARIANTS

<u>Flare</u>	If used by Goblin, each Goblin Tribe may use this effect once per turn.	
<u>Goblin Infestation</u>	Select difficulty level to use before starting the game. Remove Daring and Eagle-Eyed Sidequests if no Dragon or Thief player. Monster tokens are used if difficulty is Monster (i.e. when failing to defend against ambush by Ogre/Troll).	
<u>Past Plunder</u>	Treasure must be placed on Dark tile with no players or tokens (an unoccupied tile). Treasure is placed after the player performs tile placement / removal.	

TERRAIN

<u>General</u>	Players may only move off open edges using normal movement during their turn.	
<u>Canyon</u>	Dragons may not end a Wing movement over an "outside" space (even if they have another Wing), so they may only fly straight across starting at an adjacent tile. Walls block this movement since they reduces a single Wing movement to 1 tile.	
<u>Lake / River</u>	If moved on another player's turn (Giant Bats), Goblins lose 1 Population when moved into the Terrain, but lose no Population when moved between spaces within them.	
<u>Magma</u>	Magma damage only applies during the affected player's turn. Being moved into or through Magma during another player's turn has no effect.	
<u>Mushroom Forest</u>	Forest does not block effects targeting tiles (such as Wrath/Cave-In) or non-player tokens (such as Swat/Giant Bats when moving a Treasure). Claw is considered to target players on affected tiles and is blocked, unlike Wrath (which hits tiles). With Powers affecting multiple players, each target affected is considered separately (i.e. if Claw is used outside the Forest and targets players both inside and outside, it would affect the outside player, but not the inside player).	
<u>Pits</u>	Players may be moved through Pits by other players, but may not stop there at the end of the move.	

Knight Rules

Turn Order: 1

SETUP		WIN CONDITION
Set Health to 7. Set Grit to 0 (and take 2 Hero cubes) Place Knight on Entrance tile.	Draw 3 Sidequests. Note: Sidequests are kept secret from other players.	A. Kill Dragon (if Dragon is in game), otherwise... B1. Smash 5 Crystal tokens. Tokens Smashed (but not Collapsed) by Grit count. B2. Escape to Entrance tile

Knight Player Turn

1. Pick Up Hero Cubes

Pick up all Hero cubes placed on board (or unused), except those still on Grit track or Discarded

AT ANY TIME DURING TURN

May allocate Hero cube to Stats, Equipment, or Treasure cards. Once placed, cannot alter or remove cubes until next turn.

May exchange completed Sidequest for Grit. Draw new Sidequest card. Sidequests are never reshuffled and reused.

2. Move and Act (in any order or combination)

Turn ends after player has no Encounters available (or chooses to end turn)
Player may add additional cubes to Perception to increase Encounters available.

Available Encounters = Perception stat
Available Moves = Movement stat

Move – between adjacent tiles (up to Movement Stat: 1 Tile = 1 Movement)

May not cross walls without using Ancient Map or Bomb. Destroying a wall with a Bomb requires spending a token.

Required Encounters:

Entering Dark tile:	Entering or Starting turn on Tile with Event token:	Entering Occupied tile:	
Triggers Encounter (must Reveal and Resolve)	Triggers Encounter (must Resolve Event)	Surfaced Dragon: Req: Strength >= Dragon Armor Triggers Encounter (must Attack)	Goblins: Req: Strength > Tribe Strength Triggers Encounter (must Attack)

Knight may not Move after last Encounter. Additional Perception cubes must be added to continue movement.

Actions – All actions performed at a time on a single tile count as a single Encounter. They occur in the order shown

Note: Using Equipment or Treasures do not require an Encounter unless used as part of an Action that does (such as Attacking)

1. Reveal and Resolve (Requires Encounter)

Reveal current tile (see General Rules), then immediately resolve effect (see below). Gain 1 Grit after resolution.

Event:	Ambush:	Treasure Room:	Crystal:	Vault:
Cave plays Event card Resolve effects Remove Event token on tile from map	Goblins may attack with 1x Hidden tribe Knight may add to Strength before Goblin chooses	No immediate effect. See Collect Treasures (below)	No immediate effect. See Attack (below)	No effect on Knight

2. Attack (Requires Encounter). - If multiple, order of attacks is chosen by Knight. Note: using bows do not count as an attack

Dragon:	Goblins:	Smash Crystals:	Thief:
Underground before collapse: must use bomb to attack Surfaced: may attack multiple times (with separate Encounters for each) If Strength = Dragon Armor: roll Dragon die Center tile = success If Strength > Dragon Armor, automatic success Success = -1 Dragon Health	If Strength > Tribe Strength Tribe Scatters	If Strength >= 3 Remove token from tile and place on player board Gain 2 Grit	If Perception > Thief Stealth Thief Killed Gain X Grit (X = Thief Loot Drop Level)

3. Collect Treasures and Gems (Requires Encounter)

For each Treasure, may:	For each Dragon Gem, may:
Collect one Treasure card from Cave and choose to keep or decline it. If declined (or no Treasure cards available), gain 5 Grit. Treasure cards may be kept hidden from others (face down) until used. Return Treasure token to Cave's supply.	Roll Dragon die. Center tile = lose 2 Grit, else gain 5 Grit. Return Dragon Gem token to Dragon's supply.

Knight FAQ

OBJECTIVE

Escaping The Knight is **not** required to escape the Cave after killing the Dragon. The game is won once the Dragon is killed.

EVENTS

Cave Bread If cube is taken from 35 Grit space, exceeding, then dropping below 35 Grit will cause cube to be returned to 35 Grit space.

ENCOUNTERS

Starting on Dragon If the Knight **starts** her turn on tile with Surfaced Dragon (as opposed to entering tile), she is **not** required to attack.

GEAR / TREASURE

Bomb Bomb tokens are removed if either tile is removed or rotated (after initial placement). Bomb tokens removed from the board are discarded and can not be reused (the limit is 3 destroyed walls per game).
The Bomb **allows** an Attack to occur, but does not change the Strength requirements / resolution process.

Bow / Enchant. Bow Bow and Enchanted Bow are not attacks, and do not fulfill Sidequest requirements (but **can** increase Goblin Rage).

Ancient Map Ancient map does not allow the Knight to move through a wall if there is no tile on the other side.

Shield Shield only reduces Grit loss revealed following cube placement. For example, adding cube to shield **after** rolling a trapped Dragon Gem or revealing "Rats" Event card will **not** reduce Grit loss.

Mighty Axe Must have cube present to get Strength boost (on Knight's turn only). When cube discarded, grants second wound using same attack (initial attack must do damage). Cube **may** be discarded on Dragon's turn if the Dragon triggers an attack.

Javelin Javelin is discarded after it is used (to attack Goblins or Dragon with +1 Strength) and does not require a cube.

SIDEQUESTS

General Sidequests requiring completion of specific actions (attacks, shots, etc.) must be revealed **when they happen**.

Only Attacks performed using Encounters count for Sidequests requiring "Attacks". Using the Bow/Enchanted Bow or being Ambushed does not count unless the card specifies otherwise.

Swift Must use 7 **different** tiles to qualify.

Eagle-Eyed Shot must **have an effect** to qualify (i.e. a shot at Goblins with Strength of 1 or at Thief when Perception < Stealth have no effect and would not complete "Eagle-Eyed").

Persistent / Intrepid Any Crystals smashed count toward Persistent, regardless of who smashed them.
All Revealed tiles count toward "Intrepid", regardless of who revealed them.

Daring / Eagle-Eyed If there is no Goblin, Thief, or Dragon player in the game, these Sidequests should be removed before playing, as they are impossible to complete (and there is no way to discard them without completing them).

Goblin Rules

Turn Order: 2

SETUP	WIN CONDITION
Set Rage to 1. Place Tribes on player board (Population: 0)	A. Kill Knight (if Knight is present in game) B. Kill Dragon (if Knight not present, but Dragon is) C. Smash 5 Crystal tokens (if Knight and Dragon are not present)

TRIBE RAGE
Any time a Tribe is Attacked or affected by Bow, Hiss, or Soporific Spores, it gains +1 Rage.

SCATTERING – Automatic if Population = 0
Reduce Tribe Population by 2 (down to min. of 0) Discard 1x Monster card from the Tribe (if present). Tribe is moved from map to player board (and becomes Hidden).

Goblin Player Turn

1. Choose War Card - Shuffle all war cards. Draw # War cards = to current Rage. Choose 1 card to use, discard others.

If Rage is 0, increase Rage to 1 before drawing

2. Populate Tribes - Increase each Tribe's Population by the number shown on chosen War card (add population disks).

If Population of any Tribe(s) would exceed 4, Goblins overpopulate. Instead of placing additional Population disks on overpopulating Tribes, either

Reduce Rage by 1 for each overpopulating Tribe. If not possible (without reducing Rage below 0), cannot prevent scattering.

Scatter 1x revealed Tribe of your choice.
If no Tribes are revealed, scatter 1x hidden Tribe of your choice

3. Assign Monsters - Draw Monster cards as indicated

Monsters may be added to Tribes with open slots or replace existing Monsters, up to Bones Tribe Population.

Assigned Monsters = Bones Tribe Population: Replace only.

Assigned Monsters > Bones Tribe Population: May not assign.

Discard unassigned monsters (reshuffle when draw pile spent)

4. Draw Secrets - Draw Secret cards as indicated

Hand limit is 5, including face-up cards.
After drawing, discard down to 5.

Secrets may be played at any time during the Goblin's turn.

Reshuffle discarded Secrets when draw pile is spent

5. Perform Actions – Each Tribe can perform only 1 action per turn

Tribe Strength = Population + Bonuses (Fangs Tribe: +1 / Monsters). If Rage is 0, -1 Tribe Strength. Tribe Perception = Population + 1.

Hidden Tribes	Revealed Tribes (does not include Lurking)
<p>Reveal: Move Hidden Tribe from player board to Cave.</p> <p>Tribe must be placed on Dark tile showing Tribe's symbol, and becomes Revealed.</p> <p>If there are no valid locations, Tribe may be placed in open space adjacent to any tile (Lurking)</p> <p>A Lurking Tribe may become Revealed by moving (1 space) onto the board during later turn as Move action.</p> <p>Ambush: May attack Knight (when Knight draws Ambush event or reveals Ambush tile in Encounter) if Tribe Strength > Knight Strength.</p>	<p>Move: Tribe may move any number of spaces (Dark or Lit). Tribes may not move through walls in Lit tiles, and lose 1 Population for each 2 Lit tiles they leave during 1 turn. Req. Tribe Strength > Armor to enter space with Dragon / Ash Dragon, and must attack when entering tile with Knight.</p> <p>(Move &) Attack: Tribe may attack Knight/Ash Dragon/Thief/ or Smash a Crystal. Knight / Ash Dragon: Tribe Strength > Strength / Armor to enter space and attack. -1 Health, Tribe scatters, -1 Rage. Thief: Tribe Perception > Stealth to attack. Thief is killed, Tribe scatters, -1 Rage. Smash Crystal: 2 x Tribes Attack in same turn with Tribe Strength > 3. Remove Crystal, Tribes scatter, -1 Rage.</p> <p>(Move &) Plunder: Tribe may plunder 1x Dragon Gem or Treasure by ending movement on space. Dragon gem may be stolen directly from Dragon if none present in Cave and Tribe Strength > Dragon Armor Treasure: +1 Rage, return Treasure to Cave's supply. Dragon Gem: Roll Dragon die. Center tile = Scatter, else +1 Rage. Return Dragon Gem to Dragon's supply.</p> <p>(Move &) Explore: Tribe on Dark tile may direct Cave to place new Dark tile on adjacent empty space, then moves there.</p> <p>Hide: Move Tribe to player board. Tribe becomes Hidden.</p> <p>Special: Each Tribe has a unique special action that can be used in place of other actions: Fangs: Increase Rage by 1. Bones: Draw and place 1 Monster card (following rules above). Eye: Draw 1 Secrets card (discard to 5 if necessary).</p>

Goblin FAQ

RAGE

Gaining Rage

Actions resulting in Rage increases are Knight's Encounter/Bow, Dragon's Claw/Scratch/Hiss, Cave's Soporific Spores, and Thief's Pickpocket/Backstab. Being moved into Flame Wall or Lake/River Terrain, or hit by Wrath does not increase Rage.

Plundering Gems

Rolling a trap when attempting to Plunder a Dragon Gem does not increase Rage.



Zero Rage

Tribes may act as normal with 0 Rage, but Strength and Perception are reduced by 1.

MOVEMENT

Lit Tiles

Tiles left in previous actions do not count toward "tiles left" in current turn (count resets each turn). Lit tiles left in same turn do not need to be contiguous (**total** Lit tiles left is used).



Knight / Dragon

Goblins **cannot** share a space with Knight (it either cannot enter due to Strength \leq Knight Strength, or must Attack and Scatter afterwards). Goblins **can** share a space with the Dragon (without attacking) if Strength $>$ Armor

Lurking

If a Lurking Tribe finds itself "split" from the map (due to removal of adjacent tiles), it immediately becomes Hidden.



AMBUSH

Placing Marker

Goblin marker does not need to be placed on board during Ambush (since it automatically scatters following Attack).

Required Strength

Goblins cannot Ambush (or Attack) if Tribe Strength does not exceed Knight Strength.



MONSTERS

Pet Frog

"Pet Frog" prevents Scattering caused by **controlling Tribe** Overpopulating. It does not prevent other Tribes from triggering Scattering, nor does it allow any Tribe's population to exceed 4.

Wisp

Knight is "seen" if in the same row/column with no walls or Dark tiles **between** them (Goblins can be on Dark tile). Knight does not need to remain within "sight" of Tribe while being moved.

SECRETS

Poison

The Knight does not have to spend an Encounter or end turn on Entrance to regain cubes (i.e. they are regained and may be used immediately upon entering Entrance tile).



Trap

Must be played on table during Goblin player's turn to be in effect.
By increasing Tribe Strength/Perception that must be overcome, this affects how easy it is for Knight/Thief to attack Tribes. It **must** be discarded after being attacked by Knight/Thief.
It **may** be discarded to avoid Dragon's Claw, Scratch, or Hiss. It does not protect against Wrath or Flame Wall.



Hiding Spots

Knight does not need to be "visible" (Attack works even if a wall is between the Knight and Ambush tile).
Goblins **cannot** use Hiding Spots to attack into Mushroom Forest.



Fire Bomber

If Tribe has "Bright Beetle", population is reduced to 1 (one less reduction due to monster) but still goes into hiding.



Cave-In

Goblins do **not** need to follow normal Cave Collapse rules.



Dragon Rules

Turn Order: 3

SETUP		WIN CONDITION
Fill Sloth boxes with cubes Set Health to 5, and set Eaten Goblins to 0 Start on Knight's tile on Dragon's first turn.	Draw 3x Power cards. Note: Power cards are kept secret from other players.	1. Move 11x Sloth cubes to Wakefulness track, then 2. Surface at a Crystal tile, then 3. Reach Entrance tile (be on tile at end of turn) to escape

Dragon Player Turn

AT ANY TIME DURING TURN

Move Sloth cube to Wakefulness track (see requirements, right)

1 cube may be moved per turn from each Sloth category.

Greed: (4) See Pick Up Treasure (below)
Hunger: (4) Reduce Eaten Goblins track by 2
Pride: (4) Reveal Event tile (using Power), or
(1) Do not move (or use Wing) during turn, or
(1) Place Dragon Gem with one already on board

WAKING

Once Wakefulness track reaches 11, Dragon is Awake and may attempt to Surface.

Once Awakened, reducing Wakefulness below 11 does not put Dragon back to sleep (but may reduce stats)

1. Move and Use Powers (in any order or combination)

Dragon may share tiles with all other players

If Surfaced, entering tile with Knight or Goblin (Ash only) of sufficient Strength immediately triggers a free attack on the Dragon.

Move – 1 or 2 spaces in a straight line

Underground: May ignore walls.
May move on Dark tiles.

Surfaced: Cannot move through walls.
May **not** move on Dark tiles.



May not use a Power in middle of move.

Powers – Discard Power cards matching Symbols (? = Any)

For each Dragon Gem in Cave, including carried by Thief, once per turn may use Gem to pay cost (with matching symbol) without discarding Power card

Dragon player may use as many powers as desired (and can pay for).
Each power may be used multiple times.

2. Pick Up Treasure

Dragon may pick up any Treasures on current tile and place on player board (up to # of Greed cubes remaining...others are returned to Cave supply).

Dragon must return 1 Treasure on player board to Cave's supply to move cube from Greed to Wakefulness track. (1 per turn)
If Greed track is empty, immediately return all Treasures to Cave.

3. Place Dragon Gem

If desired, move Dragon Gem of choice (if all have not been placed) from player board to current tile.

4. Replace Hand

Discard all remaining Power cards in hand, reshuffle all cards, then draw # of Power cards equal to Spirit stat.

Surfacing



To surface, Dragon must end turn on Crystal tile, and may become Surfaced after turn ends. If Crystal token is present, it is Smashed.
If a Knight or Goblin (Ash Dragon only) of sufficient strength is on the tile, they attack **immediately** (as if the Dragon entered the tile).

Dragon FAQ

STATS

General Current Armor and Spirit values are listed in the row alongside the last cube placed. I.e. Wakefulness of 0-1 uses the 1st row, while a Wakefulness of 2-3 would use the 2nd.

Spirit Spirit only affects the number of cards drawn at end of turn. It does not represent a min or max hand limit.

Eaten Goblins # of Eaten Goblins is increased by the # of Goblin population lost when using Claw, Scratch, or Hiss (for example, using Claw to Scatter a Tribe with population of 4 will result in +2 Eaten Goblins, not +4) Goblins scattered with Wrath **do not** increase Eaten Goblins track.

SLOTH CUBES

Pride Section Only 1 cube in Pride section may be removed each turn. "Slither" may be used to move cubes between tracks within the Pride section, as well as between sections.

DRAGON GEMS

Dragon Gems To use, Dragon Gem must be on map (anywhere, including carried by Thief). Once stashed by Thief or destroyed, they return to Dragon reserve (and may not be used for Powers until re-placed)

POWERS

Slap / Swat Players or tokens located on Dragon's tile are not considered adjacent (and cannot be targeted) Players or tokens do not need to be "visible" to be affected (it works even if a wall is between Dragon and target). Gems or Treasure tokens may be moved through Dark tiles; the Knight cannot. Neither may be moved through walls. Treasures / Gems may be swatted **through** tiles with other Players (but not end movement there).

Wing Follows same rules as normal movement, except may use Power to cross 1 wall (moving 1 space only). Movement must be completed before another Power may be used (cannot move 1, use a Power, then finish Wing).

Hiss The Dragon gets to choose which Tribe is affected.

Shriek Shriek token carries over between turns and may be used for any rolls made during the Dragon's turn

Flame / Screech These powers only reveal **existing** Dark tiles. If there is no tile in an affected space, there is no effect for that space. Scorch does not reveal the tile that the Dragon is on, as it is not a "surrounding" tile.

Flame Wall Flame Wall only affects players **entering** the tile. Players already present when the Flame Wall is added are not affected. Players **may** be moved into (and take damage from) a Flame Wall using Dragon Powers or Giant Bats.

Wrath Knight / Thief on collapsing tiles may move through other yet-to-collapse tiles to the nearest non-collapsing tile. If a player cannot move legally to meet this requirement, the tile they are on is not removed (but any others still are)

SURFACED

Automatic Attacks Attacks triggered by entering tiles with Knight or Goblin are **automatic** (and **required**) if they have sufficient Strength. The Knight **does not** need to have an Encounter remaining to attack. Goblin Tribes are Scattered and lose Rage after attacking.

Cave Rules

Turn Order: 4

SETUP		WIN CONDITION
Place 10 Treasure tokens on player board 12 if Thief is playing	Draw hand of 3x Cave tiles from stack. Cave tiles in hand are kept secret.	1. Place all Cave tiles 2. Destroy Cave tiles until 5 Crystal tiles have collapsed Crystal tiles do not need to be collapsed by Cave to count toward this goal

Cave Player Turn

AT ANY TIME DURING TURN

Use Omens by discarding Omen tokens to meet cost.
Symbols indicate types that may be used to meet cost (may use multiple of same symbol)

Omens may be used any number of times (by paying cost for each separately)
Multiple costs for Omens represent First/Second/Third+ cost during a single turn.



TILES PLACED DURING TURN

During **Cave's** turn, any time tiles are placed, Crystal tiles in hand must be placed first.
During **other** players' turns, **any** tile may be placed.



Turn ends when Cave has completed all steps (below) and has either run out of Omen tokens or chosen to stop using Omens.

1. Collect Omen Tokens – Draw # Omen tokens based on # of Treasure tokens and Crystals tokens on map.

Un-stashed Treasures being carried by Thief still count.

2. Shape the Cave – Place or Remove Tiles.

Pre-Collapse: Place a tile from hand (Dark side up) adjacent to any tile.

Collapse: Remove 3x tiles from Cave, following restrictions below:
Tiles touching 1 other tile must be removed first, then tiles touching 2 other tiles

3. Place Treasure – Place Treasure token any Dark Cave tile that does not contain a Player or a Treasure token.

If no applicable tiles or Treasures remaining, do not place a Treasure.

Placing Tiles – Pre Collapse Only

When any open edge appears; i.e. tiles are revealed (turned from Dark to Lit side) or moved / turned:

Place new Cave tiles (Dark side up) from hand adjacent to each open edge.
If multiple open edges exist, edges may be filled in any sequence.

Draw new tile after each placement (to maintain hand of 3 at all times).

Cave player may look at other side of placed Dark tiles at any time.



Event / Treasure Cards – Knight Only

Event: Draw 3x Event Cards and choose one to play.
Treasure: Draw 2x Treasure cards and choose one to give to Knight
Place unused cards at bottom of decks.

If Cave is not playing, draw top card from applicable deck.
Discarded cards are not reused. If no Event cards remain, ignore Event tokens.
If no Treasure cards remain, Knight automatically Gains Grit.

Cave player may look at top 3 cards of Event deck at any time.

Cave FAQ

OMENS

General

May be used at **any time** during Cave's turn, including before "Collect Omen Tokens" and after "Place Treasure". For example, the player may use "Past Plunder" to increase number of treasures before drawing Omens, or use Giant Bats to move a Treasure off a dark tile after placement.



Giant Bats

Goblins moved through Lit tiles or **through** tiles on Lake/River/Magma **do not** lose Population. Goblins moved **into** Flame Wall or **into** Lake/River, **do** lose Population.

Rockslide

At least one of the adjacent tiles must be Lit. If an adjacent Dark tile is revealed, Rockslide token remains. Rotating or removing either adjacent tile results in removal of Rockslide token.



Past Plunder

Treasure placement must follow the same rules as the Place Treasures phase (placed on Dark tile with no Player or Treasure token).



Soporific Spores

Dragon player chooses which Sloth track the Wakefulness cube moves to. If Dragon loses a level of Spirit, it does not cause an immediate loss of cards. Thief player chooses which upgrade is lost. Goblin player chooses which Tribe is affected (may choose any Tribe with Population > 1).



Hatred

Tiles removed with "Hatred" must follow normal Collapse rules (per "Shape the Cave")

DIFFICULTY

Difficulty Tokens

When using Hatred omen, instead of placing/removing tiles, may remove 1x difficulty token (placed near board at start). These may be represented using any unused token. Difficulty tokens must be removed before Cave can win.



Removing Tiles

Crystal tiles removed before playing (for Easy/Easiest difficulty levels) count as Collapsed for Win condition.



Thief Rules

Turn Order: 5

SETUP	WIN CONDITION
Set Loot Drop level to 3. Start with Stat tokens on "2", "3", and "4" sides. Start on Entrance tile at start of first turn.	Stash 6 Treasure or Dragon Gem tokens

Thief Player Turn

1. Assign Stat Tokens

Assign stat tokens to Movement / Stealth / Thievery
Place # action cubes on board = Thievery

CARRYING LOOT

Thief is -1 Stealth for each Treasure or Dragon Gem token he is carrying (not stashed)

2. Move and Act (in any order or combination) – Turn ends when all Movement and Actions cubes have been spent

Move – between adjacent tiles (up to Movement Stat: 1 Tile = 1 Movement)

May not cross walls without a Climb action. When ending movement (for turn) on Dark tile, may peek and choose to reveal it.

Actions – May take any number of different actions, any number of times by paying with Action cubes.

Action	Effect
Loot	Collect 1x Treasure or Dragon Gem on a tile. Place on player board. If Dragon Gem: Roll Dragon die. Center tile = Death (Gem goes to Dragon), else collect. Spend 2 actions = collect automatically.
Climb	Pass through wall (1 action) or impassable terrain (2 actions). Must still spend 1x movement point for each tile/space entered. May not stop on top of impassable terrain.
Pickpocket	Steal Treasure from another player on same tile. (Req: Stealth > Perception / Armor) 1 Bckstb or Pckpocket/target player/turn Roll die: if 4+ (1 action), 2+ (2 action), or automatic (3 action), take Treasure token from Cave supply. Also: Knight: Take Treasure card (revealed or unrevealed) and place at bottom of deck. Knight must have valid card. Goblin: Take 1 unrevealed Secrets card or Goblin Ruby and move to discard pile. Goblin must have valid Secrets. Dragon: Move 1 Sloth cube from Wakefulness to Greed track. Dragon must have open Greed space to be target.
Pick-lock	Open Vault token on your tile (1/Vault/turn) Roll die: if 4+ (1 action), 2+ (2 action), or automatic (3 action), remove Vault token and take Treasure token from Cave supply.
Backstab	Cause injury to another player on tile. (Req: Stealth > Perception / Armor) 1 Backstab or Pickpocket/target player/turn Knight: 1/2/3 action = Lose 1/3/5 Grit Goblin: 1/2/3 action = Lose 1/2/3 Populat. Dragon: 1/2/3 action = Lose 1/2/3 Power
Hide Loot	Reduce Loot Drop Level by X (where X = action cubes spent). Minimum is 0.

If no Treasure token in Cave's supply when required by Pickpocket or Pick-lock, take token from anywhere in Cave

Stashing Treasure – Reach Entrance tile (at any time) to stash any carried Treasure or Dragon Gem tokens

0. Stashed Dragon Gems are returned to Dragon and replaced with Treasure tokens
1. Place stashed Treasure tokens on Upgrade spaces on your board (1x Upgrade is earned for each Treasure / Gem)
2. Set Loot Drop Level to 3

Stashed Treasure tokens cannot be lost, though can be removed from Upgrade spaces

Death – When Killed, drop all Treasure and Dragon Gems on tile and move Thief to player board.

Player who Kills Thief gains the bonus below, where X = current Loop Drop Level

Knight: Gain X Grit
Goblin: Draw X Secret OR Gain X Rage
Dragon: Draw X Card

At beginning of turn following being Killed, place Thief on Entrance tile. Loot Drop Level does not change

Thief FAQ

STATS

Loot Drop Level

Loot Drop Level is changed by stashing Treasures / Gems (set to 3) or "Hiding Loot" (reduced by actions spent).



ABILITIES / UPGRADES

General

Once placed, Upgrades may not be moved or reassigned by Thief (but can be lost if hit by Cave's Soporific Spores).

Stat Boosts

These grant permanent modifiers to Stats (allowing a maximum of 5 in combination with Stat Token Upgrades)

Pickpocket

Target player must have "something to take" to use this action. I.e. if Knight has no Treasures, Goblins have no Secrets, or Dragon has no empty spaces on Greed track, they cannot be Pickpocketed.

Hand Crossbow

Target must be seen (no walls / Dark tiles in between) by Thief. Thief and/or target may be on Dark Tile(s).

Unnatural Evasion

This may be used when Knight is Attacked (Encountered) by Knight, Attacked by Goblins, or hit by Dragon's Claw/Scratch. It cannot protect against Knight's Enchanted Bow, Dragon's Flame Wall/Wrath, or Cave's Soporific Spores.



Flip Stat Tokens

Treasure tokens must be placed from left to right (i.e. "2→3" first, then "3→4", then "All 4"). Stat tokens are flipped to other side, starting with "2" token. After "All 4" upgrade, stat tokens are no longer assigned (since all stats are "4")

STASHING TREASURE

Other Player's Turn

If Thief is moved onto the Entrance tile during another player's turn (by using Unnatural Evasion or a having a tile collapse), The Thief **immediately** Stashes any carried Treasures or Gems.