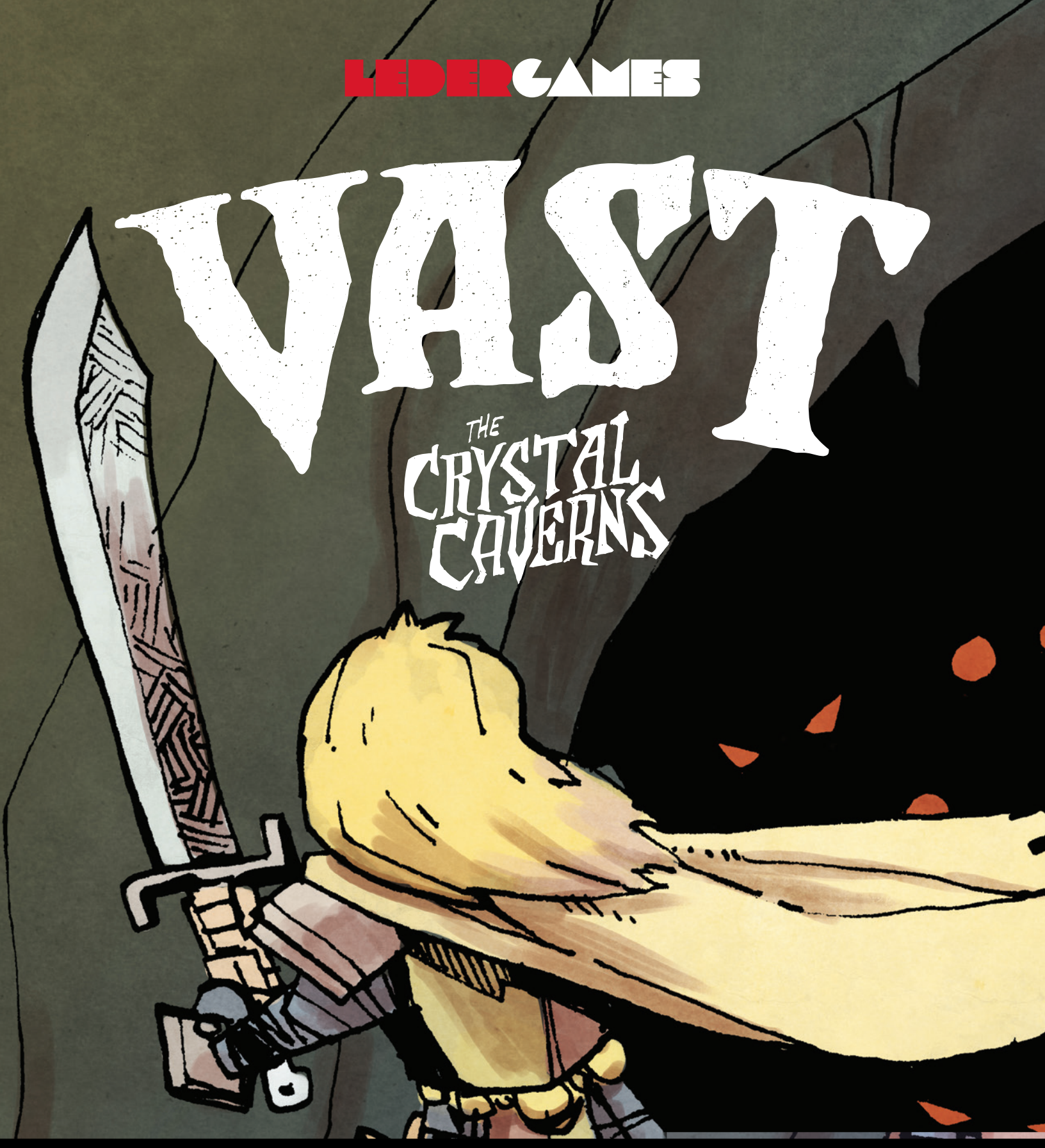
LEDERGAMES

VAST

THE CRYSTAL CAVERNS



A GAME BY
PATRICK LEDER
& DAVID SOMERVILLE

The dragon has slept for hundreds of years. In that time, the cave under which it slumbered has changed greatly. Goblins and strange monsters have filled its gloomy depths, and there

Objectives

The Knight must kill the Dragon, the Goblins must kill the Knight, the Dragon must wake up and escape the Cave, the Cave must fully expand and then collapse to bury everyone, and the Thief must collect and stash treasures.

Role Setup

If you have 5 players, play with all of the roles.

If you have 4 players or fewer, choose a variant from page 17. If it's your first game, we recommend playing with all of the roles except the Thief.

Seat yourselves in the following clockwise order: Knight, Goblins, Dragon, Cave, Thief. You will play in this order.

Set up your player boards and organize your other components as shown on the next page. For more details on each role's setup, read its individual chapter.

If there is no Cave player, you will still use its Event deck and Treasure deck.

Cave Setup

Place the Entrance tile on the center of the table.

Set aside the 9 Crystal tiles and 6 Vault tiles. (*If there is no Thief player, return the Vault tiles to the box.*) Shuffle the other tiles and place four, Dark side up, adjacent to the Entrance tile.

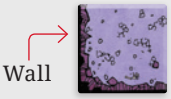
Divide the remaining tiles evenly into 3 piles, shuffle 3 Crystal tiles and 2 Vault tiles (*if there is a Thief*) into each pile, and then stack the piles.

Place the Cave Reference card where all players can access it, showing the side with "**The Cave Grows...**"

CAVE TILES

All Cave tiles have a Dark side and a Lit side. The Dark side depicts a Goblin Tribe symbol. The Lit side depicts a portion of the Cave the players will be exploring.


Dark side



Lit side


15 Ambush Tiles


9 Crystal Tiles

15 Event Tiles


6 Treasure Room Tiles


6 Vault Tiles


1 Entrance Tile

TILE POSITIONS



Adjacent
Tiles touching in the four cardinal directions.



Surrounding
All adjacent tiles plus all four diagonals.

DISTANCES



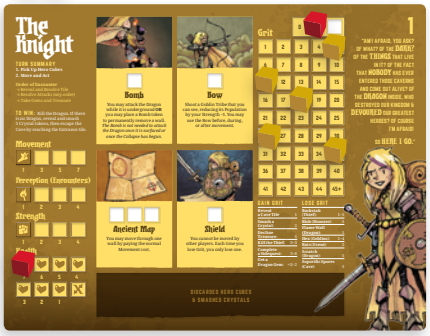
When moving pieces between tiles or counting distances, always count orthogonally, not diagonally.

BEWARE!

Even if there is no Cave player, the Cave can still collapse, causing all players to lose. Be sure to read the Cave Reference card, and refer to the Cave's chapter for clarifications.

Components





The Knight

1 Knight Board
3 Bomb Tokens
7 Hero Cubes (*yellow*)
10 Sidequest Cards
1 Knight Piece*
2 Health & Grit Markers (*red*)

SEE PG 6–7 FOR SETUP



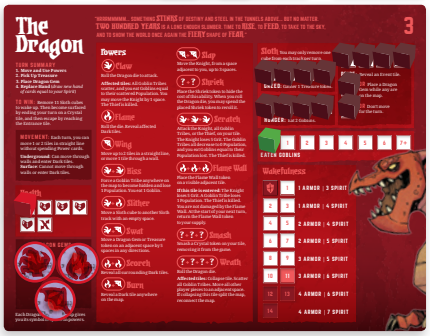


The Goblins

1 Goblin Board
12 Goblin Discs (*green*)
4 Strength Discs (*red*)
10 War Cards
10 Monster Cards
10 Secrets Cards
3 Goblin Tribe Pieces*
1 Rage Token

SEE PG 8–9 FOR SETUP



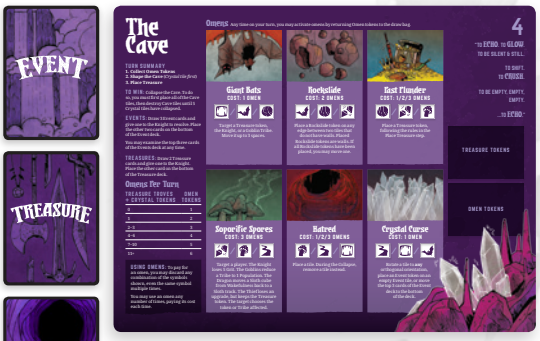


The Dragon

1 Dragon Board
1 Shriek Token
1 Flamewall Token*
1 Dragon Die
18 Power Cards
2 Dragon Pieces* (*Slumbering/Awakened*)
14 Sloth Cubes (*dark red*)
1 Eaten Goblins Marker (*green*)
1 Health Marker (*red*)
3 Dragon Gem Tokens

SEE PG 10–11 FOR SETUP



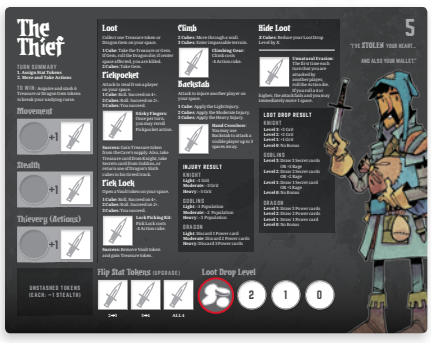


The Cave

1 Cave Board
52 Cave Tiles
36 Omen Tokens
+ Draw Bag
9 Crystal Tokens†
12 Treasure Tokens*
3 Rockslide Tokens*
10 Event Tokens
15 Event Cards
7 Treasure Cards
1 Cave Reference Card

SEE PG 12–13 FOR SETUP





The Thief

1 Thief Board
3 Stat Tokens
1 Action Die
6 Vault Tokens*
5 Action Cubes
1 Thief Piece*
1 Loot Drop Token

SEE PG 14–15 FOR SETUP



Extras

8 Terrain Tiles (page 16)
2 Monster Tokens (pages 17–18)
5 Role Variant Cards (pages 17–18)
25 Difficulty Variant Cards (page 19)

As alternates to their respective tokens and standees, we have included a number of wooden pieces for the Knight, Goblin Tribes, Dragon, and Thief, along with the Flame Wall, Rockslides, Treasures, and Vaults.

*Same quantity wooden version included
†Plastic gems included

General Rules

The rules in this chapter are relevant to all five roles in games of *Vast: The Crystal Caverns*. Though the vast majority of these rules are repeated in the roles' chapters when relevant, they are often less detailed.

If this is your first time reading the rulebook, we suggest you read the titles of these sections and skim their contents. You may not understand the contents fully until you read through the chapters for the five roles. After you read the chapters for the five roles, or during play, return to this chapter if you have specific questions related to these general rules.

Revealing Dark Tiles

During play, Dark tiles will be revealed—flipped to their Lit side—through various means, such as the Knight entering Dark tiles, the Dragon using the Flame power, or any player using the *Flare* card.

Some roles state additional placement rules. If your role's placement rules conflict with the rules given here, you only need to satisfy the role's placement rules. However, if you can satisfy both sets of rules, you must do so.

When you reveal a Dark tile, before resolving anything else, you must resolve the following steps:

1. **Orient the tile.** Rotate the tile to an orientation of your choice, but at least one open edge of the revealed tile must connect to the Entrance tile through open edges (*ignore this requirement if it is impossible to fulfill*). If multiple tiles would be revealed simultaneously, reveal and orient the affected tiles one at a time, placing one before revealing the next. You choose the order in which to reveal them.
2. **Fill open edges.** Fill all new open edges with Dark tiles, which are provided by the Cave player, if any. If there is no Cave player, you draw tiles from the Cave tile stack. Once the Collapse has begun, **do not** fill open edges for the remainder of the game.

After following these steps for all tiles to be revealed, resolve the effects of revealing those tiles, as needed (see the Knight's rules), and then resume play.

The Collapse

Once all Cave tiles have been placed on the map, the Collapse begins at the beginning of the next player's turn.

During the Collapse, do not fill open edges on revealed tiles. Also, during the Shape the Cave phase of the Cave player's turn, rather than adding a tile to the map, the Cave player removes 3 tiles from the map. If there is no Cave player, then at the end of each player's turn, the current player removes 3 tiles from the map.

When selecting tiles to remove for the Collapse, first remove tiles that touch only one tile, then remove tiles that touch only two tiles. If there are multiple eligible tiles, the player removing the tiles chooses which to remove, but if a revealed Crystal tile can be removed, it must be removed first. If a Dark tile is removed, reveal it to check whether it is a Crystal tile.

If 5 Crystal tiles have been removed, the game ends and the Cave player wins (*if there is no Cave player, all players lose*).

The Entrance tile can never be removed. If a removed tile holds any tokens, return them to their owning players. If a removed tile holds a player piece, it is forced to move away. Refer to **Forced Movement** for more details.

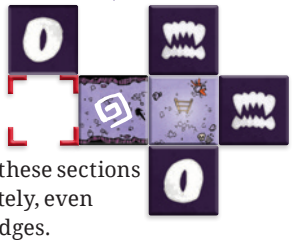
Besides the Collapse, tiles can also be removed from the map by the Goblins' *Cave-In* Secrets card and the Dragon's Wrath power. The *Cave-In* card can remove any tiles on the map regardless of location (*excluding the Entrance tile, tiles holding player pieces, and tiles holding Crystal tokens*). The Wrath power removes all tiles that it affects, determined by rolling the Dragon die.

If *Cave-In* or Wrath removes tiles **before** the Collapse, then first check for Crystal tiles, remove them from the game, and then shuffle the remaining removed tiles and place them on the bottom of the Cave tile stack. Reconnect the map if it was split (*see **Connecting the Map***), and then place Dark tiles to fill any open edges produced by removing tiles.

If *Cave-In* or Wrath removes tiles **during** the Collapse, then remove the tiles from the game and do not fill open edges, as normal.

If a tile holding tokens is removed from the map, then return removed Bomb tokens to the box, and return any other tokens to their owning players. Crystal tokens removed during the Collapse **do not** count toward any victory conditions.

Connecting the Map



Sometimes when tiles are removed, the map splits into unconnected sections. If this happens, reconnect these sections of the map immediately, even before filling open edges.

The player who split the map selects one disconnected section and slides it in one cardinal direction, moving it until the edge of at least one tile in the moving section touches the edge of at least one tile in the stationary section. Repeat this process for any other disconnected sections, then fill in open edges with Dark tiles, as normal.

Forced Movement

Players will sometimes be forced to move, often when it's not their own turn, either when tiles are removed or through the use of several different abilities and actions available to other players. When this occurs, the following guidelines always apply:

- Nothing can be moved onto open spaces.
- The Knight cannot be moved through walls, onto Dark tiles, or onto spaces with other players. If she enters a space with an Event token, she must stop. (*On her next turn, she must resolve the Event token as an Encounter, and must do so before moving.*)
- Goblin Tribes cannot be moved through walls or onto spaces with other players. When forced to move, they do not lose Population by leaving tiles.
- The Dragon, while underground, cannot be moved onto spaces with other players. When on the surface, the Dragon cannot be moved through walls, onto Dark tiles, or onto spaces with other players.
- The Thief cannot be moved through walls or onto spaces with other players.
- Treasure tokens and Dragon Gems cannot be moved through walls. They may enter spaces with player pieces, but cannot end their movement on these spaces.
- Crystal, Event, Bomb, Vault, Rockslide, and Flamewall tokens cannot be moved.

If a player piece would be forced to move because a tile is removed, but that player piece cannot leave the tile following the guidelines above, do not remove the tile.

If this tile would be removed by the Collapse, remove the next eligible tile instead of this one. When a player is forced to move because a tile is removed, the player removing the tile moves the player who is forced to move, following the guidelines above. If multiple player pieces are forced to move at once, move them one at a time following the normal turn order (*starting with the Knight*).

The Dragon Die



Various game effects will require a player to roll the Dragon die to determine whether an effect resolves or which spaces it affects. The center mark on the die represents the roller's current space, while the other eight marks represent the surrounding spaces.

Whenever you roll the die, apply the effect to all white spaces on the die face. If an effect requires affecting the center space, rolling any of the three faces with a center mark shown will trigger that effect.

When an ability or action applies to all tiles affected by the roll, apply the effect only to tiles present when the roll was made. The Dragon die does not affect open spaces (*with no tiles*), even if the Dragon die's effect places tiles in previously open spaces.

Public Information

All components are public information, except for the following: Sidequest cards in the Knight's hand, Secrets cards in the Goblins' hand, Power cards in the Dragon's hand, Cave tiles in the Cave's hand, and any facedown or unrevealed pieces, such as cards in decks and the Lit tile undersides of Dark tiles.

Component Limits

All components are limited by their included quantities. If you run out of any component during play, do not use proxy components.

Rules Disagreements

If a rule given by a variant contradicts a rule in the standard rules, follow the rule given by the variant. If a rule given by a card or ability (*such as the Dragon's powers or Cave's omens*) contradicts a rule in the rulebook or given by a variant, follow the rule given by the card or ability.

Any Questions?

For any questions you might have about the game that you can't find in the rulebook, on the player boards, or on the cards, check out the official FAQ found at **ledergames.com** and **boardgamegeek.com**.

GLOSSARY

This glossary defines important terminology relevant to all five roles. Terminology that is relevant only to one role is defined in the role's rules.

Adjacent: The four spaces that touch a center space in the four cardinal directions. Diagonal spaces are not adjacent.

Impassable: Any space or piece that blocks movement into the space, except when allowed by a special exception (*for example, the Knight's Ancient Map or the Thief's Climb*).

The Map: The entire connected set of Cave and Terrain tiles in play on the table. Does not include tiles in the Cave player's hand, in the Cave tile stack, or in the box.

Open Edge: Any edge without a wall on a Lit tile.

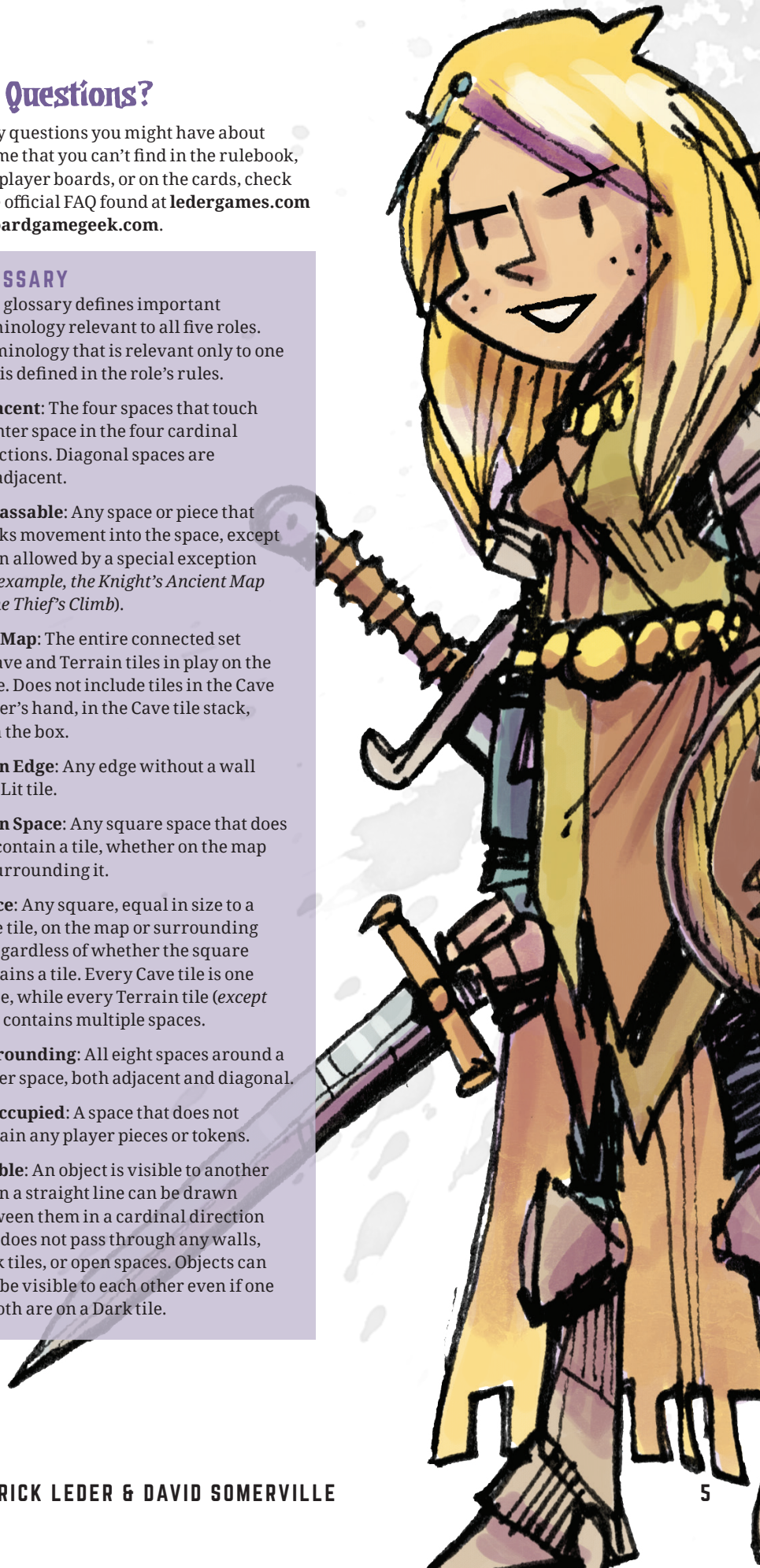
Open Space: Any square space that does not contain a tile, whether on the map or surrounding it.

Space: Any square, equal in size to a Cave tile, on the map or surrounding it, regardless of whether the square contains a tile. Every Cave tile is one space, while every Terrain tile (*except Pits*) contains multiple spaces.

Surrounding: All eight spaces around a center space, both adjacent and diagonal.

Unoccupied: A space that does not contain any player pieces or tokens.

Visible: An object is visible to another when a straight line can be drawn between them in a cardinal direction that does not pass through any walls, Dark tiles, or open spaces. Objects can still be visible to each other even if one or both are on a Dark tile.



The Knight

How to Win

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

Setup

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

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

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

Turn Summary

During your turn, resolve the following phases in order:

1. Pick Up Hero Cubes
2. Move and Act

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

STATISTICS

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

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

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

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

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

1) Pick Up Hero Cubes

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

HERO CUBES

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

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

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

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

2) Move and Act

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

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

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

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

By spending one Encounter, you can take any or all of these actions. (*For example, on a Lit tile, you could spend one Encounter to attack the Dragon, pick up two Treasure tokens, or do both actions.*)

Anything you attack or collect must be on your tile.

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

REVEALING AND RESOLVING TILES

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

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

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



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



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



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



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



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

MOVING TO THE DRAGON

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

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

ATTACKING THE DRAGON

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

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

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

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

INTERACTING WITH THE GOBLINS

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

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

INTERACTING WITH THE THIEF

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

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

SMASHING CRYSTALS

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

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

TREASURES AND GEMS

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

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

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

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

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

Sidequests

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

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

Grit

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

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

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

You can never be reduced below 0 Grit.

GAIN GRIT

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

LOSE GRIT

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

EQUIPMENT

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

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

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

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

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

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

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

TREASURES

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

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

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

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

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

Heroic Boots: Increases your Movement by 4.

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

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

Pixie Lantern: Increases your Movement and Perception by 1.

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

The Goblins

How to Win

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

Setup

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

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

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

Set your Rage to 1.

Turn Summary

During your turn, resolve the following phases in order:

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

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

TRIBE STATISTICS

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

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

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

1) Choose War Card

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

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

2) Populate Tribes

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

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

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

3) Assign Monsters



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

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

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

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

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

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

STRENGTH DISCS

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

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

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

TRIBES

The Goblin Horde works together in three distinct Tribes.



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



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



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

RAGE & MALAISE

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

Your Rage increases by 1 when any Tribe is:

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

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

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

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

Rage cannot be reduced below 0 or increased above 3.

4) Draw Secrets

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

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

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

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

5) Activate Tribes

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

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

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

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

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

ATTACK

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

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

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

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

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

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

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

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

PLUNDER

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

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

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

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

EXPLORE

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

REVEAL

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

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

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

SCATTER

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

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

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

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

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

HIDE

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

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

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

SPECIAL ACTIONS

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

Fangs Tribe:
Increase Rage by 1.

Bones Tribe:
Draw and assign 1 Monster card.

Eye Tribe:
Draw 1 Secrets card.



The Dragon

How to Win

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

Setup

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

Set your Health to 5.

Shuffle the Power cards and then draw three.

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

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

Turn Summary

During your turn, resolve the following phases in order:

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

Your turn ends once you replace your hand.

STATISTICS

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

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

1) Move and Use Powers

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

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

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

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

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

MOVEMENT RESTRICTIONS

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

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

KILLING GOBLINS

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

KILLING THE THIEF

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

2) Pick Up Treasure

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

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

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

GEMS & OTHER PLAYERS

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

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

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

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

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

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

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

3) Place Dragon Gems

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

4) Replace Hand

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

Awakening and Surfacing

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

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

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

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

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

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

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

SURFACING

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

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

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

BEWARE

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

REVEALING TILES

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

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

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

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

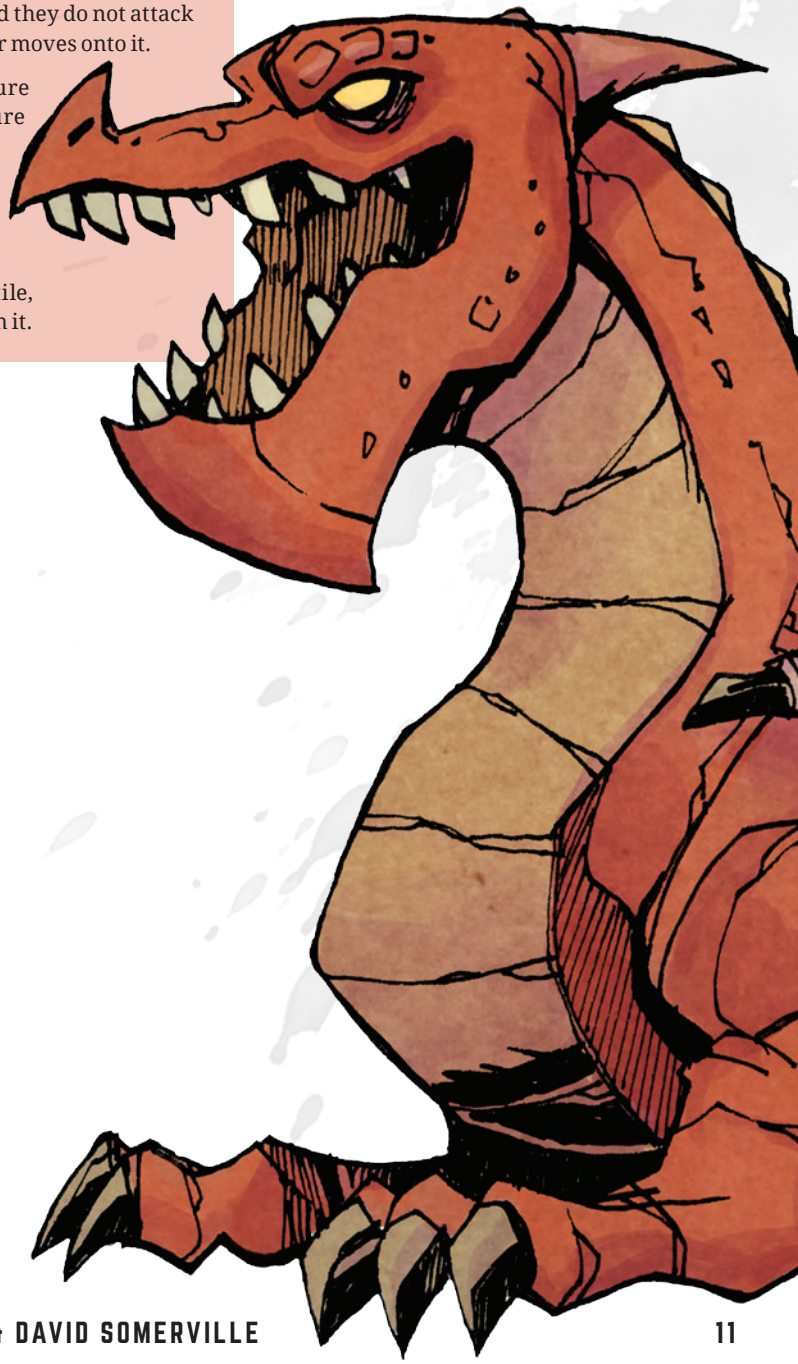
If you reveal a Crystal tile, place a Crystal token on it.

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

THE DRAGON DIE



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



The Cave

How to Win

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

Setup

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

TOKENS

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

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

CARDS

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

TILES

Draw a hand of 3 Cave tiles from the stack.

Turn Summary

During your turn, resolve the following phases in order:

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

Your turn ends after you complete these phases.

CAVE TILES

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

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

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

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

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

1) Collect Omen Tokens

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

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

USING OMENS

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

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

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

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

2) Shape the Cave

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

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

3) Place Treasure

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

The Collapse

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

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

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

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

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

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

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

OTHER PLAYERS

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

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

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

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

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

TREASURES

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

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

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

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

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

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

EVENTS

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

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

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

ROCKSLIDES

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

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



The Thief

How to Win

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

Setup

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

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

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

Place the Vault tokens near your board.

Turn Summary

During your turn, resolve the following phases in order:

1. **Assign Stat Tokens**
2. **Move and Take Actions**

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

1) Assign Stat Tokens

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

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

STATISTICS

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

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

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

2) Move and Take Actions

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

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

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

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

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

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

LOOT

Collect one Treasure or Dragon Gem token on your space.

1 Cube: Take the Treasure or Gem. If you collected a Dragon Gem, roll the Dragon die. If the die affects the center space, you are killed. (*It's a trap!*)
2 Cubes: Take the Dragon Gem without rolling the Dragon die. (*You disarm the trap.*)

CLIMB

Find new routes through the cave.

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

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

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

PICKPOCKET

Attack to steal treasure from another player on your space.

1 Cube: Roll the Action die. You succeed by rolling a 4 or higher.
2 Cubes: Roll the Action die. You succeed by rolling a 2 or higher.
3 Cubes: You succeed. (*No roll required.*)

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

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

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

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

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

PICK LOCK

Open a Vault token on your space.

1 Cube: Roll the Action die. You succeed by rolling a 4 or higher.
2 Cubes: Roll the Action die. You succeed by rolling a 2 or higher.
3 Cubes: You succeed. (*No roll required.*)

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

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

BACKSTAB

Attack to injure another player on your space.

1 Cube: Apply the Light Injury.
2 Cubes: Apply the Moderate Injury.
3 Cubes: Apply the Heavy Injury.

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

Backstab Injuries

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

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

HIDE LOOT
Make yourself less lucrative to kill.

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

Interacting with Others

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

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

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

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

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

If another player attacks you, you are killed.

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

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

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

Dragon: He does not have Perception.

Cave: It does not have Perception.

Carrying and Stashing

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

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

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

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

Stashed Treasure tokens cannot be lost.

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

Dying

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

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

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

	KNIGHT	GOBLINS	DRAGON
Level 3	Gain 3 Grit	Draw 3 Secrets OR Gain 3 Rage	Draw 3 Cards
Level 2	Gain 2 Grit	Draw 2 Secrets OR Gain 2 Rage	Draw 2 Cards
Level 1	Gain 1 Grit	Draw 1 Secret OR Gain 1 Rage	Draw 1 Card
Level 0	No Bonus	No Bonus	No Bonus

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

Upgrades

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

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

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

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

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

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

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

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

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

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



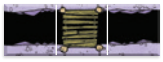
Terrain Variant

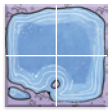
Adding Terrain tiles creates a more varied map layout and presents new obstacles and opportunities for the players.

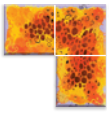
Terrain is optional, so the players must agree before starting the game on whether to use it or not.

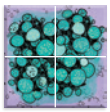
Terrain Types

Six types of Terrain tiles are included:


Canyon


Lake


Magma


Mushroom Forest


Pits (×3)


River

Terrain Placement

Terrain is placed the **first** time each round when an Event tile is revealed, regardless of which player reveals it. Terrain cannot be placed once the Collapse has begun.

The Cave always chooses and places Terrain tiles. If there is no Cave player, the player that revealed the Event tile chooses and places it instead.

Always place Terrain tiles as close as possible to the player piece that revealed the Event tile.

Always place Terrain tiles **after** filling newly opened edges with Cave tiles.

A Terrain tile cannot be placed touching another Terrain tile (*even corner to corner*), and it must be placed so that it shares at least one edge with a Cave tile. If no valid location is available, do not place a Terrain tile.

The edges of Terrain tiles are considered open for movement purposes, but they do not prompt the placement of Dark tiles. The only exception is the Canyon tile: the bridge space is treated like a Lit tile, so its adjacent open spaces must be filled with Dark tiles when the Canyon tile is placed, unless the Collapse has begun.

Terrain Rules

Many Terrain tiles are larger than Cave tiles. A single Terrain tile may have multiple spaces, as defined in the glossary (page 5).

Players may move between Terrain tiles and Cave tiles, provided that the shared edge is not blocked by a wall and neither space is impassable terrain.

Once per action or encounter, any player may exit a Terrain tile across any edge, even onto an open space. If a player enters an open space, place a Dark tile on that space as if filling an open space adjacent to a Lit tile. If the Knight is entering this Dark tile, she must still reveal and resolve it (*as an Encounter*).

Terrain tiles are not Lit or Dark tiles. All players may move and attack through them without penalty, except when otherwise noted by a Terrain tile.

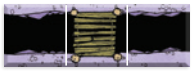
When the last normal Cave tile is placed, the Collapse begins as normal. During the Collapse, Terrain tiles can be removed only if half or more of the tile's edges are exposed, at the discretion of the player collapsing tiles. Collapsed Terrain tiles count toward the number of tiles that must be collapsed each turn.

A Terrain tile affected by the Goblins' *Cave-In* Secrets card or by the Dragon's Wrath power is removed from the map, but may be placed again later in the game.

Terrain Effects

Each type of Terrain tile has a unique effect on the game, as follows:

CANYON

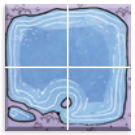


When the Canyon is placed, its Bridge space in the center must touch a Cave tile, and then a Dark tile is immediately placed on the opposite side of the Bridge.

The two outside spaces of the Canyon tile are **impassable terrain**, which cannot be entered or crossed with normal movement.

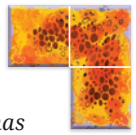
While on the surface, the Dragon may cross over one space of this impassable terrain, in a straight line, with one use of his Wing power. The Thief may do the same using his Climb action. Neither the Dragon nor Thief can end movement on this impassable terrain.

LAKE



A Goblin Tribe entering the Lake immediately loses 1 Population. Once on the Lake, a Goblin Tribe counts Lake spaces as Lit tiles for the purpose of movement.

MAGMA



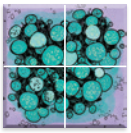
If the Knight ends her turn on a Magma space, she loses 1 Health. (*Ignore this effect if she has only 1 Health remaining.*)

A Goblin Tribe loses 1 Population each time they exit a Magma space. If a Tribe ends its turn on a Magma space, its Population decreases to 0.

If the Thief ends his turn on a Magma space, he is killed.

The Dragon is unharmed by Magma.

MUSHROOM FOREST



Any player piece in the Mushroom Forest is protected from all outside effects, and it can only attack a player piece that is in the same space. Restricted effects include the Knight's Bow and Enchanted Bow, the Goblins' *Hex* and *Hiding Spots* Secrets cards, the Dragon's Hiss and Slap powers, the Cave's Giant Bats omen, and the Thief's Hand Crossbow upgrade.

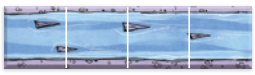
PITS (3 PIECES)



When you are prompted to place a Terrain tile, you may place all three Pits. One must be placed as close as possible to the player that revealed the Event, then the others must be placed as far away from that location and each other as possible. If only 1 or 2 Pit tiles can be legally placed, you must place a different Terrain tile instead.

Each Pit tile is considered adjacent to the other two Pit tiles, but they do not create a visible path. Players can never end a turn on a Pit tile.

RIVER



If you enter any River space during movement, you may immediately move in the direction of the current, indicated by the arrows, to any other space on the River tile as free movement with no penalty. However, moving against the current uses normal movement rules for the Knight, Thief, and Dragon.

A Goblin Tribe entering the River immediately loses 1 Population, and it immediately loses 1 Population per space it enters when moving against the current.

Role Variants



Vast: The Crystal Caverns can be played with 1–5 players in various role combinations. The rules for these combinations are listed here. These rules are also listed on the Variant cards given out in some variants. Except where noted, all normal rules of play apply.

If this is your first game, we recommend the variants marked with a *.

5 Players

KNIGHT VS. GOBLINS VS. DRAGON VS. CAVE VS. THIEF*

- Set up and play all roles using their standard rules and victory conditions.

4 Players

KNIGHT VS. GOBLINS VS. DRAGON VS. CAVE*

- Set up and play all roles using their standard rules and victory conditions.

-ANY 3 ROLES- VS. THIEF

- Set up and play the Thief as normal. The Thief wins if he stashes 6 Treasure or Dragon Gem tokens.
- All other roles use the setup, rules, and victory conditions listed in the corresponding variant listed in the 3 Players section.

3 Players

KNIGHT VS. GOBLINS VS. DRAGON*

- Give the Dragon the ***Past Plunder*** Variant card.
- The Knight wins if she kills the Dragon.
- The Goblins win if they kill the Knight.
- The Dragon wins if he wakes up and escapes the Cave.
- All three players lose if the Cave collapses.

KNIGHT VS. GOBLINS VS. CAVE*

- Give the Knight the ***Flare*** Variant card.
- The Knight wins if she smashes 5 Crystals and then escapes the Cave.
- The Goblins win if they kill the Knight.
- The Cave wins if it collapses.

KNIGHT VS. DRAGON VS. CAVE

- Give the Knight the ***Goblin Infestation*** Variant card and the ***Monster tokens***. On the ***Goblin Infestation*** card, use the rules for Normal Goblins (line A).
- Move 2 Sloth cubes from the Hunger track to the Wakefulness track on the Dragon's player board. These cubes cannot be moved back to the Hunger track by the Cave.
- The Knight wins if she kills the Dragon.
- The Dragon wins if he wakes up and escapes the Cave.
- The Cave wins if it collapses.
- If the Knight is killed, skip her turn for the rest of the game and continue playing until the Dragon or Cave wins.

GOBLINS VS. DRAGON VS. CAVE

- Place the ***Ash Dragon*** Variant card near the map.
- The Goblins win if they kill the Dragon.
- The Dragon wins if he wakes up and escapes the Cave.
- The Cave wins if it collapses.

-ANY 2 ROLES- VS. THIEF

- Set up and play the Thief as normal. The Thief wins if he stashes 6 Treasure tokens.
- All other roles use the setup, rules, and victory conditions listed in the corresponding variant in the 2 Players section, with the following exceptions:
  - The ***Past Plunder*** Variant card is not used.
  - The Place Treasure phase of the Cave's turn is **optional**, not required. Treasures must still be placed on Treasure Room tiles when revealed, as normal.
  - Give the Thief the ***Flare*** Variant card. If another player also gets the Flare, place it near the map instead; **both players may use it**.
  - Do not remove any cards from the Knight's Sidequest deck.

2 Players

KNIGHT VS. GOBLINS*

- Give the Goblins the ***Past Plunder*** Variant card.
- The Knight wins if she smashes 5 Crystals and then escapes the Cave.
- The Goblins win if they kill the Knight.
- Both players lose if the Cave collapses.

KNIGHT VS. DRAGON*

- Give the Knight the ***Goblin Infestation*** Variant card and the Monster tokens. On the ***Goblin Infestation*** card, use the rules for Normal Goblins (line A).
- Give the Dragon the ***Past Plunder*** Variant card.
- Move 2 Sloth cubes from the Hunger track to the Wakefulness track on the Dragon's player board.
- The Knight wins if she kills the Dragon.
- The Dragon wins if he wakes up and escapes the Cave, or if the Knight is killed by a Goblin Ambush.
- Both players lose if the Cave collapses.

KNIGHT VS. CAVE

- Remove the *Daring* and *Eagle-Eyed* cards from the Sidequest deck.
- Give the Knight the ***Flare*** and ***Goblin Infestation*** Variant cards, and the ***Monster tokens***. On the ***Goblin Infestation*** card, use the rules for Tough Goblins (line B).
- The Knight wins if she smashes 5 Crystals and then escapes the Cave.
- The Cave wins if it collapses, or if the Knight is killed by a Goblin Ambush.

Role Variants CONTINUED

KNIGHT VS. THIEF

- Give the Knight the *Goblin Infestation* Variant card and the *Monster tokens*. On the *Goblin Infestation* card, use the rules for Monsters (line C).
- Give the Thief the *Flare* Variant card.
- The Knight wins if she smashes 5 or 6 Crystals and then escapes the Cave. (*Players must agree on the number before starting the game.*)
- The Thief wins if the Knight is killed by a Goblin Ambush, or if he stashes Treasure tokens equal in number to the number of Crystals the Knight needs to smash to win.
- Both players lose if the Cave collapses.

GOBLINS VS. DRAGON*

- Place the *Ash Dragon* Variant card near the map.
- Give the Goblin the *Past Plunder* Variant card.
- The Goblins win if they kill the Dragon.
- The Dragon wins if it wakes up and escapes the Cave.
- Both players lose if the Cave collapses.

GOBLINS VS. CAVE

- Give the Goblins the *Flare* Variant card.
- The Goblins win if they smash 5 Crystals.
- The Cave wins if it collapses.

GOBLINS VS. THIEF

- Place the *Flare* Variant card near the map; both players may use it.
- The Goblins win if they smash 5 Crystals.
- The Thief wins if he stashes 6 Treasure tokens.
- Both players lose if the Cave collapses.

DRAGON VS. CAVE

- Move 2 Sloth cubes from the Hunger track to the Wakefulness track on the Dragon's player board. These cubes cannot be moved back to the Hunger track by the Cave.
- The Dragon wins if he wakes up and then escapes the Cave.
- The Cave wins if it collapses.

DRAGON VS. THIEF

- Give the Dragon the *Ash Dragon* Variant card.
- Give the Thief the *Flare* Variant card.
- The Dragon wins if he wakes up and then escapes the Cave.
- The Thief wins if he stashes 6 Treasure tokens.
- Both players lose if the Cave collapses.

CAVE VS. THIEF

- Give the Thief the *Flare* Variant card.
- The Place Treasure phase of the Cave's turn is **optional**, not required. Treasures must still be placed on Treasure Room tiles when revealed, as normal.
- The Thief wins if he stashes 6 Treasure tokens.
- The Cave wins if it collapses.

1 Player / Solo

The Cave cannot be played in solo games. Replace the Cave Reference card with the *Alone in the Dark* Variant card.

KNIGHT (SOLO)*

- Remove the *Daring* and *Eagle-Eyed* cards from the Sidequest deck.
- Take the *Alone in the Dark* and *Goblin Infestation* Variant cards, the *Monster tokens*, and the *Event* and *Treasure decks*.

  Choose the difficulty level for the *Goblin Infestation* card:
  Easy: Use the rules for Normal Goblins (line A).
  Medium: Use the rules for Tough Goblins (line B).
  Hard: Use the rules for Monsters (line C).
- You win if you smash 5 Crystals and then escape the Cave.
- You lose if you are killed or if the Cave collapses.

GOBLINS (SOLO)*

- Take the *Alone in the Dark* and *Flare* Variant cards.
- You win if you smash 5 Crystals.
- You lose if the Cave collapses.

DRAGON (SOLO)*

- Take the *Alone in the Dark* Variant card.

  Choose the difficulty level:
  Easy: Move all 4 Hunger cubes to your Wakefulness track.
  Medium: Move 2 Hunger cubes to your Wakefulness track.
  Hard: Move no Hunger cubes to your Wakefulness track.
- You win if you awaken and then escape the Cave.
- You lose if the Cave collapses.

THIEF (SOLO)*

- Take the *Alone in the Dark* and *Flare* Variant cards.
- You win if you stash 6 Treasure tokens.
- You lose if the Cave collapses.

Difficulty Variants

You can adjust the players' roles to account for differences in age, experience, and skill. Using a lower level will decrease the difficulty for a role, while a higher level will increase the difficulty.



KNIGHT

Adjust the Dragon's Health, or adjust the number of Crystals that must be smashed. (*This changes how easy or hard it is to kill the Dragon , or the amount of damage that must be done to the Cave.*)

Lady (Expert):
The Dragon starts at 7 Health. (*Track this Health with the spaces on the Variant card.*) If the Dragon is not in the game, you must smash 6 Crystals, and smashing a Crystal requires 4 Strength instead of 3.

Baroness (Hard):
The Dragon starts at 6 Health. (*Track this Health with the space on the Variant card.*) If the Dragon is not in the game, you must smash 6 Crystals.

Knight (Standard):
The Dragon starts at 5 Health. If the Dragon is not in the game, you must smash 5 Crystals.

Squire (Easy):
The Dragon starts at 4 Health. If the Dragon is not in the game, you must smash 4 Crystals.

Novice (Easiest):
The Dragon starts at 3 Health. If the Dragon is not in the game, you must smash 4 Crystals, and smashing a Crystal requires only 2 Strength instead of 3.

GOBLINS

Adjust the Knight's Health. (*This changes how easy or hard it is to kill the Knight.*) If the Knight is not in the game, use the Knight's levels listed above to adjust the Dragon's Health or the number of Crystals to smash based on your current variant.

Warlord (Expert):
The Knight starts at 9 Health. (*Use tokens to track the additional Health.*)

Master (Hard):
The Knight starts at 8 Health. (*Use a token to track the additional Health.*)

Chief (Standard):
The Knight starts at 7 Health.

Boss (Easy):
The Knight starts at 6 Health.

Miscreant (Easiest):
The Knight starts at 5 Health.

DRAGON

Adjust the total amount of Wakefulness required by 2 per level. (*This changes how easy or hard it is for the Dragon to awaken.*)

Ancient Dragon (Expert):
You must have 13 Wakefulness, and you must have used your Shriek power on three separate turns.

Elder Dragon (Hard):
You must have 13 Wakefulness.

Dragon (Standard):
You must have 11 Wakefulness.

Whelp (Easy):
You must have 9 Wakefulness.

Hatchling (Easiest):
You must have 7 Wakefulness.

CAVE

Remove tiles of each type (*Ambush, Treasure, Event, Crystal, and Vault*), or gain tokens that must be removed before collapsing. (*This changes the number of turns the Cave needs to begin the Collapse.*)

Some of these variants will prompt you to place Hatred tokens. You can use any available spare pieces, such as Treasure or Crystal tokens.

Grand Cave (Expert):
Place 8 Hatred tokens near your board. When you use the Hatred omen while any Hatred tokens remain, you may ignore its effect to instead remove a token. The Cave collapses when 5 Crystal tiles and all Hatred tokens have been removed.

Great Cave (Hard):
Place 4 Hatred tokens near your board. When you use the Hatred omen while any Hatred tokens remain, you may ignore its effect to instead remove a token. The Cave collapses when 5 Crystal tiles and all Hatred tokens have been removed.

Cave (Standard):
The Cave collapses when 5 Crystal tiles have been removed.

Spillway (Easy):
Remove 1 tile of each type during setup. The Cave collapses when 4 Crystal tiles have been removed.

Lava Tube (Easiest):
Remove 2 tiles of each type during setup. The Cave collapses when 3 Crystal tiles have been removed.

THIEF

Adjust the total number Treasures that must be stashed to win.

Invader (Expert):
You must stash 8 Treasure tokens, and cannot place the first 2 stashed Treasure tokens on upgrade spaces.

Prowler (Hard):
You must stash 7 Treasure tokens, and cannot place the first stashed Treasure token on an upgrade space.

Thief (Standard):
You must stash 6 Treasure tokens.

Burglar (Easy):
You must stash 5 Treasure tokens.

Footpad (Easiest):
You must stash 4 Treasure tokens.

Collapse Variant

As an alternate way to increase the difficulty, you can randomly remove Cave tiles during setup (*before adding Crystal tiles*), which reduces the number of turns you will play before the Collapse begins. Removing 2 to 4 tiles is recommended.

Speed Variants

For a shorter game, reduce all players to the Easy or Easiest player level.

For a longer game, increase all players to the Hard or Expert player level.

Campaign Variant

For a long-term, multi-session game of *Vast: The Crystal Caverns*, you can play it as a campaign game where your successes and failures in one game can affect the following games.

All players begin at the Easiest player level. Each time you win, you advance to the next level and must play at that level in the next game (*regardless of which role you play*), while the other players remain at their current player levels.

The first player to advance to the Expert level and then win is declared **Your Vastness**.

Sample Turn

Knight Turn 1



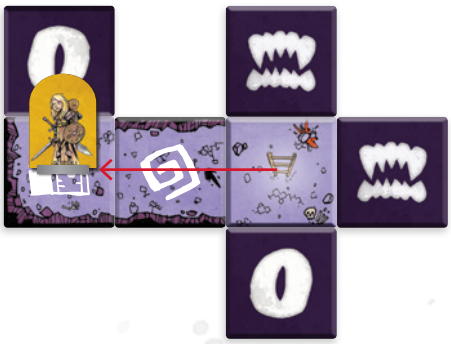
The Knight begins her turn with 1 Movement, 1 Perception (*giving her 1 Encounter*), and 1 Strength. She moves off the Entrance tile onto an adjacent tile. She flips over the tile and orients it as she wishes, then gains 1 Grit.

The revealed tile is an Event tile (), so the Cave looks at the top 3 Event cards in the Event deck and chooses to play *Deep and Dark*, burying the other two cards at the bottom of the deck. Prompted by *Deep and Dark*, the Cave draws 2 Omens. Because the flipped tile has an open side, the Cave also chooses a tile from its hand and places it at the end of the space along the open side, then draws a tile from the stack to replace it.

The Knight has used all of her Movement and Encounters, but she has 2 Hero cubes left. She places one on Perception (*giving her 1 more Encounter*) and one on Movement (*giving her 2 more Movement*). She moves onto the next tile. Then she flips it and orients it, gaining 1 Grit. The tile is a Treasure Room (), so a Treasure token is placed on it. She can pick up this token without using an Encounter because she already took an action on her current tile by revealing it.

When the Knight picks up the token, the Cave looks at 2 Treasure cards and gives the *Javelin* to the Knight, burying the other card at the bottom of its deck. The Knight decides to keep it rather than gain Grit.

Though she has 1 Movement left, the Knight is out of Encounters and she cannot get any more, so her turn is over.



Goblin Turn 1



The Goblins only have 1 Rage, so they draw 1 War card: *Ruin*, which adds 2 Population discs to the Fangs Tribe, 2 to the Bones, and 1 to the Eye. (*The Fangs Tribe's Strength is now 3 because of their intrinsic Strength disc.*) Prompted by the War card, the Goblins also draw 1 Monster card: the *Ogre*, which the Goblins assign to the Bones Tribe, adding a Strength disc to the Bones Tribe. The War card prompts the Goblins to draw no Secrets cards.

For their actions, the Goblins reveal the Fangs Tribe and the Eye Tribe. They keep the Bones Tribe hidden on their player board. They've completed their actions, so the Goblins' turn ends.



Dragon Turn 1

During setup, the Dragon drew the *Claw*, *Flame*, and *Wing* Power cards. Because it is the beginning of his first turn, the Dragon places his Dragon piece on the Knight's tile.



Using his free movement, the Dragon moves to the Entrance tile. Then he discards his *Flame* card to use his Flame power, rolling the Dragon die. The center tile is already revealed, so no tiles get revealed.



The Dragon discards his *Claw* card to use his Claw power, rolling the Dragon die. One tile hit has the Fangs Tribe on it. The Fangs Tribe scatters, returning their piece to their player board and losing 2 Population, but gaining 1 Rage. The Dragon moves the Eaten Goblins track to 2, then immediately reduces it to 0 to move a Sloth cube from his Hunger condition to his Wakefulness track.

The Dragon then discards a *Wing* card to use his Wing power, moving one space away.

At this point the Dragon concludes his turn. Before his next turn, he will shuffle **all** of his Power cards and draw a hand of three.



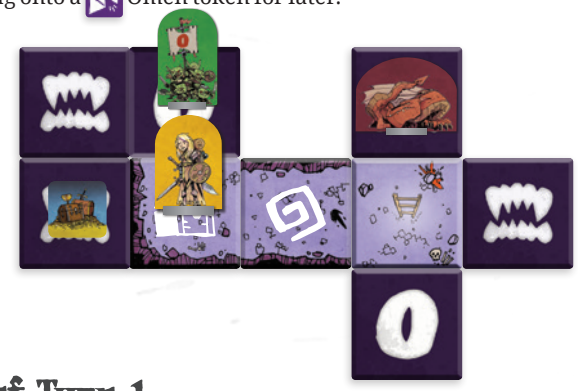
Cave Turn 1

Because of *Deep and Dark*, the Cave has 2 Omen tokens: a and a . There are no Treasure tokens or Crystal tokens on the map, so the Cave draws 1 Omen token: another .

The Cave spends a Omen token to activate its Hatred omen, placing a Cave tile adjacent to the Knight. Before ending its turn, the Cave must place a Treasure token, so it places one on the newly placed tile.

Then, the Cave must place a Cave tile, so it places this tile adjacent to the previously placed tile.

The Cave doesn't want to use any more powers, so it ends its turn, holding onto a Omen token for later.



Thief Turn 1

The Thief starts his turn on the Entrance tile. He places his Stat tokens, putting 4 on Movement, 3 on Stealth, and 2 on Thievery (*giving 2 Action cubes*). The Thief moves 2 tiles to the Knight. Then, because his Stealth of 3 is higher than her Perception of 2, he uses his Pickpocket action on her. He spends both of his Action cubes, so to succeed he'll need to roll a 2 or higher on the Action die.

The Thief rolls the die and gets a 6. The Knight only has the *Javelin* facedown, so the Thief takes it and places it at the bottom of the Treasure deck. The Cave gives the Thief a Treasure token to carry. He uses his 2 remaining Movement to move back to the Entrance tile. By ending his movement there, he stashes the Treasure token, placing it on the Sticky Fingers upgrade.

He has no more Movement or Action cubes, so his turn ends.



Knight Turn 2

The Knight picks up her 2 Hero cubes. This turn, she wants to try to hit the Dragon. She places a Hero cube on Movement, increasing it to 3, and moves to the tile with the Dragon. She reveals the tile, discovering an Ambush tile!

The Knight can add Hero cubes to Strength before the Ambush tile resolves. With her 1 remaining Hero cube, though, she could only increase her Strength to 2, so she decides to keep the cube. The Bones Tribe has 3 Strength (*2 Population and the* Ogre), which is greater than the Knight's 1 Strength, so they attack: The Knight loses 1 Health and the Bones Tribe scatters, losing 2 Population and their *Ogre*.

The Knight places her remaining Hero cube on her Bomb equipment, which allows her to attack the Dragon while it is still underground. The Knight's Strength is the same as the Dragon's Armor, so she can attack, but she must roll the Dragon die and roll a hit on the center space.

The Knight lands a hit! The Dragon loses 1 Health. Even better, the Knight has the *Daring* Sidequest card, which lets her gain Grit when she hits the Dragon. She discards *Daring* and gains 4 Grit, then draws a new Sidequest card from the deck to replace it. She now has 6 Grit, and she only needed 5 Grit to gain another Hero cube from her Grit track, so she takes it immediately. To help defend herself on the other players' turns, she places the Hero cube on Strength.

She's out of Movement and Encounters, so her turn ends.



Specific Examples

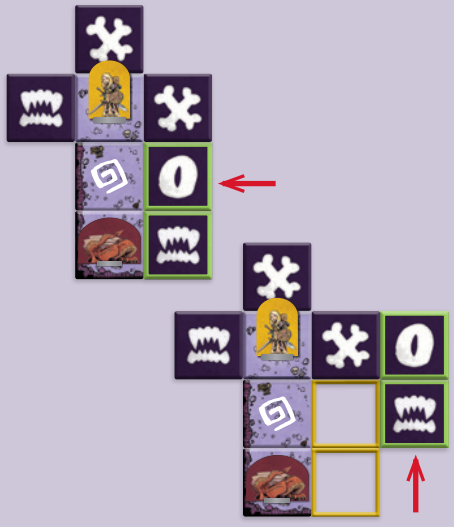
Example #1: SLIDING TILES TOGETHER WITH THE CAVE-IN CARD



1. Here is the initial map state.



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



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

Example #2: SLIDING TILES WITH THE DRAGON



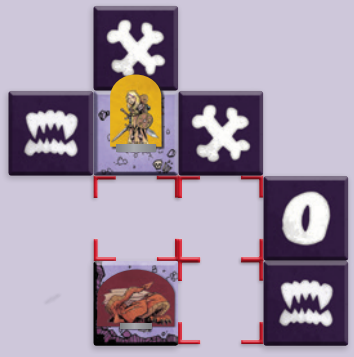
1. Here is the initial map state.

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





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



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



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

Example #3: FORCED MOVEMENT

1. Here is the initial map state.



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



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

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

Grey Border: She cannot be moved into Dark tiles.

White Border: She cannot be moved into Dark tiles.

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

Easily Forgotten Rules

GENERAL

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

THE KNIGHT

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

THE GOBLINS

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

THE DRAGON

- You can remove only one Sloth cube from each Sloth track per turn.
- The three Sloth tracks in the Pride category are separate, and you cannot move cubes between these tracks without using Slither. You can remove up to four Sloth cubes by revealing Event tiles, and you can remove only one each by placing a Dragon Gem or by not moving for a turn.
- In games without the Goblins player, you won't be able to eat Goblins. Because of this, you will need to use Slither to move Sloth cubes from Hunger to Greed or Pride.

THE CAVE

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

THE THIEF

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

VARIANTS

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



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Special Thanks to:
Brandi Leder, Michael Peterson, Kyle Woelfel, Casey Somerville, Josh Houser, Barry Leder, Howard Leder and the WIP thread on BGG

Thanks to:
George Atendido, Heather Brian, Brian Peterson, Ethan Zimmerman, Edward Newbauer, Barac Wiley, Aaron Fennell, Adam Felder, Alex DuFault, Andrés Santiago Pérez-Bergquist, Andrew Heile, Andy Petz, Baker Odom, Beau Severson, Bruce Nettleton, Bryan Scott, Chris Greinke, D. Lievense, Daniel Long, David Fenton, Ethan Furman, David Gryder, David Young, Denise Patterson-Monroe, Edward Linder, Fernando Grillo, Ghislain Leveque, Jan Soukal, Jason Gotlieb, Joe Duffy, Jonathan Teixeira Moffat, Joshua Lasky, Kevin Cortez, Kyle Hendricks, Matt Holden, Merwin Shanmugasundaram, Peter Rabinowitz, Phoebe Wild, Rob Lavender, Samuel Bailey, Stephanie Straw, Stephen Williams, Tanner Griffin, Tim de Groot, and the Unpub Mini in Chantilly, VA

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