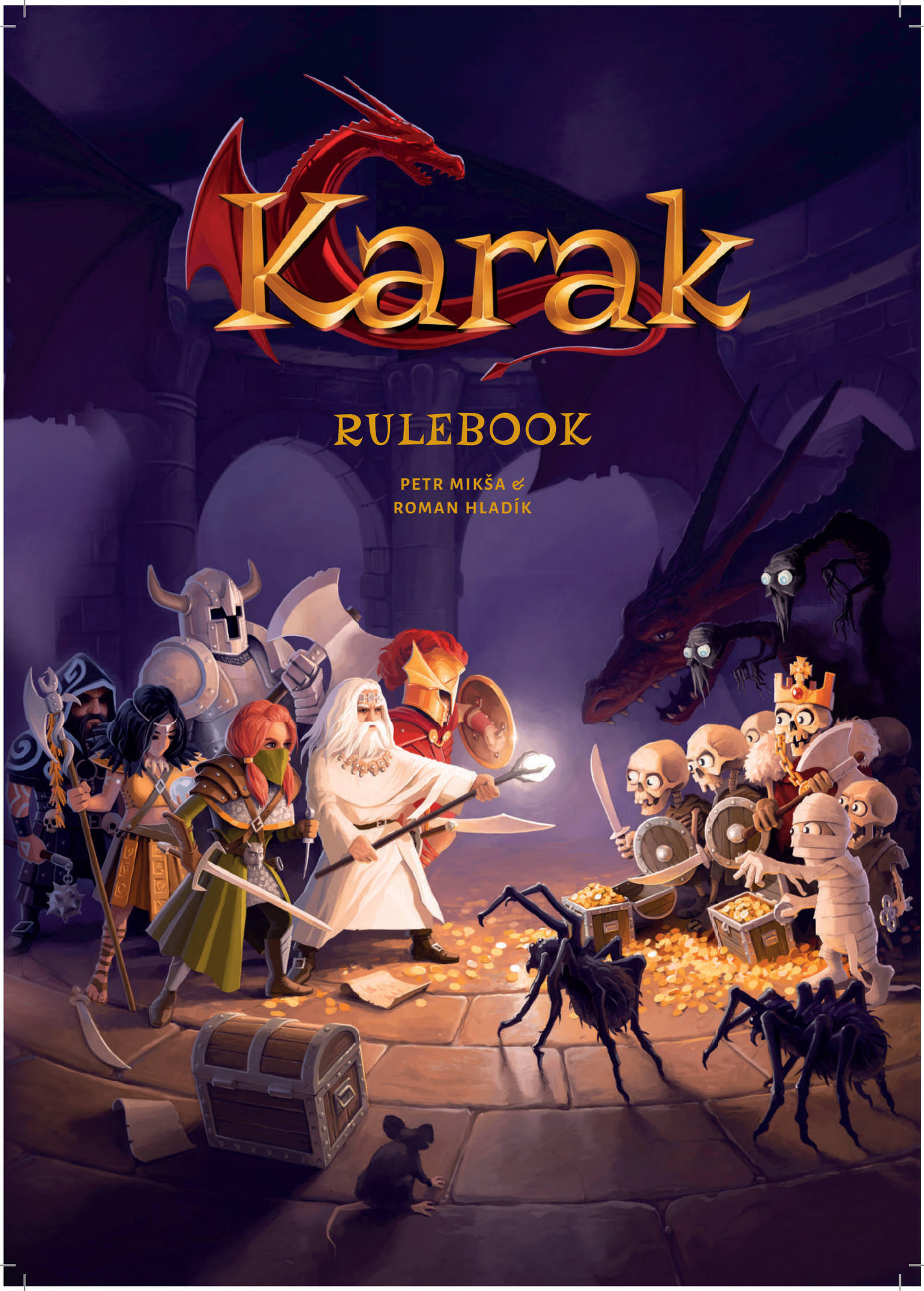
Karak
RULEBOOK
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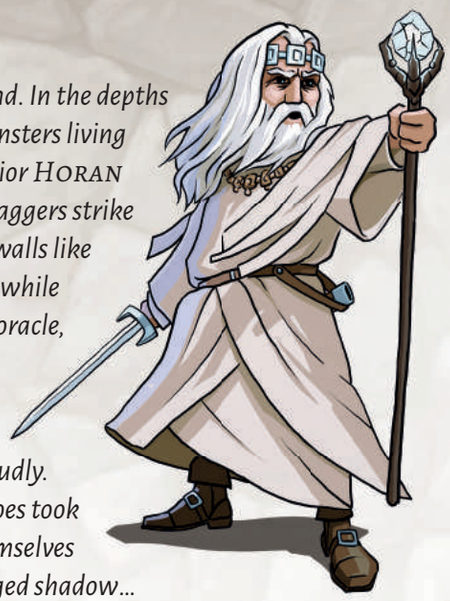
The dark silhouette of Karak Castle rises over the desolate wasteland. In the depths beneath the crumbling walls, six heroes are fighting infinite throngs of monsters living in a long-abandoned, but certainly not empty, labyrinth. The colossal warrior Horan slashes with his two-handed war axe, while agile Aderyn whirls around and her daggers strike as fast as a hummingbird flies. Argentus, the white wizard, walks through solid walls like they were nothing but air. His rival, Lord Xanros, conjures light out of darkness, while the swordsman Victorius slays his opponents with elegant pirouettes. Taia, the oracle, always seems to know where to stand to avoid being hit by enemies.



Suddenly the fight is over – there is no one else to stand up against our heroes. Six adventurers are now walking through the arched hallway, their steps echoing loudly. A familiar shape appears from the shadows – a chest, surely full of treasure. The heroes took daggers at each other – they know only one can claim the gold. As one they hurl themselves forward, while something appears at the far end of the hallway – an enormous winged shadow…

Karak is an adventurous role-playing board game in which the players explore the mysterious dungeon of Karak Castle. That is where they can meet monsters with valuable treasure. By defeating them, the heroes gain new equipment, unlock chests and loot their riches. In the dungeon dwells a fearsome dragon. The game ends once the dragon is defeated and the hero with the most treasure becomes the victor.

Contents of the game

1. **80 dungeon tiles**
   (including the starting card with a light-coloured back side)
2. **6 cardboard hero figures with 5 stands**
3. **6 hero cards**
4. **5 inventory sheets**
5. **25 HP tokens**
6. **1 bag for monster and treasure tokens**
7. **43 monster tokens**
   (1 dragon, 2 Fallen, 12 skeleton turnkeys, 3 skeleton kings, 5 skeleton warriors, 8 giant rats, 4 giant spiders, 8 mummies
8. **10 locked treasure chest tokens**
9. **2 dice**
10. **1 curse token**

rulebook

artbook



Objective of the game

The player who has collected the most treasure becomes the victor. The game ends once any player defeats the strongest monster of the game – the dragon – and loots its *treasure* with *a ruby*. Each player counts the points from their treasure; treasure collected from *chests* or by defeating The Fallen is worth 1 victory point (VP); *the dragon ruby* is worth 1,5 VP. The player with the most VPs wins the game.

Setup

1. Place the *starting dungeon tile* in the middle of the table.
2. Shuffle the remaining tiles and place them to the side, face down, so that every player can reach them.
3. Each player receives *one inventory sheet* and *five HP tokens*, which they place on the inventory sheet.
4. Each player picks *one hero card*, either of their own choice or randomly (whichever the players agree on), and places it on the inventory sheet.
5. Fit the *hero figures* into their respective plastic stands.
6. Each player places their *hero figure* on the starting tile. The colour of the stands corresponds to the colour of the hero cards.
7. Roll the dice to determine starting player..



THE GAMEPLAY

The game is played clockwise. The active player has *4 moves*, meaning they can move up to 4 tiles. During these moves, one of the following situations will occur:

A. Entering an undiscovered zone
B. Fighting a monster
C. Moving over a discovered zone

A. Entering an Undiscovered Zone

When moving into an undiscovered zone, the player takes one dungeon tile, connects it to the tile they are leaving and moves their hero onto the new tile. The new tile must be continuous only with the tile from which the hero came. All other routes can form a dead end.

Note: Karak's underground labyrinth is a really dark place – it's no wonder that heroes don't know what is waiting for them in a newly uncovered room or corridor.

1. *Tunnel*. If the new tile contains a tunnel, nothing special happens and the player can move on, if this was not their 4th move.



2. *Room*. If the new tile contains a room, the player draws one token from *the bag of monsters and treasures*.



   a) If a treasure was drawn, the player places it on the new tile and can still move on, if this was not their 4th move.
   b) If a treasure was drawn and the player owns a key, they can collect the treasure and discard the key. In this case the player's turn is over.
   c) If a monster was drawn, the player places it on the tile and resolves combat.

3. *Teleportation Gate*. If the new tile contains a teleportation gate (TG) and there is only one discovered TG in the whole dungeon, it is inactive and cannot be used. If there are more TGs in the dungeon, the player can move between them, spending one move for the teleport.



4. *Healing Fountains*. If the new tile contains a healing fountain (HF), players may decide *to heal* themselves, if they end their turn right away. Otherwise they can still move on.



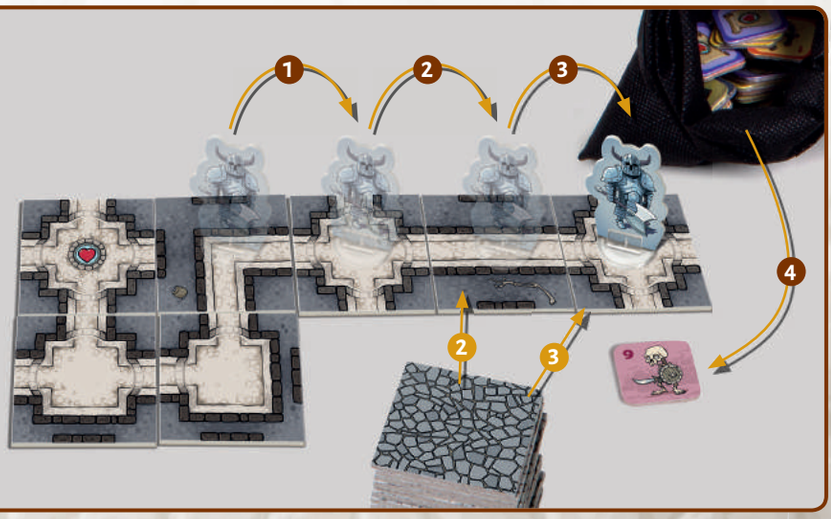
MOVEMENT EXAMPLE:

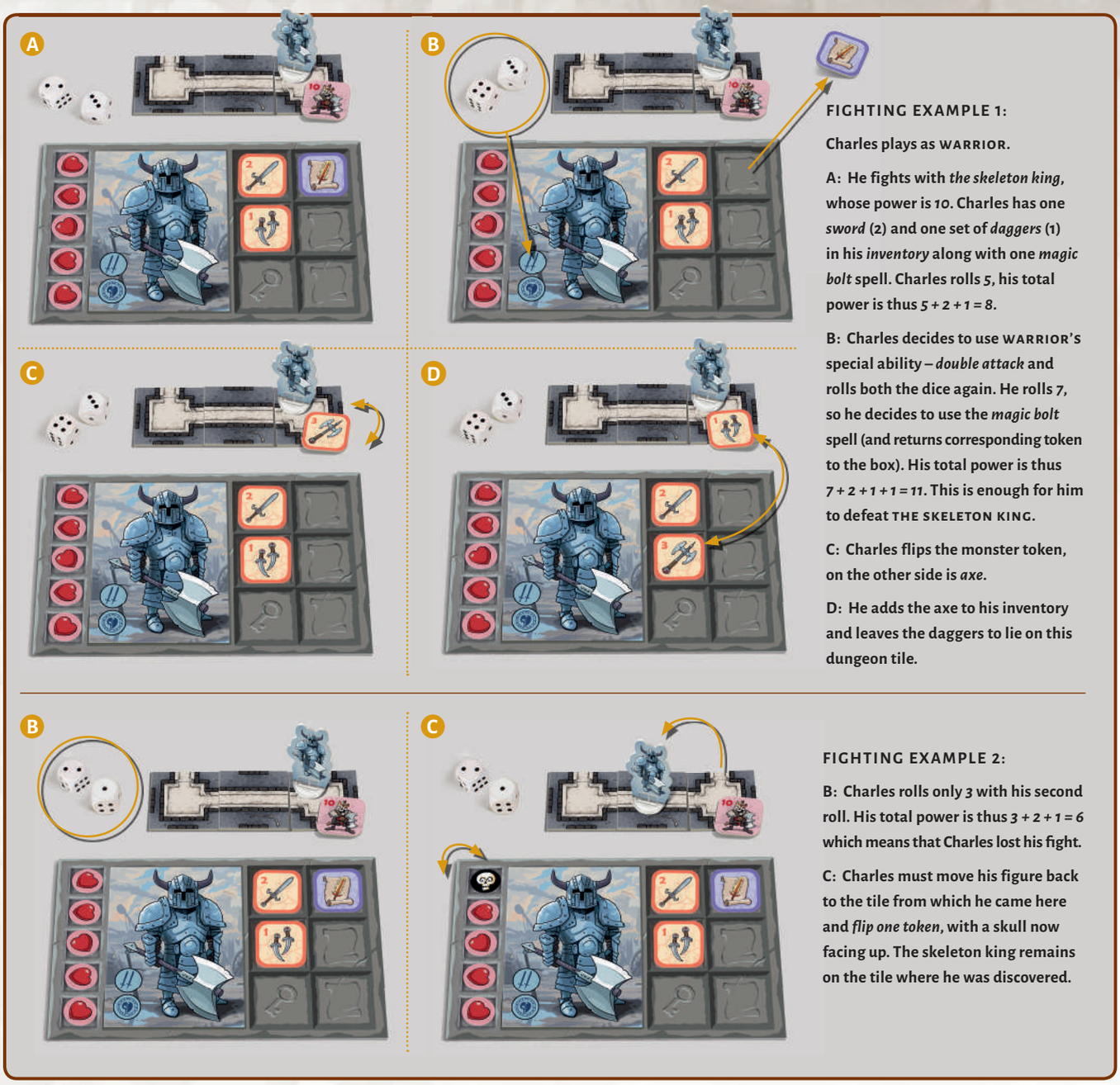
Charles plays as WARRIOR. He has four movement steps at his disposal in his turn. With his first step (1) he moves his figure onto the already discovered dungeon tile. It's *a room*.

With his second step he enters the Undiscovered zone, randomly draw a dungeon tile and adds it to the game board (2). It's *a corridor*.

With his third step he moves forward and adds a *room* to the game board (3). He must immediately draw *a monster token* from the bag. He draws *a skeleton swordsman* (4) and fight occurs.

After the fight, Charles' turn is over.





B. Fighting a Monster

When *fighting a monster*, the player rolls both the dice. Add all the equipment power to the total, and as many *magic bolt* spells as can be used, each adding a bonus of *+1*; if possible, a hero's skill can be used as well.

1. *Loss*. If *the total* (with all its bonuses) *is lower than the monster's strength*, the player loses, flips *one HP token* on his hero's inventory, with a skull now facing up, and moves their hero back to the tile they came from. The monster stays on the tile where it was discovered.
2. *Tie*. If *the total* (with all its bonuses) *equals the monster's strength*, it is a tie and nobody got hurt. The monster remains on the tile where it was discovered, and the hero must return to the tile they came from.
3. *Victory*. If *the total* (with all its bonuses) *is bigger than the monster's strength*, the player won and defeated the monster. The monster's token is flipped, showing an equipment which the hero loots and places in their inventory sheet. If there is no more space in the inventory, the player chooses an equipment to place on the tile where they are standing. This equipment can be collected by any other hero entering this tile.

No matter the result, after the combat is resolved, the respective player's turn is over.

C. Moving over a Discovered Zone

When moving through a discovered zone, the hero moves along continuous tiles.

1. Even when moving over a discovered zone, the hero is still limited to 4 moves.
2. If there is a monster in a room, the hero cannot pass it and has to fight it once they enter the room.
3. If the player wants to collect an equipment lying on a tile, unlock a chest or heal at the HF, they have to finish their turn on that tile (they can thus move less than 4 moves).
4. Monsters and treasures spawn in rooms only when the rooms are discovered for the first time.

End of a Turn

A turn ends in these cases:

1. once a player has moved 4 times
2. after a fight with a monster (no matter the result)
3. after unlocking and collecting a treasure
4. after collecting an equipment
5. after healing at the HF

END OF THE GAME

The game ends immediately after one of the heroes *defeats the dragon* in combat. The hero who defeated the beast will get its treasure, but that doesn't mean they are automatically declared winner. The winner is the player who has the most treasure points at the very moment the game ends. It may thus happen that a player becomes the winner without being the one who defeated the dragon.

HIT POINTS AND HEALING

Anytime a player loses a fight with a monster, they flip an HP token so the skull now faces up. Once a player loses their last HP, their hero falls unconscious.

If that happens, the player misses their next turn while healing one HP (flipping it with the heart now facing up), being able to play again in the coming turn. If a player moves to a HF, they can end their turn there and heal all their HP to the maximum. Healing also lifts *Karak's curse*.

Good to know: If a hero fights a monster from the starting tile and loses the combat, they return back to the starting tile, thus ending their turn on a HF and healing their wounds.

THE EQUIPMENT

Anytime a player defeats a monster, they loot *an equipment* that is shown on the other side of the monster token. The equipment can be one of the following:

A. Weapons **B. Spells** **C. Key**

The player places the equipment on the equipment sheet. The equipment sheet has *two slots for weapons*, *three slots for spells* and *one slot for a key*. A player can only place the equipment into its respective slot; they cannot put a spell into the weapon slot, and vice versa. This means a player can only have two weapons, three spells and one key at the same time. If they want to get additional equipment, they must discard one piece of equipment they already posses onto the tile their figure is currently occupying.

A. Weapons







There are three types of weapons – *daggers*, *swords* and *axes*. They can be received by defeating a giant RAT, SKELETON WARRIOR or SKELETON KING. A weapon can also be received by collecting it when standing on a tile where another player left it. The numbers depicted on the weapon card are always added to the total when rolling the dice.

When a player collects a weapon, they place it on one of the two possible slots for weapons. At any given moment, a player can thus own a maximum of two weapons.

B. Spells

There are two types of spells in the game: a *magic bolt* and a *portal of healing*. Once a player obtains a spell, they place it in one of the spell slots; each player can thus have a maximum of three spells. After using a spell, the player discards it from the game (meaning they do not return it to the bag).



Magic Bolt: The *magic bolt* spell can be acquired by defeating a MUMMY. When using it, a bonus of *+1* is added to the total when rolling the dice; however, it can be used after the roll if the player wants to. In addition, more than one spell can be used during one fight.



Portal of Healing: The *portal of healing* spell can be acquired by defeating a GIANT SPIDER.

The *portal of healing* spell can be used either on the caster or on any other player. The target is then moved to any revealed HF and all of their wounds are healed; *any curse is removed* as well. This does not cost any moves, and it does not end the turn. Thus it can be used any time during the caster's turn.

C. Key and Treasure



A key can be acquired by defeating a SKELETON TURNKEY.



After receiving it, the player places it on the hero card in the *key slot*. Each player can thus own a maximum of one key. A key can be used to *unlock any chest*. To unlock *a chest*, the player has to end their turn on a *tile with* a chest, collect the treasure and *discard the key from the game* (meaning they do not return it to the bag).

Anytime a player owns more pieces of equipment than they are entitled to, they have to place the excess equipment of their choice on the tile where they are standing, making it accessible for the other players to collect it.

THE CURSE OF KARAK



If any player defeats a MUMMY, one player *becomes cursed*. The player who defeated the MUMMY chooses another player and places the curse token on their inventory sheet.

The player whose hero was cursed and has the curse token on their hero's card cannot use their hero's skills. Thus THE WARRIOR can roll the dice only once and dies just like the others, THE SWORDSMAN can roll *1* and his turn ends after any combat, etc.

The curse can be lifted by finishing one's turn on a tile with a HF and removing the curse token along with restoring all HPs. The curse can also be *passed on* when another MUMMY is defeated, and the player moves the curse token to another player. However, the token does not have to be moved; it can stay with the previous owner.



Argentus, the Wizard



Skills:

Magical Affinity. The Wizard knows how to use the *magic bolts* more effectively, and for this reason his scrolls are not consumed when used. However, this does not apply to the *portal of healing* and if the Wizard is cursed, he has to discard the *magic bolt* spells during combat just like the others.

Astral Walking. The Wizard can move through walls, thus he does not have to respect the continuity of the dungeon. This, however, can be used only while moving over the discovered tiles.

City of Light – the ancient capital of wizards. Once a shining metropolis full of wonder and wisdom, now the battleground for two rival factions. One believes that wizards should use their power to save the world from imminent cataclysm. The other believes that they should isolate the city and leave the problems of the world to its inhabitants. The white wizard Argentus *has discovered that the power that could unleash the cataclysm, or stop it, lies beneath Karak Castle. Will he have enough power to show his brethren the proof of impending doom? Or will they prefer the shine of Karak's gold?*

Horan, the Warrior



Skills:

Double Attack. The Warrior is skilled at combat. In any combat, he can reroll the dice if the first roll is not to his liking. He does not lose a HP in the first loss. However, he must accept the second roll's result.

Reincarnation. If the Warrior loses his last HP, he does not fall unconscious like the other weaklings, instead he teleports to any tile with a HF, where all his HPs are replenished. However, his turn ends anyway.

Lord Horan is a renowned fighter and born warlord, a living legend among warriors. His armies and war machines could conquer any fortress he wanted. But there is one seat of power that couldn't be conquered with his vast armies: Karak – a once mighty castle, now ruins with a terrifying dragon fabled to lurk beneath. Even the mighty Horan feels age catching up with him and so he senses one final opportunity to enter the legends as the most powerful warrior that ever lived. There is just one little catch – Horan must slay the mighty dragon guarding Karak's immeasurable fortune.

Lord Xanros, the Warlock



Skills:

Sacrifice. The Warlock can sacrifice one HP to gain a bonus of *+1* to his strength. He can decide to do that after rolling the dice but can gain the bonus only once per combat. He can also sacrifice his last HP but then falls unconscious for his next turn.

Magic Swap. The Warlock can swap his position with any other hero, meaning the Warlock moves to a tile occupied by another player and the respective player is moved to the tile where the Warlock stood. This action costs 4 moves so it can be performed only at the beginning of the Warlock's turn; however, the Warlock can use the ability of the tile where he ended his turn (unlocking a chest, healing, etc.).

Lord Xanros has spent ages studying the darkest secrets of magic. He desires power and immortality. In a dusty grimoire, he discovered knowledge about the once proud seat of a mighty order of knights – Karak Castle. Xanros also discovered a labyrinth beneath its walls – a maze, crawling with monsters and full of treasures. No local has ever stepped into its halls. But that cannot stop Xanros, the Warlock. He believes that in the dark dungeons of Karak lies the power to make him immortal. And Xanros will do anything to claim that power. Even if it means slaying the dragon.

Aderyn, the Thief



Skills:

***Backstab*.** The Thief can attack from the shadows. Thanks to that, she wins any combat that would normally result in a tie.

***Stealth*.** The Thief can move in the shadows. When entering a tile with a monster, she can decide if she wants to fight it or leave it and continue moving.

Before Aderyn became a thief, she was nobility. But when her father, brave and wise ruler of the Island kingdom, was slain by savage invaders from the East, her life was in danger. Aderyn fled her father's castle only to be kidnapped by bandits living in the woods. But the leader of the bandits showed mercy on the young girl and didn't turn her over to the Easterners. Instead, he taught Aderyn how to survive. With newly acquired skills, she has the opportunity to avenge her father. But for her plan to succeed, she needs a drop of dragon's blood and plenty of gold. What a coincidence that both ingredients are waiting for her in the dark dungeons of Karak.



Victorius, the Swordsman

Skills:

Combat Training. The Swordsman is an experienced fighter, and his strikes are always precise. If any die roll yields a *1*, he can reroll it as many times as necessary to gain a better outcome.

Unstoppable. If at least one of the dice yields a *6* during combat, the Swordsman can continue his turn afterwards. He can even fight the same monster if the combat was a tie, or if he lost.

An elite warrior of a Mediterranean empire, VICTORIUS is a swordsman whose skills have no match in the known world. But even the mightiest swordsman has a weakness – his heart. His love for the young queen he promised to protect is deep and burning. For her, he's only her best sword – nothing more. His love forced VICTORIUS into a brave and foolish deed. To show the depth of his affection for the young queen, he decided to bring his love the fabled dragon's ruby – or die trying.



Taia, the Oracle

Skills:

Farseeing. The Oracle has the best knowledge of all her enemies. If she fights in the first move of her turn, she gains a bonus of *+1* to her roll.

Fateweaver. The Oracle can influence her future. Anytime she is supposed to draw a token from the bag of monsters and treasures, she draws two tokens instead, choosing one to place on the tile and putting the other one back in the bag.

TAIA grew up in the shadow of Karak Castle. She felt a poison spreading throughout the land of her ancestors – sicknesses, poisoned waters, dying crops. All because of the dragon beneath the castle. From a young age, TAIA was able to see glimpses of the future. First it confused and terrified her. But over the years she was able to learn how to use that ability to her advantage. Now it's time to use it once more – this time to save her people from certain death.

BESTIARY

Rat



THE RATS usually appear near the remains of fallen adventurers who couldn't achieve the same goal you're trying to achieve. The huge RATS of Karak Castle shouldn't be a problem for a skilled hero, but nothing is certain beneath the cursed fortress.

Skeleton King



Not even the powerful kings of Karak Castle were able to resist the desire for the labyrinth's gold. But, like many others, THE KINGS found themselves trapped in the labyrinth and never saw daylight again. Their mighty war axes are just as deadly as when the kings were alive, so beware – they are worthy foes. Don't underestimate them.

Skeleton Warrior



Dark powers have awoken in the darkest corners of Karak. Because of this foul magic, the skeletons of once proud knights have risen to face the unwanted invaders. SKELETON WARRIORS are skilled fighters who are hard to beat or even stop. But if you can achieve that, your reward will be their sharp swords.

Skeleton Turnkey



Unarmed, but not defenseless. The skeletons are fierce opponents dedicated to the protection of Karak's fortune. If you are not properly equipped with weapons, you may find it difficult to beat them. But you need them to fall if you want the treasure, because only their keys can open the magical treasure chests of Karak.

Giant Spider



These eight-legged beasts are really enormous, but silent and therefore deadly. Their unnatural size is the result of magic unleashed centuries ago. No surprise you can't often find magic scrolls near their underground lairs.

The Fallen



You don't think you're the first brave soul to ever enter Karak's labyrinth, do you? There have been many brave adventurers – now many dead souls. Some even managed to reach Karak's gold, but it didn't serve them well. They lost their mind and never found their way out. Now, their cursed souls have to guard the very treasure they tried to steal.

Mummy



Dusty manuscripts suggest that the persons who became MUMMIES were the original builders of Karak's labyrinth. Their ancient nation was obsessed by wealth. They sought a way to achieve immortality so they could enjoy their fortune indefinitely. But the dark magic they used always comes with a cost. They gained the immortality they wanted, but not the way they imagined. Now their cursed shells wander in the ruins of their forgotten empire and attack anyone who would want to steal their treasure. Beware, or their curse will fall on you as well!

The Dragon



Some people claim they've seen his shadow in the clouds high above the castle, but no one has been able to give a precise description of his gruesome looks. It's not even certain that he comes from this world. Legends say that the people who have really seen him lost their voice. Is he the source of the dark power corrupting the castle and the land around it? We don't know. It's up to you to find out.



SUMMARY OF THE RULES

The Basic Rules:



Movement
— Each player can move up to 4 spaces during their turn.
— When discovering a room, the respective player draws a token from the bag.
— Combat, healing, collecting equipment or unlocking a chest ends a turn.

Combat
— A monster is defeated by having a bigger total of the dice roll and equipment bonuses.
— After the dice are rolled, spells can also be used. However, they are discarded afterwards.
— After losing all of their HPs, the player skips one turn to restore one HP.

Curse
— When defeating a mummy, the respective player chooses a player to curse.
— The cursed player loses their hero's skills until the curse is lifted.
— A curse can be lifted by healing at the HF (along with the healing of all wounds).

End of the game and declaration of the winner
— The game ends once the dragon has been defeated.
— The player with the most VPs is the winner.

Hero's Skills:

The Warrior
— Has two rolls instead of one.
— Teleports to a HF after death, and thus does not lose a turn but fully heals himself

The Thief
— Wins a combat when there is a tie
— Can evade a monster – doesn't have to fight it

The Wizard
— Does not discard "magic bolt" spells after use
— Can move through walls

The Warlock
— Can sacrifice a HP for a bonus of *+1* power in combat
— Can swap positions with another player at the cost of 4 moves

The Swordsman
— Always rerolls if the number is 1 (on a single die)
— If a 6 is rolled (on a single die), he can continue his turn after the combat

The Oracle
— Has a bonus of *+1* to combat on her first move
— Draws two tokens from the bag, chooses one and returns the other

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