

Overview This is a solo print-and-play game about village-building and dungeon-delving.

Materials You need a pencil, an eraser, twelve six-sided dice, and printed playsheets. (You can use pencil or tokens instead of d6s to track resources.)

Playsheets The title of each sheet is in the top left.

Rules & Setup These explain how to play and are used for initial game setup. Print one of each and keep for reference.

Systems & World These are the only two sheets involved in gameplay. You use pencil marks and d6s to do so. Systems includes the various mechanisms for play. World is the map you select each game to play on. Print several, since you'll need a fresh copy of each for each game.

Log Historical game tracker. Print copies as you need them.

Play Proceeds over 30 Rounds. Each round, cross off the round tracker, roll Event, and take three actions. (Ignore Attack Events for the first 3 Rounds.) Complete the Objective and survive to the end of Round 30 to win. Restart if you become unable to fulfil the Objective. Lose when your 5th building is lost.

Overworld & Underworld The World sheet is split in two. The Overworld is on top; you build here. The Underworld is on the bottom; you quest here.

Action Available actions are listed on the **Buildings** sheet, denoted with an **A**. You may only use actions associated with buildings you have built.

Attack Can appear as an Event. Attack (based on Event roll) is added to Threat (based on Round). To win, you must get a larger Defence (d6 per Barracks + 2 per Outpost). On loss, lose a building and resource listed in (brackets). Defending is automatic and has no **A** cost.

Loss Buildings lost must always be of the highest tier owned. Thus, mods which affect loss all refer to highest-tier buildings. Normally, you select which top-tier building to lose. When you lose a building, you lose its benefits. Erase both its ticks on Systems trackers (rightmost first) and tick the Lost tracker. Scribble over the lost building's tiles. This is Rubble, which you cannot build on. (If the only top-tier building available is your Town Centre, instead downgrade it one Tier. You still increment Lost. No rubble is created.)

Build Appears as an Action on the Town Centre.

- Select building of available Tier and count. Tiers are unlocked by upgrading your Town Centre. Max buildings available correspond to empty tickboxes.

- Pay cost. Additional amount (in brackets) must be paid once for each of the same building already present in the village.

- Tick two boxes: one under title on main Buildings reference (above) or on building-specific tracker (below) as noted, and the other above **p** tracker. You must have an unoccupied **p** to build. (Farms don't occupy **p** or building slots.)

- Draw building on Overworld, copying its shape from Buildings. You may mirror and rotate when placing. Must be close to (one tile away from) at least one existing building, but may not touch (share an edge or corner with) any existing building. It is helpful to write the building's tier on it.

Terrain Overworld only. Some buildings *require* terrain: all their tiles must be placed on that terrain. No structures may be built on Crag.

- Terrain affinity allows you to spend no **A** to Build on that terrain. Only applies if all structure tiles are on that terrain.

- Terrain aversion forces you to spend 2**A** (in one Round) to Build on that terrain. Applies if any structure tiles are on that terrain.

 Woods  Rocky  Field  Scrub  Crag

Upgrade Only works on Town Centre. Cost is listed with action. Increases Town Centre to the next size. Change in-place and do not move it. Does not occupy an additional **p**.

Population Gained using Houses. Each **p** works in one building. You must have an unemployed **p** available to Build (except Farms). The first **p** works in the Town Centre. Losing **p** does not disable existing buildings. The total number of **p** in your village is limited by how many Farms you've built.

Resources There are three material resources in the game: **w**ood, **s**tone and **g**old, gained using Mill, Quarry and Prospector respectively. Record when you gain or lose these. You gain additional storage with each Depot built. If you must lose more than you have of a given resource, just lose all you have. (You cannot voluntarily "overspend" for things you cannot afford.) If you gain more than you have space for, the excess is lost.

Heroes Gained using the Church, Heroes allow you to Quest. Each hero appears as a number on its tracker – the number is the hero's power. The number may increase or decrease as the hero gains or loses power.

Quest You need at least one Hero to Quest. All heroes join each Quest.

Travel Travel from a structure tile of your choice to any Overworld passage tile **▽** in movement range. Spend one Movement per tile travelled. You may move diagonally. Once there, Descend to the equivalent Underworld passage tile **△**. Descent doesn't cost Movement.

Explore Starting from the tile you descended to, move around the Underworld as you did in the Overworld, spending one from your remaining Movement per tile travelled.

Monsters Monsters are shown in the Underworld as an unbolded number. This is its power. To enter a tile containing a monster, you must first defeat it in a Fight. Every time you enter a tile adjacent to one or more monsters, choose to either Fight them or to attempt to Stealth past them.

Fight Each Fight costs one Movement. Roll a d6 per Hero and add the total power of all Heroes. If this is bigger than the total power of all adjacent monsters, the monsters are defeated. Draw an X over them – their deaths are permanent and you need not fight them on future Quests. Otherwise, you lose. Roll d6 on the Defeat table. (Power loss is permanent. Heroes reduced below 1 Power are lost.)

Stealth To Stealth, roll d6 for each adjacent monster.

1-2: You are detected. Stop stealth rolls for this movement and fight the adjacent monsters at -2 Power per Hero.

3-6: You are undetected by that monster. Continue rolling if there are more adjacent monsters. (You will still need to roll Stealth if future movements bring you adjacent to the same monster.)

Traps If you enter a Trap (!) tile, roll a d6 for each Hero. On a 1, lose that Hero. Trap tiles remain active, even if they kill a Hero.

Loot Treasure tiles are bold numbers. You may loot a Treasure tile adjacent to your current tile and end your Quest. Roll on the Loot table, adding the Treasure's number to your roll. Each Treasure may be looted once per game. Draw an X over the Treasure to show that it has been looted. You may only move onto looted Treasure.

Exhaustion If you run out of Movement before you Loot, your Quest is over. All surviving heroes return to town.

Misc Fiddly bits.

- If a modifier puts a roll out of range, bring it to the closest in-range value. (Emmet rolls Event, gets 12 + 1 = 13? Treat it as 12.)
- For all re-rolls, you must use the new result.
- "Once per building" rolls mean that you may perform the roll up to once per building owned, but the re-roll rule still applies, so stop rolling when you get a roll you're happy with.
- When you use a "next..." action, tick the box so you know it's active. These can't be stacked. Erase the tick as its effect is applied.
- "Adjacent" includes diagonals.
- For Heroes, adjacent tiles are the 8 tiles surrounding a single tile. They may "squeeze" diagonally between two impassable / monster tiles.
- Two buildings are adjacent if they have a gap of no more than one tile between them. Crag breaks this adjacency.
- Buildings may share edges and corners with, but may not be built atop, rubble and Overworld passage tiles **▽**.
- "Within x tiles" refers to the shortest direct path (ignoring buildings and terrain) between the two closest tiles of two buildings, counted as you would Hero movement.
- The **A** cost for a single action must be paid all in one round.
- You can take a 0**A** or "free" action even if you have no **A** remaining in the round.
- It is helpful to track your remaining actions for the round on your non-dominant hand.
- Losing a storage building causes you to lose what's stored. Losing a Guildhall means you lose all Heroes stored in it, and losing a Depot means your resource counts are reduced to your new maximums.

Systems This explains the various systems in detail.

Objective This represents a specific, overarching goal for the game session. If no Round is specified, you must fulfil the objective by the end of Round 30, after taking your final action.

Character These represent potent and capable village leaders who significantly change how the game works. Mark their changes directly on the affected buildings or trackers before you play.

Mods These make the game more difficult, but give you a gem bonus when selected. You may activate as many mods as you like at the same time, but some combinations break the game. Compatibility is left as an exercise for the player. Make a note of the active mod effects to jog your memory.

Gems Record gems hoarded as your score if you win. Once you can win reliably, if you want a challenge, try to push your gem score up by Questing more aggressively and using more mods.

Lost Track how many buildings you've lost. Lose the game when you lose your 5th building.

Resource Records your stored resources. Place a d6 on a square with the current quantity face-up when resources are stored. Use the left square for the first 6 resources and the right for the next 6. You can instead use coins, tokens or pencil to track these if you prefer. 4 storage slots for each resource (**w s g**), +2 slots for each resource per Depot.

Round Crossed off at the start of each of the game's 30 Rounds. Threat gradually increases, which makes Attacks stronger.

Population Records your town's population, along with the number of buildings in your town. 7 **p** slots, +6 per Farm.

Defence Must beat Attack + Threat on an Attack event, or lose a building and item in (brackets). Starts at 0, +d6 per Barracks, +2 per Outpost.

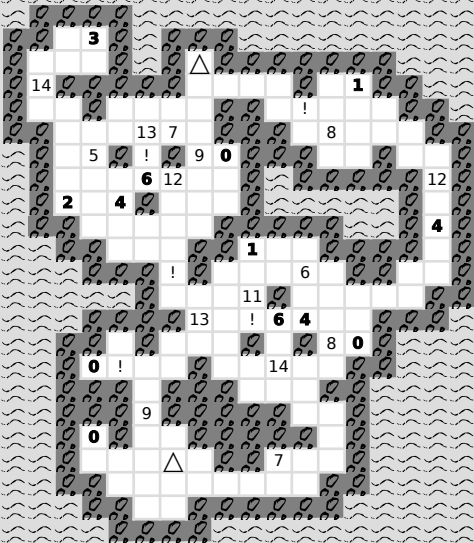
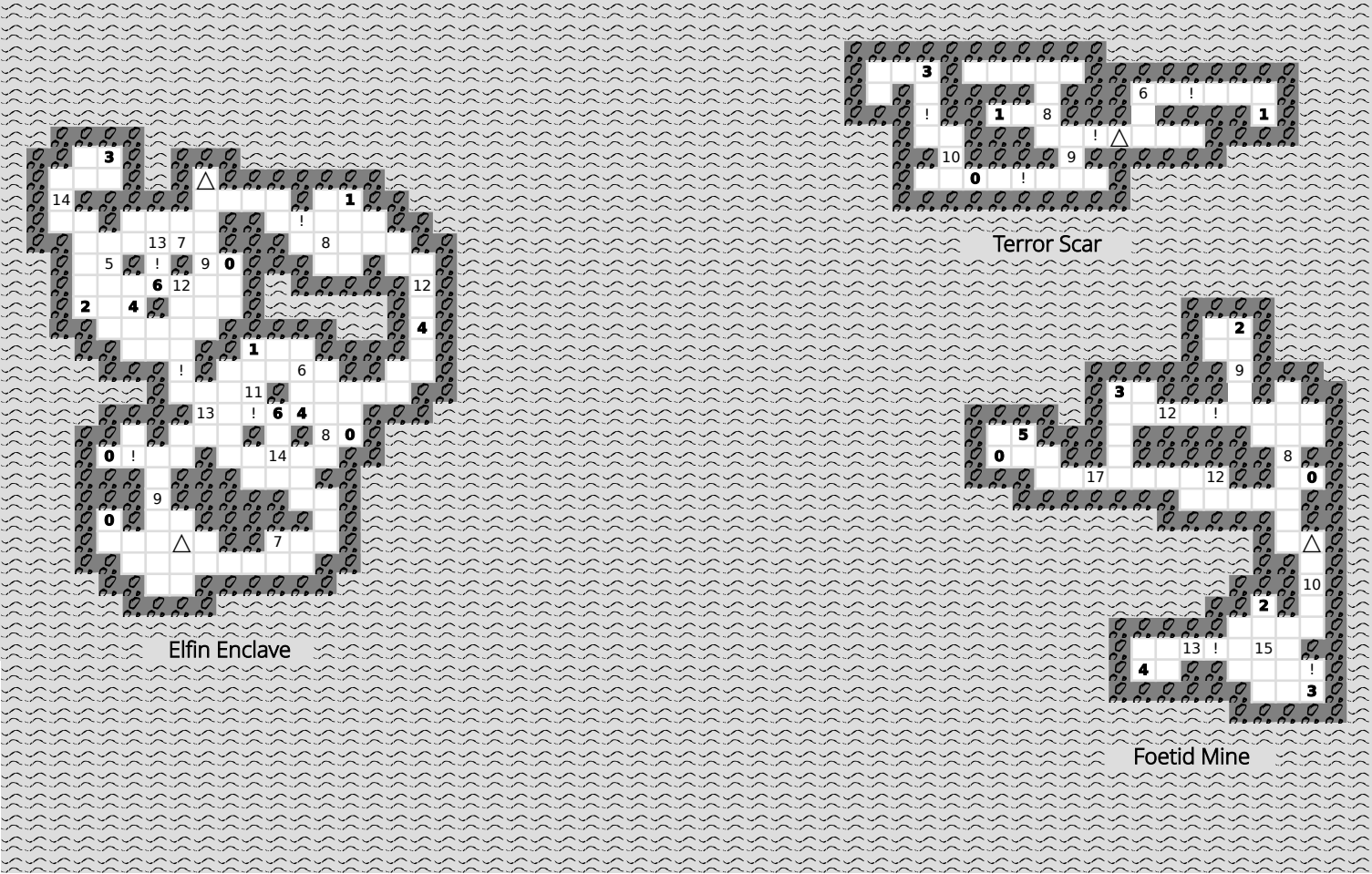
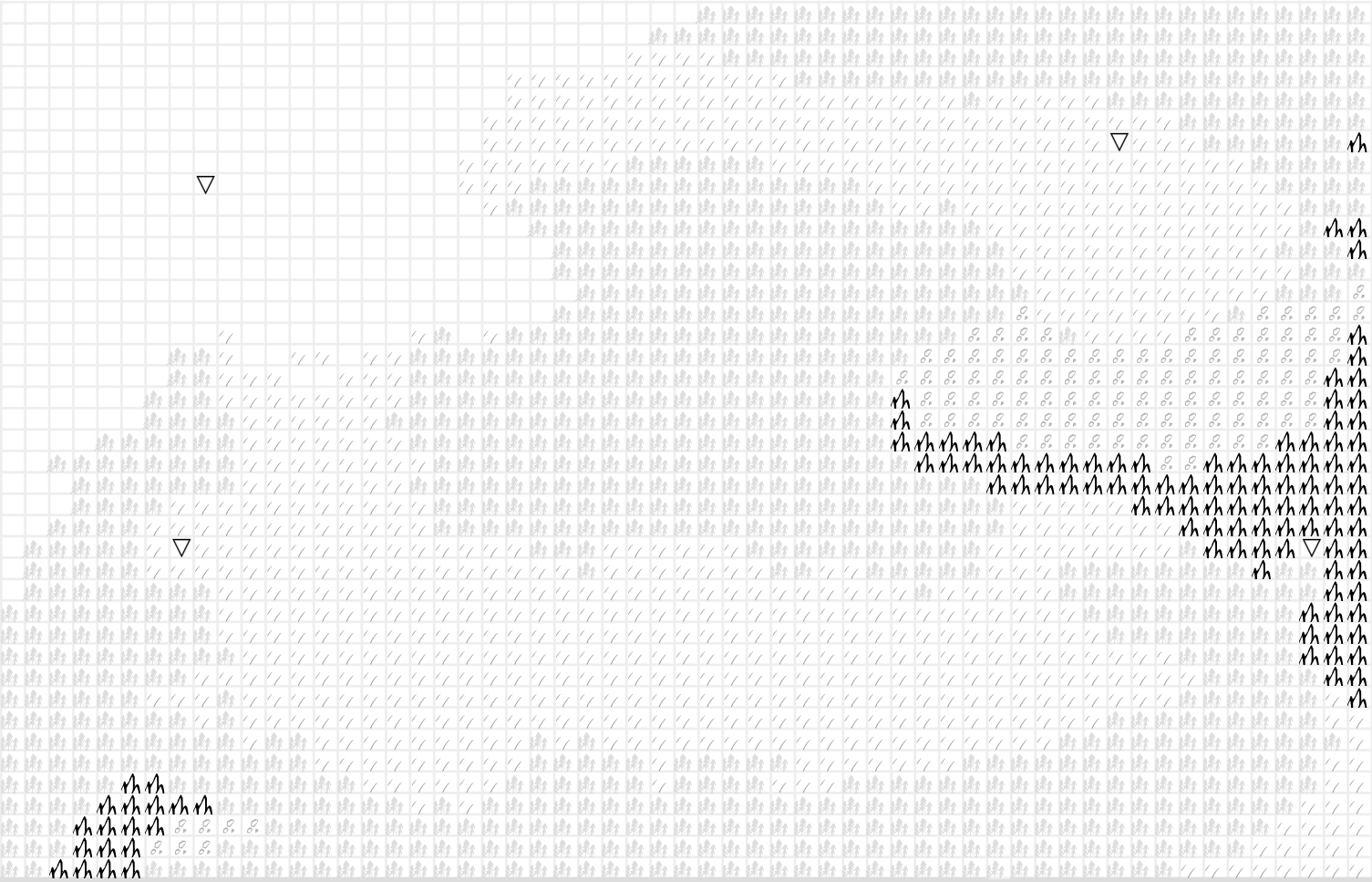
Movement How far you can move during each Quest. Your available movement pool refills at the start of each Quest. Starts at 3, +3 per Stables.

Heroes When you gain a hero, write its power in an empty Hero box. Erase it if you lose the hero. 0 slots, +2 per Guildhall.

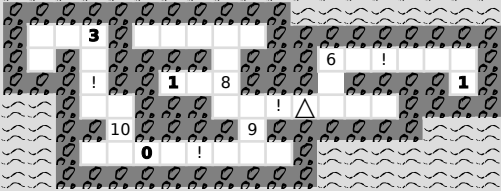
Start Select world, objective, character, and mods. Note changes on Systems sheet. Place Town Centre 1 on non-averse terrain. Gain 3**w** 5**p**. Cross off Round 1 and play.

Setup	Character	Advanced For a greater challenge	Mods Gem bonus on left
Objective Select freely	Easy Start here (-20 gem penalty)	Emmet Weavetinker, Seer – Maximum 2 of each building except Farms ± No aversion, no affinity + Event rolls +1 + Defeat rolls +1 + Loot rolls +1 + Quarry, Overseer A produces 3s per Quarry	13 Homestead Add two ticks to Lost when downgrading your Town Centre.
Store 12w by the start of Round 15	Hayat Ekram, Royal Strategist – Loot rolls -1 + Field affinity (Build costs no A) + Defence +2		24 Precarious Start the game with two Lost ticks.
Store 12s by the start of Round 18	Auchimir, Eminent Prelate – Maximum 2 Tier 4 buildings, not counting your Town Centre + Scrub affinity (Build costs no A) + Start the game with an extra w , 4s , 2g		23 Chaos You cannot build buildings adjacent to those of the same tier. For this, Town Centre counts as a different tier to all other buildings.
Store 12g by the start of Round 24	Erwin Lyme, Spelunker – Questing costs 3A + Field affinity (Build costs no A) + Movement +6		17 Order You may only build buildings adjacent to those of the same tier. (Doesn't apply to first of each tier.)
Gain 21g over the course of the game	Ayan Dawnseer, Oracle of Vir – Defence -3 + Woods affinity (Build costs no A) + 1 extra Action per round		18 Campus You may only build buildings adjacent to those with the same name. (Doesn't apply to first of each building.)
Have 27p at the start of Round 21		Imrael, Shadow Counsel – When you lose to an Attack, roll d6. Lose 3w , 2s , g on 1-2 – When you lose a Fight, after Defeat, roll d6. End the round on 1-2 ± The first time you build on new terrain, first roll d6. On 1-2 gain aversion. On 5-6 gain affinity + When you beat an Attack, roll d6. Gain g on 6 + When you win a Fight, roll d6. Gain 2 extra Movement this Quest on 5-6	14 Diaspora Buildings may be adjacent to two others at most. Town Centre and Depot are exempt.
Never lose to an Attack		Tramblin Esther, Lucent Bard – Loot rolls -2 – Single-enemy fights -2 – When you are Attacked, lose p . This is in addition to any loss penalty, and still occurs if you beat the Attack ± Field aversion, Rocky affinity + A : Lose 3p to change your aversion or affinity to a terrain of your choice. They may not be the same + When you would gain p , gain an extra p + Church A creates Heroes with Power 2	17 Glom After your second building, each new building must be built adjacent to at least two buildings.
Beat three Attacks by more than 5			14 Conduit Buildings disconnected from your Town Centre are lost. (Buildings are connected if you can trace a chain of adjacent buildings from one building to another.)
Do not Quest			7 Isolate When losing a building, lose the one with the fewest adjacent buildings first. You choose on ties.
Quest at least 12 times	Intermediate Try these next		8 Crowd When losing a building, lose the one with the most adjacent buildings first. You choose on ties.
Descend via each passage	Jennifer Lightfoot, Arcanist – Scrub aversion (Build costs 2A) – Start the game with 1w – Defence -2 + Field affinity + Guildhall, Tower cost nothing + Movement +5		19 Exposed After your fourth building, when losing a building, also lose each building with fewer than 3 other buildings within 4 tiles.
Fight at least 10 times			9 Tide When losing a building, lose your <u>northmost</u> (select a direction at game start) building. You choose on ties.
Fight at least 7 times. Never lose a fight	Kramgar Lochbrid, Barbarian Lord – Woods aversion (Build costs 2A) – Farm, House, Overseer cost + w – Mill, Overseer A produces 2w per Mill + Scrub affinity + Defence +d6 + Fights +d6		13 Impetus New buildings must be <u>northmost</u> (select a direction at game start).
Have two buildings 40 tiles apart			8 Prudent Town Centre may not be placed within 15 tiles of an Overworld passage ▽.
Have three buildings 30 tiles apart from each other	Yasmine, Grovesprite – Field aversion (Build costs 2A) – Fights cost 2 Movement – Outpost, Armourer, Guildhall cost + 2s + Woods affinity + Mill, Overseer A produces 4w per Mill + Town Centre upgrades cost no w		15 Rumour New buildings may not be built within 5 tiles of an Overworld passage ▽.
Build at least 22 buildings and have no two buildings further than 18 tiles apart			16 Nexus New buildings must be built within 10 tiles of Town Centre.
Build at least 27 buildings	Yccatai, Benevolent Construct – Forest aversion (Build costs 2A) – Fights -2 – Maximum 2 Barracks + Field affinity + Gain w after you Build + Depot, Church cost no s		17 Pylon New buildings must be built within 4 tiles of Town Centre or a Depot. Does not apply to Town Centre or Depot.
Build all 16 Tier 1 buildings			24 Civil New buildings must share an edge with a road tile. Building adjacency rules still apply. You may build atop road, but this destroys the overlapped road tiles. Start the game with a ring of 20 road tiles around your Town Centre. A : Lose 3w or s to build 10 road tiles. You may only build new road tiles next to (no diagonal connections) existing road tiles.
Build 14 Tier 2 buildings		Nebuchadnezzar, Prime Alchimeter – At the start of Round 27, before you roll Event, lose 12g . If you do not have 12g stored when you do this, you lose ± Field aversion, Crag affinity (applies to structures built adjacent to Crag) + When you gain s , you may gain all or part of it as w instead + You may spend s as if it were w + A : If you have at least 6s stored, lose 6s to gain g	17 Code Build costs more. Tier 2 + w , Tier 3 + s , Tier 4 + g .
Build 10 Tier 3 buildings			22 Minima You may not have more than three Tier 3 structures.
Build 6 Tier 4 buildings			6 Pure You may only build one type of Tier 4 structure, not counting your Town Centre.
Build at least 4 buildings on each terrain (all tiles)			14 Rest You may not activate a Mill, Quarry, Overseer, or Prospector with your last action each round.
Reach Town Centre 3 by Round 8			19 Tire When you use a Build action, any remaining actions this round are lost.
Reach Town Centre 4 by Round 16			23 Homesick Your Town Centre must be placed with all its tiles on one type of terrain. Lose p each time you Build on any other terrain.
Finish the game without building an Overseer			5 Alien Averse terrain costs 3A to Build on.
Finish the game without exceeding one Barracks			16 Jaunt When starting a Quest, you may only Travel from Guildhall tiles.
Finish the game without exceeding one Outpost			
Finish the game with 5 or more Mods active			

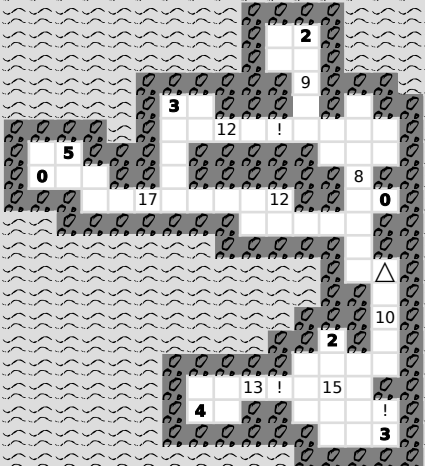
World – Emerald Copse



Elfin Enclave

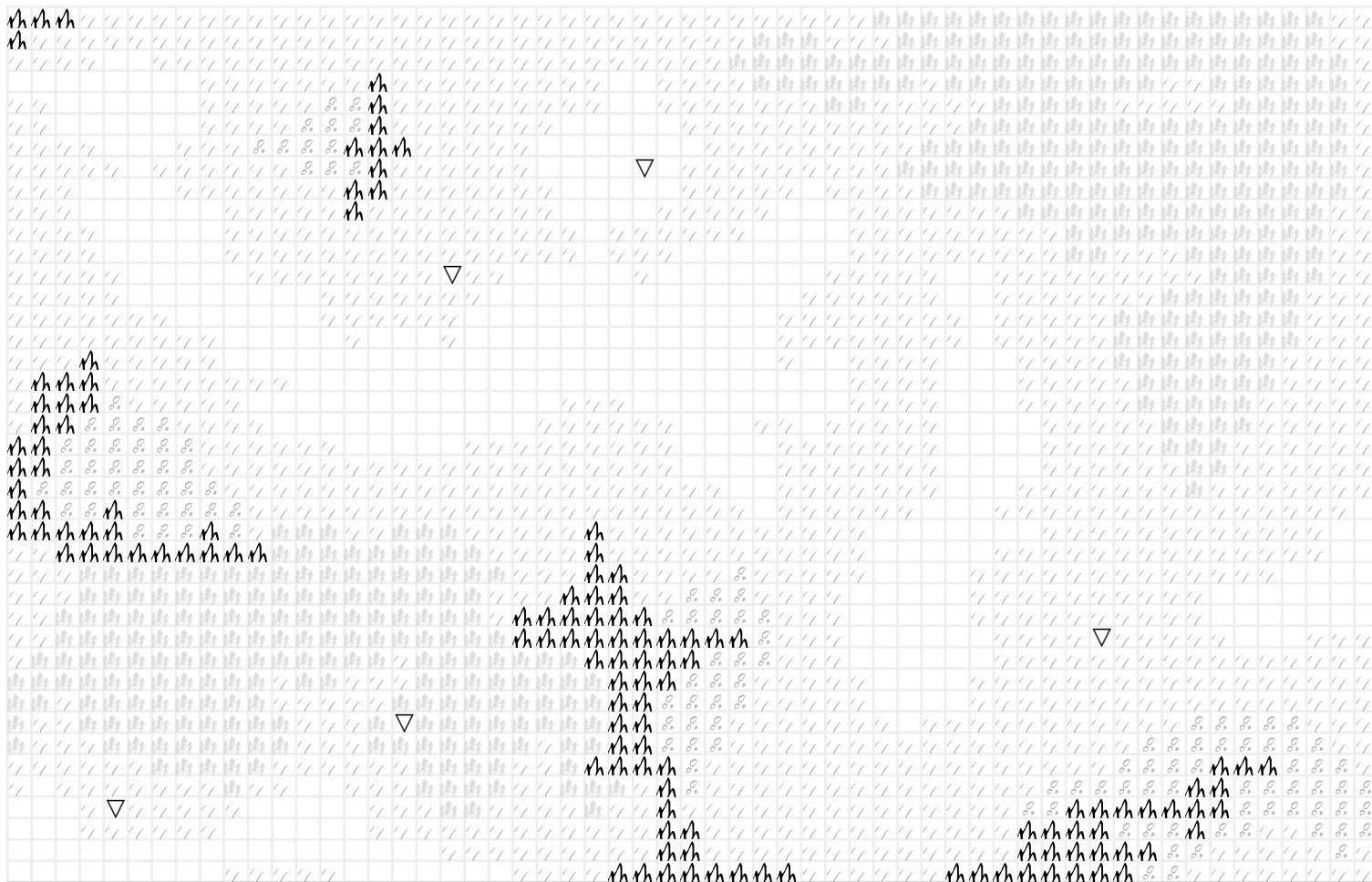


Terror Scar

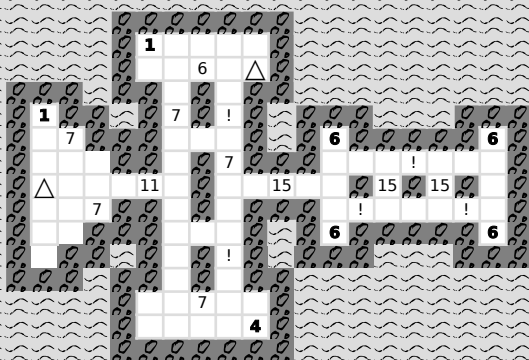


Foetid Mine

World – Scarlet Savannah



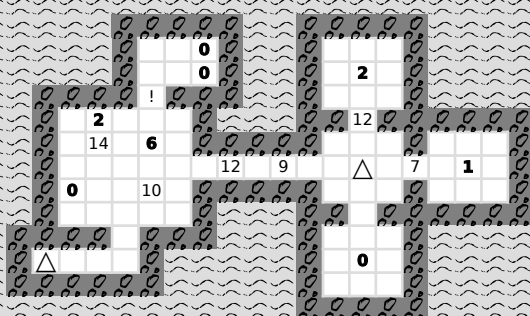
Dwimmer Depths



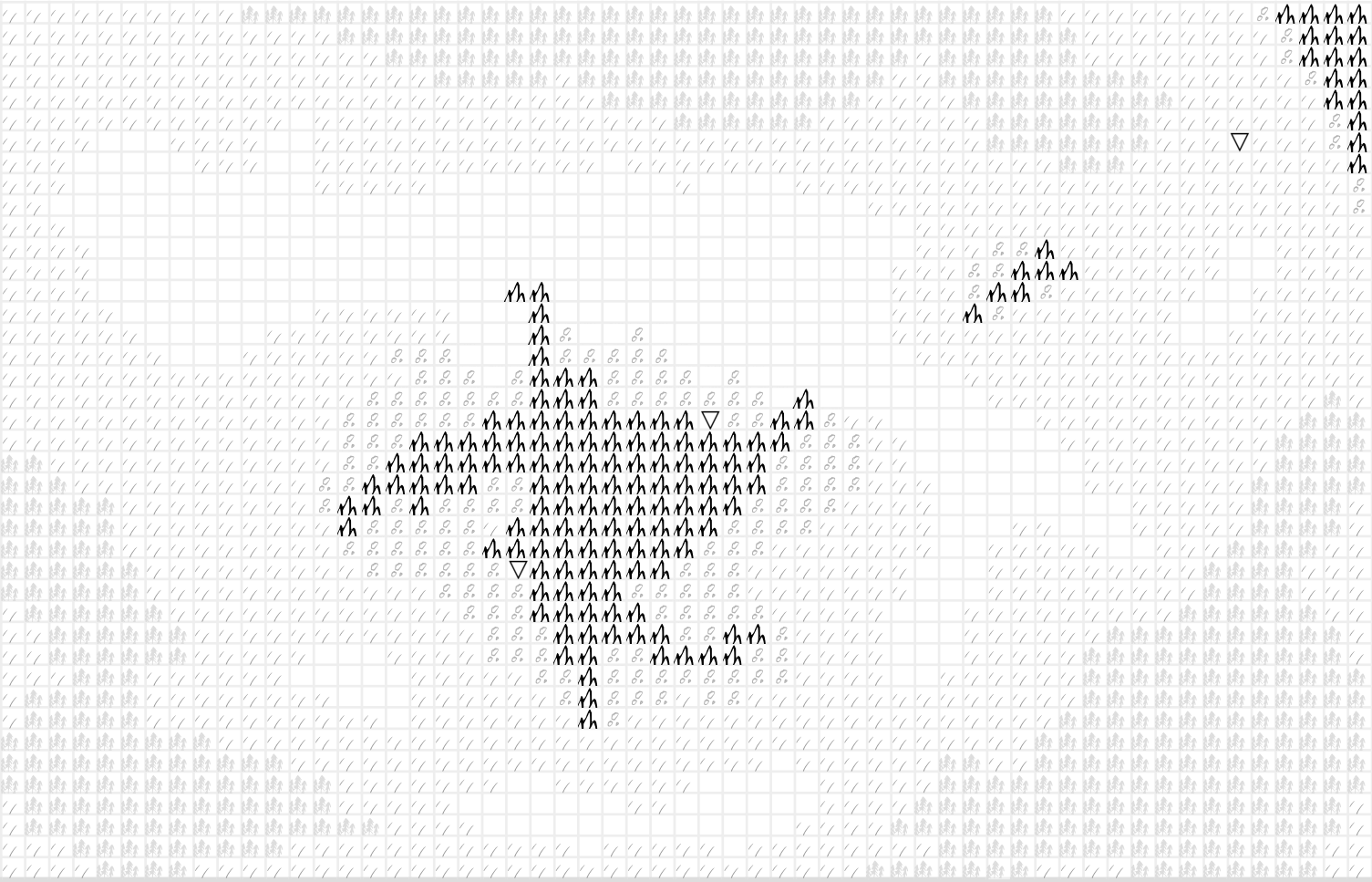
Briar Warren



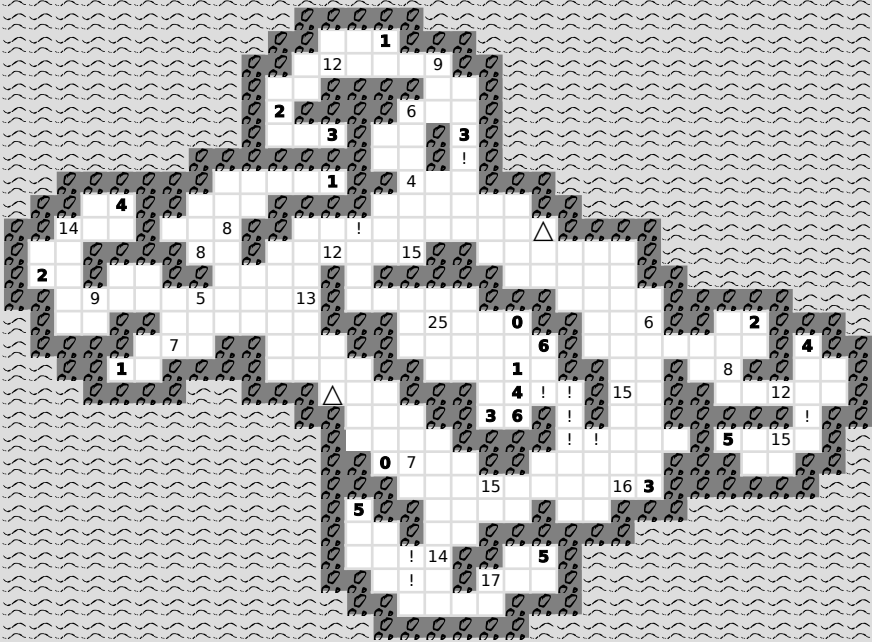
Seeping Crypt



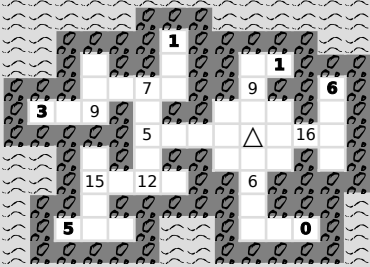
World – Lonely Mountain



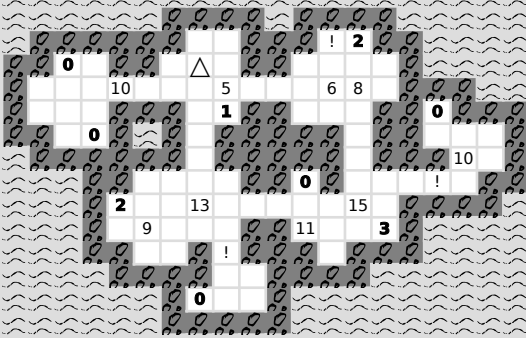
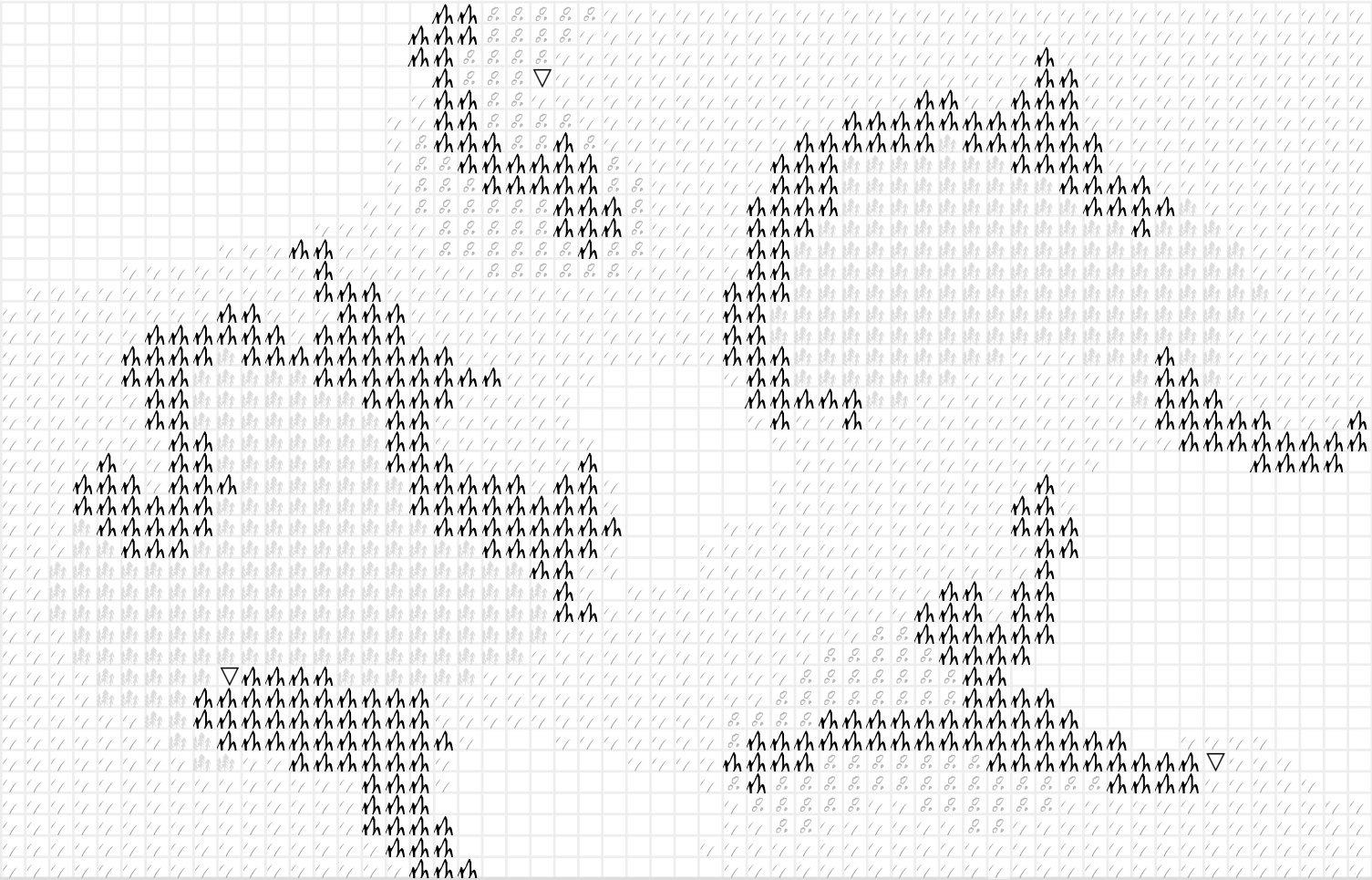
Teeming Lair



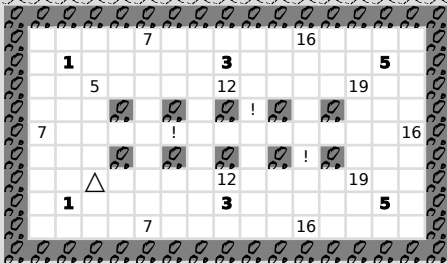
Ancient Sewer



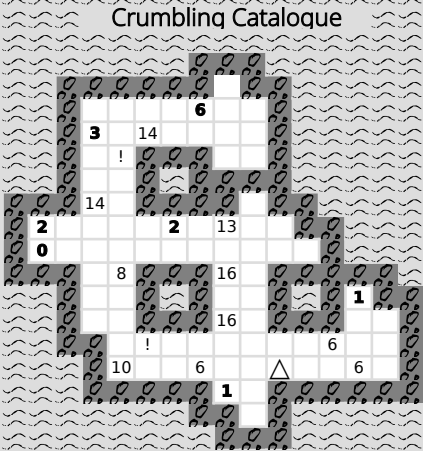
World – Serpentine Pass



Whispering Barrows



Hall of the Makers



Crumbling Catalogue

Log

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