

# The Paladin

## Setup

1. Place the **Paladin board** in front of you.
2. Place the **Paladin figure** on the Entrance tile.
3. Place the **health cube** on the “7” space of your Health track.
4. Set your **Grit dial** to 0.
5. Collect the 8 **light tokens**, the 5 **fury tokens**, and the **pillar of light figure**.
6. Collect the 7 **hero cubes**. Place 3 hero cubes in the Unassigned Hero Cubes box on your board.
7. Shuffle the 7 **treasure cards** and place the deck near the Manor board.
8. Find the Illuminate and Vigor **favor cards** and place them face up near you.
9. Shuffle the remaining 7 **favor cards** into a deck.

## Traits

- **FORMIDABLE:** Your figure is not removed when hit. Each time you are hit by a Skeleton, you lose 1 Health.

## Playing the Paladin

You want to prove yourself as a favored crusader once again, so you venture into the Manor to **kill the devious Spider** by hitting her five times. But beware—the old inhabitants of the Manor, the Skeletons, seek to kill you as well. If they reduce your Health to 0, you lose!

Your **Fury** and **Light** represent your devotion to your divine goals, and you can spend them to use the powerful effects of your powerful **favor cards**. You'll gain Fury each turn you fail to hit the Spider, and you'll gain Light as you prove yourself by hitting your enemies.

By gaining **Grit**, you increase your capabilities by gaining **hero cubes**, which let you take more actions each turn, and drawing more favor cards. To gain Grit, explore the Manor's rooms, destroy the Spider's Eggs and the Manor's poltergeists, and prove your steadfastness by sacrificing the treasure you collect to your divine patron!

## Play the Paladin If You Like...

- Exploring and collecting loot
- Hacking and slashing evil

**The Skeletons** want to kill you! Make sure they don't. Their numbers start small, but, as they gain **Stability**, they can summon more Skeletons. Knock down their Stability by making them end their turn in Lit tiles.

The Skeletons each only have 1 Strength and 1 Defense, but they're **Distraction**—each space with a Skeleton next to you increases the attacking Skeleton's Strength by one.

Beware, they are maneuverable! Each Skeleton can move 5 spaces per turn, and they're **Crypt Walkers**, so they can move into spaces without tiles! But you are armed with lamps, which stop the Skeletons in their tracks.

**The Spider** wants to avoid you long enough to build up her **Terror** to 12 and then escape the Manor from the Entrance tile.

Broadly, she accumulates Terror by feeding on the **Blood** of her enemies, by weaving many **webs** throughout the Manor, and by tending to her vulnerable **eggs**.

She's a magical **Shapeshifter** and has three forms. Her Sorcerer form is slow and clumsy but lets her tend her eggs, her Giant Spider form is faster and more maneuverable and can act faster and farther, and her Spiderling form is fastest of all and can act in every tile she's in.

Finally, note that she's **Agile** and **Crawly**, letting her cross walls and avoid forced attacks, so boxing her in will be difficult.

**The Manor** wants to seal everyone inside by completing 14 Seals. To do this, it must complete **rituals** using its physical avatar, the **Wraith**.

To complete a ritual, the Wraith must trace paths through Lit tiles that don't have any figures. Luring the Skeletons into big areas of Lit tiles will interfere with the Manor's rituals while also sapping the Skeletons' Stability.

The Manor has great power over the layout of its rooms. It can reveal, swap, and shift tiles, and slam down new walls. If you enrage it, you might find yourself in a dangerous place.

The Wraith itself is **Ethereal**, so it never blocks your movement, and its movement cannot be blocked. Likewise, you can't attack it—it's on another plane of existence, buddy.

**The Warlock** will mostly stay out of your way. He wins the game if he can dominate 5 poltergeists or treasures.

For him to dominate these pieces, he must build up **urses** on them. You can interrupt this process by destroying cursed poltergeists or collecting cursed treasure. But be careful—each time you remove a cursed piece, or move into a space with the Warlock, he will gain new and powerful **spells**.

# The Skeletons

## Setup

1. Place the **Skeletons board** in front of you.
2. Set your **Stability dial** to 2.
3. Collect the 2 **cackling skulls tokens** and the 4 **pit markers**.
4. Shuffle the 15 **gear cards** into a deck.
5. Shuffle the 5 **Skeleton cards** and place them facedown below the 5 March Order spaces on your board. Flip the 2 leftmost Skeletons face-up.
6. Roll the **spawn die** and place the **Skeleton figure** that is 1st in March Order on the Spawn whose number matches the roll. Do this again for the Skeleton that is 2nd in March Order.
7. Place the other **Skeleton figures** nearby.

## Traits

- **DISTRACTING:** Each time a Skeleton attacks, it gains 1 Strength per adjacent space with a Skeleton or cackling skulls token in it.
- **GROUNDKEEPERS:** Skeletons can enter the grounds (*rectangular spaces around the map edge*) and crypts (*square spaces without tiles*).
- **UNDEAD:** Each time a Skeleton is removed, immediately roll the spawn die and place that Skeleton on the matching Spawn. Move its card to the 1st space of the March Order, and push cards right to fill the gap.
- **WEAK BONES:** Each time a Skeleton attacks, remove it after attacking.

## Playing the Skeletons

Raaaa!! **Kill the Paladin!!** Hit the silly fool seven times, and you win. The Paladin is strong, so setting up distractions with adjacent Skeletons and Casty's cackling skulls will be essential.

Your Skeletons will always act in your **March Order**, though, so getting it set up right is essential. Your March Order changes each time a Skellie is destroyed, which could interfere with your plans or set up a massive play. If you need to shift things around, don't be afraid to throw a Skellie into the bone-grinder!

Spawn more Skeletons by spending **Stability!** To raise it, loot the Manor's treasure, and don't hang out on Lit tiles or else you'll lose some. Also, don't forget to collect **gear** cards from Armory tiles to power up. Gear you draw is secret until you equip it on your Skellie, so you hold the element of surprise here. Finally you're very maneuverable! You can move through crypts and even around the grounds surrounding the building.

## Play the Skeletons If You Like...

- Executing group tactics
- Synergizing abilities and play order

**The Paladin** wants to kill the Spider before you kill him. If you can predict where the Spider is going to go, you can predict where the Paladin will be as well. Set yourself up to be there!

Be careful of his **lamps**, which will stop your Skeletons' movement. He'll have tons of tricks up his sleeve as he gains more **favor cards**, too, so try to keep his **Grit** down by attacking with Stabby.

**The Spider** wants to avoid the Paladin long enough to build up her **Terror** to 12 and then escape the Manor.

Broadly, she accumulates Terror by feeding on the **Blood** of her enemies, by weaving many **webs** throughout the Manor, and by tending to her vulnerable **eggs**. She's a magical **Shapeshifter** and has three forms. Her Sorcerer form is slow and clumsy but lets her tend her eggs, her Giant Spider form is faster and more maneuverable and can act faster and farther, and her Spiderling form is fastest of all and can act in every tile she's in.

Unless the Spider is about to win, you don't need to focus too much on her. However, leaving your Skeletons too close may prompt her to feed on you, destroying your Skeletons and allowing her an easy source of Blood.

**The Manor** wants to seal everyone inside by completing 14 Seals. To do this, it must complete **rituals** using its physical avatar, the **Wraith**.

To complete a ritual, the Wraith must trace paths through Lit tiles that don't have any figures. Though it costs Stability, putting your Skeletons in big areas of Lit tiles will interfere with the Manor's rituals. If you find Pits to dwell in, though, you can both avoid losing Stability and interfere with the Manor.

The Manor has great power over the layout of its rooms. It can reveal, swap, and shift tiles, and slam down new walls. If you enrage it, you might find yourself in a dangerous place.

The Wraith itself is **Ethereal**, so it never blocks your movement, and its movement cannot be blocked. Likewise, you can't attack it—it's on another plane of existence, friends.

**The Warlock** will mostly stay out of your way. He wins the game if he can dominate 5 poltergeists or treasures.

For him to dominate these pieces, he must build up **curse**s on them. You can interrupt this process by destroying cursed poltergeists or collecting cursed treasure. But be careful—each time you remove a cursed piece, or move into a space with the Warlock, he will gain new and powerful **spells**.

# The Spider

## Setup

1. Collect the 3 **form boards**. Place the Giant Spider board in front of you. *(You must stay in Giant Spider form on your first turn.)*
2. Shuffle the 12 **power cards** into a deck, and draw 3 power cards.
3. Collect the 15 **blood tokens** and 10 **web tokens**.
4. Set the **Terror dial** to 0 Terror.
5. Collect the **Giant Spider**, **Sorcerer**, 5 **Spiderling**, and 3 **Egg figures**. Place the Giant Spider figure on the central Pit on the map.

## Traits

- **AGILE:** You always hit on attacks and cannot be forced to attack.
- **CRAWLY:** Your Giant Spider can cross 1 wall per turn, and your Spiderlings can cross any number of walls.
- **SHAPESHIFTER:** When a Spiderling is hit, return it to the box. When the Sorcerer or Giant Spider is hit, return a Spiderling to the box, remove your figure, place a Spiderling on a tile adjacent to your old figure, then place each remaining one on a tile adjacent to the previous Spiderling placed.
- **TINY:** Your Spiderlings and Eggs do not force attacks.

## Playing the Spider

You have been trapped in this abhorrent place for far too long. To win you must **get at least 12 Terror** and then **escape the Manor**. But watch out: the sanctimonious Paladin is looking to kill you—each time he hits you, you lose a Spiderling permanently, and if he hits you five times, you die and lose!

Broadly, you accumulate Terror by feeding on the **Blood** of your enemies, by weaving many **webs** throughout the Manor, and by tending to your vulnerable **Eggs** until they hatch. As you gain Terror, your Defense and Spirit will increase, making you less vulnerable and letting you draw more cards each turn.

You are a magical shapeshifter with three forms. Your Sorcerer form is slow and clumsy but lets you tend to your Eggs, your Giant Spider form is faster and more maneuverable and can act faster and farther, and your Spiderling form is fastest of all and can act in every tile you're in.

## Play the Spider If You Like...

- Setting up huge card combos
- Figuring out when to be cautious and when to be brash

**The Paladin** wants to kill you! Make sure he doesn't.

You can make his life harder by laying webs everywhere, especially on Lit tiles. They'll make him move about half as fast. Over time, though, the Paladin will gain **Light**, which he can spend to remove your webs.

The longer the Paladin goes without attacking you, the more **Fury** he gains, making him more dangerous. He can spend Fury to breach through walls and boost his Strength for a time! You can only run from him for so long.

Beware, he'll also have tons of tricks up his sleeve as he gains more **favor cards**, which improve his abilities and give him more ways to gain and spend Fury and Light.

**The Skeletons** want to kill the Paladin. Good on them.

Skeletons are pretty easy targets for you to attack with Fangs, which will destroy them and earn you Blood. Mmm, delicious marrow. Each Skeleton only has 1 Strength and 1 Defense, so they're usually not a danger to attack, and they'll probably be too busy attacking the Paladin to attack you.

Hanging around the Pits and Spawns of the Skeletons isn't a bad idea, either, since the Paladin will have to put himself in greater danger to attack you and your eggs.

**The Manor** wants to seal everyone inside by completing 14 Seals. To do this, it must complete **rituals** using its physical avatar, the **Wraith**.

To complete a ritual, the Wraith must trace a path through Lit tiles with no figures. Swarming Lit tiles will your Spiderlings and eggs will surely interfere with its plans.

The Manor has great power over the layout of its rooms. It can reveal, swap, and shift tiles, and slam down new walls. If you enrage it, you might find yourself in a dangerous place.

Poltergeists are also easy targets for you to attack with Fangs, since they only have 1 Defense. Mmm, delicious ectoplasm. Plus, you'll deny the Paladin his Grit from killing them himself!

The Wraith itself is **Ethereal**, so it never blocks your movement, and its movement cannot be blocked. Likewise, you can't attack it—it's on another plane of existence, pal.

**The Warlock** will mostly stay out of your way. He wins the game if he can dominate 5 poltergeists or treasures.

For him to dominate these pieces, he must build up **curses** on them. You can interrupt this process by destroying cursed poltergeists or collecting cursed treasure. But be careful—each time you remove a cursed piece, or move into a space with the Warlock, he will gain new and powerful **spells**.



# The Manor

## Setup

1. Place the **Manor board** in front of you.
  2. Collect the 6 **portent cubes**.
  3. Place the 3 **omen cubes** in the Unassigned Omens box on your board.
  4. Collect the **Wraith figure**.
  5. Place the **seals cube** on the “0” space of your Seals track.
  6. Shuffle the 13 **ritual cards** into a deck, and draw 3 ritual cards.
- At the start of your first turn*, place the Wraith on any tile with no figures.

## Traits

- **ETHEREAL:** Your Wraith can cross walls, cannot attack or be attacked, ignores the effects of enemy tokens, and does not remove enemy tokens when entering their space.
- **SPOOKY:** Each time you reveal a Poltergeist tile, you may place its poltergeist on any empty Lit tile.

## Playing the Manor

You are all-powerful, and you will consume the fools who have ventured into your lair. To win, you must **complete 14 Seals** to trap everyone inside. You can gain seals by completing the **rituals** on your cards using your avatar in the physical plane, the Wraith.

To complete a ritual, the Wraith must trace paths through Lit tiles that have no figures. You can set yourself up to complete a ritual by using your **omen powers** to modify the layout of the Manor, shifting, swapping, and revealing tiles to suit your purposes. The more of your omens you allocate to a power, the better it becomes. Completing some rituals also gives you a **portent**, which permanently adds a portent cube to a power track.

Drawing your enemies into the proper places is key to victory. The **treasure** tokens you place on the map each turn will lure them, so choose where you put them carefully.

## Play the Manor If You Like...

- Manipulating the board
- Solving spatial puzzles

**The Paladin** wants to kill the Spider. If you can predict where the Spider wants to go, you can predict where the Paladin will want to go as well.

He may be the most helpful of the roles in setting you up to finish your rituals, since he will be revealing many Lit tiles. As you're rearranging the Manor, considering helping him help you.

While the Paladin cannot move through walls, he can breach your walls by spending **Fury**, which he gains each turn he fails to hit the Spider.

**The Spider** wants to avoid the Paladin long enough to build up her **Terror** to 12 and then escape the Manor.

Broadly, she accumulates Terror by feeding on the **Blood** of her enemies, by weaving many **webs** throughout the Manor, and by tending to her vulnerable **eggs**.

She's a magical **Shapeshifter** and has three forms. Her Sorcerer form is slow and clumsy but lets her tend her eggs, her Giant Spider form is faster and more maneuverable and can act faster and farther, and her Spiderling form is fastest of all and can act in every tile she's in.

Her three forms have differing abilities to move through walls. Her Sorcerer cannot, her Giant Spider can only move through one per turn, but her Spiderlings can move through any number of walls.

**The Skeletons** want to kill the Paladin.

A single Skeleton only has 1 Defense, so it's easy to attack. However, when they attack, they're **Distracting**—each tile with a Skeleton next to the defender increases the attacking Skeleton's Strength by one.

As a result, the Skeletons must set up their positions carefully, giving you great leverage over them. However, they are also very maneuverable. Each one can move 5 spaces per turn, and they're **Crypt Walkers**, so they can move into spaces without tiles!

Their one weakness in movement is they can't move through walls, so this is a principal way to interfere with them.

**The Warlock** will mostly stay out of your way. He wins the game if he can dominate 5 poltergeists or treasures.

For him to dominate these pieces, he must build up **curses** on them. You can interrupt this process by burning off his curses before he can place them.

Each time you move your Wraith into the Warlock's space, you'll remove half of his collected curses, but he will gain new and powerful **spells**.



# The Warlock

## Setup

1. Place the **Warlock board** in front of you.
  2. Collect the 20 **curse markers**.
  3. Collect the 5 **magic cubes**. Place 3 magic cubes in the Unassigned Magic Cubes box on your board.
  4. Place the **spells cube** on the bottom space of the Spells track.
  5. Shuffle the 10 **spell cards** into a deck.
- At the start of your first turn**, place the Warlock on any tile with no figures.

## Traits

- **CRYPT WALKER**: You can enter crypts (*square spaces without tiles*).
- **ETHEREAL**: You can cross walls, cannot attack or be attacked, ignore the effects of enemy tokens, and do not remove enemy tokens when entering their space.
- **HEXOMANCER**: Each time a piece with any curse markers is removed, advance your Spells track once.
- **SKITTISH**: Each time an enemy figure enters your space, immediately move to the nearest Dark tile, Pit tile, or crypt at least 2 spaces away. Then, remove half of your Curses (*round up*) and advance your Spells track once.

## Playing the Warlock

You are a sly trickster, intent on using the magic in these walls for your own purposes. To win, you must **dominate any combination of 5 poltergeists and treasures** in the house. At the start of the game, treasures and poltergeists alike will be easy targets, but as time passes they will require more enchantment to dominate them.

To feed your power, you'll need to gain **Curses** by syphoning power from other figures. You'll use these to curse treasures and poltergeists that are linked to you.

If players interfere with your enchantments, they will let you gain new **spells**, which give you new ways to torment them. But be careful, if any enemy figure enters your tile, you will run away and lose half of the Curses you carry!

## Play the Warlock If You Like...

- Predicting and taking advantage of other players' plans
- Solving spatial puzzles

**The Paladin** wants to kill the Spider. But, to become strong enough to finish this quest, he will maraud through the Manor, gaining Grit and treasure.

If you need to boost your spell track, make sure to curse poltergeists and treasures in his path!

**The Skeletons** want to kill the Paladin. Skeletons are weak by themselves, so they will often need to work together to score hits on the Paladin.

This can work to your advantage. Skeletons are a great source of curses. If you stay close to the Paladin, you'll probably have opportunities for lucrative siphon actions.

But, be careful, the Skeleton's can easily raid your cursed treasure. Remember that they are highly mobile. Each one can move 5 spaces per turn, and they're **Crypt Walkers**, so they can move into spaces without tiles!

Their one weakness in movement is they can't move through walls, so this is a principal way to interfere with them.

**The Spider** wants to avoid the Paladin long enough to build up her **Terror** to 12 and then escape the Manor.

Broadly, she accumulates Terror by feeding on the **Blood** of her enemies, by weaving many **webs** throughout the Manor, and by tending to her vulnerable **eggs**.

She's a magical **Shapeshifter** and has three forms. Her Sorcerer form is slow and clumsy but lets her tend her eggs, her Giant Spider form is faster and more maneuverable and can act faster and farther, and her Spiderling form is fastest of all and can act in every tile she's in.

The Spider is the biggest threat to your poltergeists. You'll want to be careful about the position of your network. Remember, the Spider often won't want to move close to the Paladin!

**The Manor** wants to seal everyone inside by completing 14 Seals. To do this, it must complete **rituals** using its physical avatar, the **Wraith**.

To complete a ritual, the Wraith must trace paths through Lit tiles that don't have any figures.

The Manor has great power over the layout of its rooms. For this reason, it is your greatest Rival. You can easily interrupt it's movements and it can easily tamper with your networks and make it difficult to concentrate your curses.