

General Rules

IF THE CAVE IS NOT PLAYING

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

Definitions

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

Revealing Tiles

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

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

When a Tile is Revealed, if tile is a:

Event: Otherwise, place Event token. Resolve Event immediately if Knight revealed tile using an Encounter	Ambush: Goblins may Ambush if Knight revealed tile using an Encounter Otherwise, Do nothing	Treasure Room: Place Treasure token	Crystal: Place Crystal token	Vault: Place Vault token Note: Vault tiles should only be used if Thief is in game
--	--	---	--	---

Placing Tiles – Pre-Collapse Only

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

If Cave is playing, Cave player chooses tiles to place along open edges. See Cave. **If Cave is not playing**, open edges are filled using the top Cave tile in the stack (in an order decided by the current player)

Collapsing Tiles

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

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

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

Moves triggering attacks are: Knight to Goblin, Goblin to Knight, Knight to Surfaced Dragon, Surfaced Dragon to Knight/Goblin(Ash only) when Armor <= Str

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

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

When moving other players for any reason, you A) must follow their normal movement restrictions, and B) cannot make a move that would trigger an Attack:

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

General FAQ

VARIANTS

ALONE IN THE DARK

Tile draw rules replace normal draw rules.

FLARE

If used by Goblin, each Goblin Tribe may use this effect once per turn.

GOBLIN INFESTATION

Select difficulty level to use before starting the game. Remove Daring and Eagle-Eyed Sidequests if no Dragon or Thief player. Monster tokens are used if difficulty is Monster (if failing to defend against ambush by Ogre/Troll).

PAST PLUNDER

Treasure must be placed on Dark tile with no players or tokens (an unoccupied tile). Treasure is placed after the player performs tile placement / removal.

PLAYER VARIANTS

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

Variant	Goblin Infest.	Remove Daring/ Eag.Eye.	Past Plunder	Flare	Place Tiles	Ash Dragon	Shift 2 Hunger to Wake.	Place Treas. is Opt.
K, G, D, C, T*	-	-	-	-	Cave	-	-	-
K, G, D, C*	-	-	-	-	Cave	-	-	-
K, G, D, T	-	-	Drag	-	All	-	-	-
K, G, C, T	-	-	-	Knght	Cave	-	-	-
K, D, C, T	Knght	-	-	-	Cave	-	Drag	-
G, D, C, T	-	-	-	-	Cave	Gob, Dr	-	-
K, G, D*	-	-	Drag	-	All	-	-	-
K, G, C*	-	-	-	Knght	Cave	-	-	-
K, G, T	-	-	-	Thief	All	-	-	Cave
K, D, C	Knght	-	-	-	Cave	-	Drag	-
K, D, T	Knght	-	-	Thief	All	-	Drag	Cave
K, C, T	Knght	-	-	Kn, Th	Cave	-	-	Cave
G, D, C	-	-	-	-	Cave	Gob, Dr	-	-
G, D, T	-	-	Gobl	Thief	All	Gob, Dr	-	Cave
G, C, T	-	-	-	Gob, Th	Cave	-	-	Cave
D, C, T	-	-	-	Thief	Cave	-	Drag	Cave
K, G*	-	-	Gobl	-	All	-	-	-
K, D*	Knght	-	Drag	-	All	-	Drag	-
K, C	Knght	Knght	-	Knght	Cave	-	-	-
K, T	Knght	-	-	Thief	All	-	-	-
G, D*	-	-	Gobl	-	All	Gob, Dr	-	-
G, C	-	-	-	Gobl	Cave	-	-	-
G, T	-	-	-	Gob, Th	All	-	-	-
D, C	-	-	-	-	Cave	-	Drag	-
D, T	-	-	-	Thief	All	Drag	-	-
C, T	-	-	-	Thief	Cave	-	-	Cave
K solo*	Knght	Knght	-	-	A.i.t.D.	-	-	-
G solo*	-	-	-	Gobl	A.i.t.D.	-	-	-
D solo*	-	-	-	-	A.i.t.D.	-	-	-
T solo*	-	-	-	Thief	A.i.t.D.	-	-	-

Knight Rules

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

Knight Player Turn

1. Pick Up Hero Cubes

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

AT ANY TIME DURING TURN	
May allocate Hero cube to statistics, equipment, or Treasure cards. Once placed, cannot alter or remove	May exchange completed Sidequest for Grit Draw new Sidequest card. Sidequests are never reshuffled and reused.

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

Turn ends after player no longer has Encounters available, can no longer Move to reach an Encounter, or chooses to end turn.

Available Encounters = Perception stat
Available Moves = Movement stat

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

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

Required Encounters:

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

Knight may not Move if they have no more Encounters available. Additional Perception must be added to continue movement.

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

Note: Using Equipment or Treasures do no require an Encounter unless connected with an Action that does (such as Attacking)

1. Reveal and Resolve (Requires Encounter)				
Reveal current tile (see General Rules), then immediately resolve effect (see below). Gain 1 Grit after resolution.				
Event: Cave plays Event card Remove Event token on tile from map	Ambush: Goblins may attack with 1x Hidden tribe Knight may add Strength cubes before resolution	Treasure Room: See Collect Treasures (below)	Crystal: See Attack (below)	Vault: No effect on Knight

2. Attack (Requires Encounter). - If multiple, order of attacks is chosen by Knight. Note: using bow does not count as an attack			
Dragon: <u>Underground before collapse:</u> must use bomb to attack <u>Surfaced:</u> may attack multiple times (with separate Encounters for each) If Strength = Dragon Armor: roll Dragon die Center tile = success If Strength > Dragon Armor, automatic success Success = -1 Dragon Health	Goblins: If Strength > Tribe Strength Tribe scatters	Smash Crystals: If Strength >= 3 Remove token from tile and place on player board Gain 2 Grit	Thief: If Perception > Thief Stealth Thief dies Gain X Grit (X = Thief Loot Drop Level)

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

Knight FAQ

OBJECTIVE

ESCAPING

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

ENCOUNTERS

STARTING ON DRAGON

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

GEAR / TREASURE

BOMB

Bomb tokens are removed if either tile is removed or rotated. Bombs removed from the board are discarded and may not be reused (the limit is 3 destroyed walls per game, not at a time).

Using the Bomb to Attack still requires adequate Strength. The Bomb allows an Attack, but does not changes the requirements.

BOW/ENCHANTED BOW

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

ANCIENT MAP

Ancient map does not allow the Knight to move through a wall onto any empty space (a tile must be present on the other side).

SHIELD

Shield only reduces Grit loss revealed following cube placement. For example, adding cube **after** rolling a trapped Gem will not reduce Grit loss.

MIGHTY AXE

Must have cube present to get Strength boost. When cube discarded, grants second wound using same attack.

JAVELIN

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

SIDEQUESTS

GENERAL

Only Attacks performed during the Knights turn (using Encounters) count for Sidequests. Using the Bow/Enchanted Bow or being Ambushed do not count unless the card specifies otherwise.

SWIFT

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

EAGLE-EYED

Shot must be successful to qualify (i.e. an attack on Goblins with Strength of 1 or attack on Thief with Perception < Stealth have no effect and would not count).

PERSISTENT / INTREPID

Any Crystals smashed count toward Persistent, regardless of who smashed them. All Revealed tiles count toward Intrepid, no matter who revealed them.

DARING/EAGLE-EYED

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

Goblin Rules

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

TRIBE RAGE
Any time a Tribe is attacked or damaged by another player's direct action, it gains +1 Rage.

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

Goblin Player Turn

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

If Rage is 0, increase Rage to 1 before drawing

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

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

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

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

3. Assign Monsters - Draw Monster cards as indicated

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

Assigned Monsters = Bones Tribe Population: May replace only.

Assigned Monsters > Bones Tribe Population: May not assign.

Discard unassigned monsters (reshuffle when draw pile spent)

4. Draw Secrets - Draw Secret cards as indicated

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

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

Reshuffle discarded Secrets when draw pile is spent

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

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

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

Goblin FAQ

RAGE

PLUNDERING GEMS

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

ZERO RAGE

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

MOVEMENT

LIT TILES

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

KNIGHT / ASH DRAGON

Goblins cannot share a space with these players (besides attacking) unless Ash Dragon moves into tile during Dragon's turn, in which case Goblins immediately attack if able.

AMBUSH

PLACING MARKER

Goblin marker does not need to be placed on board (it automatically scatters following attack).

REQUIRED STRENGTH

Goblins cannot ambush (or attack) if Tribe Strength does not exceed Knight Strength.

MONSTERS

PET FROG

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

WISP

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

SECRETS

POISON

The Knight does not have to spend an Encounter or stop movement on Entrance (i.e. she regains them immediately when entering Entrance tile).

TRAP

Must be played on table during Goblin player's turn to be in effect. By increasing Tribe Strength/Perception that must be overcome, this affects how easy it is for Knight/Thief to attack Tribes. It **must** be discarded after being attacked by Knight/Thief. It **may** be discarded to avoid Dragon attack.

HIDING SPOTS

Knight does not need to be "visible" to be affected (it works even if a wall is between Knight and Tribe).

Dragon Rules

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

Dragon Player Turn

AT ANY TIME DURING TURN

Move Sloth cube to Wakefulness track (see requirements)

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

Greed: See Pick Up Treasure (below)

Hunger: Reduce Eaten Goblins track by 2

Pride: Reveal Event tile (using Power), or
Do not move during turn, or
Place Dragon Gem with one already on board

WAKING

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

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

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

Dragon may share tiles with other players

If Surfaced, entering tile with Knight or Goblin (Ash Dragon only) immediately allows them 1x free attack (if Strength > Armor).

Move – 1 or 2 spaces in a straight line

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

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

May not use a power in middle of move.

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

For each Dragon Gem on map (or carried by Thief), once per turn may use Gem Symbol to pay cost without discarding Power card

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

2. Pick Up Treasure

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

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

3. Place Dragon Gem

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

4. Replace Hand

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

Surfacing

To surface, Dragon must end turn on Crystal tile, and becomes Surfaced after turn ends. If Crystal token is present, it is Smashed when surfacing.

Dragon FAQ

STATS

GENERAL

Current stats are listed in the row of the last cube placed. Wakefulness of 0-1 uses the 1st row, while a Wakefulness of 2-3 would use the 2nd.

SPIRIT

Spirit only affect number of cards drawn at end of turn. It does not represent max hand size.

EATEN GOBLINS

of Eaten Goblins is increased by the # of Goblin population lost or scattered. Scattering a Tribe with population of 4 will result in +2 Eaten Goblins, not +4.

SLOTH CUBES

PRIDE SECTION

Only 1 cube in Pride section (in all 3 tracks) may be removed each turn. "Slither" may be used to move cubes between tracks within the Pride section.

DRAGON GEMS

DRAGON GEMS

To use, Dragon Gem must simply be on board (anywhere, including carried by Thief). Once stashed by Thief or destroyed, it returns to Dragon reserve (and may not be used until re-placed)

POWERS

SLAP / SWAT

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

WING

Follows same rules as normal movement, except may use entire power to cross 1 wall (moving 1 space).
All movement must be completed before another power may be used.

SHRIEK

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

FLAME / SCORCH

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

FLAME WALL

Flame wall only affects players entering the tile. Players already present when the Flame Wall is added are not affected.

WRATH

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

Cave Rules

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

Cave Player Turn

AT ANY TIME DURING TURN

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

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

TILES PLACED DURING TURN

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

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

Un-stashed Treasures being carried by Thief still count.

2. Shape the Cave – Place or Remove Tiles.

Pre-Collapse: Place a tile from hand (Dark side up) adjacent to any tile. **Collapse:** Remove 3x tiles from game.
Tiles touching 1 other tile must be removed first, then tiles touching 2 other tiles

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

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

Placing Tiles

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

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

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

Event / Treasure Cards – Knight Only

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

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

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

Cave FAQ

OMENS

ROCK FALL

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

PAST PLUNDERS

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

SOPORIFIC SPORES

Dragon chooses which Sloth track the Wakefulness cube moves to. Thief chooses which upgrade is lost.
If Dragon loses a level of Spirit, it does not cause an immediate loss of cards.

DIFFICULTY

DIFFICULTY TOKENS

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

Thief Rules

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

Thief Player Turn

1. Assign Stat Tokens

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

CARRYING LOOT

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

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

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

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

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

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

If no Treasure token in Cave's supply when required, may take token from anywhere in Cave

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

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

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

Death – When killed, drop all Treasure and Dragon Gems on tile and remove Player from Cave

Player who kills you gains a bonus, where X = current Loop Drop Level

Knight: Gain X Grit

Goblin: Draw X Secret OR Gain X Rage

Dragon: Draw X Card

At beginning of turn following Death, place Thief piece on Entrance tile. Loot drop level does not change

Thief FAQ

STATS

LOOT DROP LEVEL

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

UPGRADES / ABILITIES

GENERAL

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

STAT BOOSTS

These grant permanent modifiers to Stats (allowing a maximum of 5)

FLIP STAT TOKENS

Stat tokens are flipped to other side, starting with "2" token. After "All 4" upgrade, stat tokens are no longer assigned (since all stats are "4")

Treasure tokens must be placed from left to right.

UNNATURAL EVASION

This may be used when Knight is attacked (Encountered) by Knight, Attacked by Goblins, or hit by Dragon's Claw or Scratch. It may not be used when targeted by Enchanted Bow or Cave's Spores.

PICKPOCKET

Target player must have "something to take" to use this action. I.e. if Knight has no Treasures, they cannot be Pickpocketed.

STASHING TREASURE

OTHER PLAYER'S TURN

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