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Game: **GRIMCOVEN**

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GRIMCOVEN

SETUP

Game modes

Long hunt (2-4 hrs): Allows you to play through the early, mid, and late stages of the hunt.

Rapid hunt (1-2 hrs): Hunters and the Griefbound begin in the midgame.

Scenario

Choose a **Griefbound** from the **hunt sheet**. Each Griefbound has 5 available scenarios to play (the first is the easiest and the fifth is the most difficult). Choose or randomly determine 1 scenario to play. Take the **hunt book** for the chosen Griefbound and follow the chosen scenario setup.

represents the number of hunters (read this as a number).

Map

Construct the **map** from the map tiles, using the codes on the tiles and the diagram. Most maps include an additional (usually random) 3-space environment tile, marked with a question mark.

Place **rift tokens** randomly faceup in marked spaces and a **portal model** in each space with a **portal** symbol.

Place **LAMENT** on the map, according to the number of players:

- 2 players ( ) or solo: Place 1 lament in each even-numbered lament rift.
- 3 : Place 1 lament in each even-numbered lament rift, and 1 lament in the rift numbered 7.
- 4 : Place 1 lament in each even-numbered lament rift, and 1 lament in the rifts numbered 1 and 7.
- 5 : Place 1 lament in each lament rift.

Place 1 random **treasure token** facedown in each space marked with a **treasure** symbol.

Environment

Take the **environment deck** and draw the listed cards. The cards are divided into 3 categories: **terrain**, **landmarks** and **areas**.

- **Terrain:** Take a random card for each terrain type in the scenario, reveal them and follow the setup instructions. Put these next to the map; they affect their corresponding terrain.
- **Landmark:** Draw and reveal 1 card for each marked space on the scenario map, and follow their setup instructions (usually placing a corresponding model/token in the marked space on the map). Then put the landmark cards next to the map, close to the corresponding model/token.
- **Area:** Draw 1 card and add a new 3-space map tile to the map. Usually, you will discard this card afterwards. Some scenarios might ask you to set up a specific tile marked with a code.

Events

Create the event deck: Find 3 Griefbound specific event cards (marked with their name and art), and add random event cards (of other Griefbounds not present in the Scenario) according to the hunt book. Return unused to the box. Shuffle the deck and place it next to the map. Place the *Event Step I* standee near the deck.

Minions

Place 1 **minion card** (according to the hunt book) faceup near the map. Place the *Minion Step II* standee near the card. Return unused cards to the box.

Place 8 **minion models** matching the minion type next to the minion card. Each minion type (**convicted** or **undead**) uses 2 similar but different models. Return unused models to the box.

Take 2 minion models for each hunter in the game (in a 5 player game however, only 8 minions in total). Starting from **lament rift #1** and proceeding in ascending order, place 1 minion model on each lament rift until you run out of models.

Elites

Take an **elite enemy card** (according to the hunt book). A scenario may specify an elite. Place its card near the map.

Place the matching **elite model** on the map. If a scenario instructs you to put the elite card facedown with a universal marker on it, this means the elite enemy will not be on the map at the start of the scenario and will arrive later. Place the *Elite Step III* standee near the card.

Set the L-shaped **elite level token** below the card. The elite level should be equal to the number of players minus 1 (level 1 in a solo and 2 player game, level 2 in a 3 player game, etc).

The Griefbound

Place the **Griefbound board** near the map, and the **Griefbound stat card** (with the scenario number shown on the back) in the matching slot.

Set the **Griefbound level token** in the bottom part of the Griefbound board. The level should be equal to the number of hunters minus 1 (level 1 in a solo and 2 player game, level 2 in a 3 player game, etc).

Take all cards from behind the chosen Griefbound divider. Shuffle all the **stage cards** for this Griefbound to create the stage deck and place it facedown in its slot on the Griefbound board.

Take the ***Final Attack* card** listed in the hunt book and place it facedown in the attack deck slot on the Griefbound board. Take the **opportunity card** listed in the hunt book and place it faceup in the *This Turn* slot on the Griefbound board. Return unused *Final Attack* and opportunity cards to the box.

Create the Griefbound attack deck: Take the number of random cards of each tier according to the table in the hunt book, based on the number of hunters. Return unused cards back to the box. Cards are divided into 3 tiers (the number of dots on the back).

Shuffle this deck and place it facedown on top of the *Final Attack* card on the attack deck slot.

Fill the **Griefbound Attack track:** Place the top card of the attack deck faceup in the *This Turn* slot, covering the opportunity card. Then place another card from the top of the attack deck faceup in the *Next Turn* slot.

Follow any Griefbound specific setup instructions in the hunt book.

Place the *Griefbound Step IV* standee near the *This Turn* slot on the Griefbound board. Place the *Time Track Step V* standee in the *Start* space of the time track on the Griefbound stat card.

Place the **Griefbound model** on the map as shown in the hunt book.

Hunters

Each player does the following:

- Take 1 **hunter board** in your chosen color and place it in front of you.
- Choose 1 **hunter** and take your **hunter tile**, any special components, and all **item** and **evolution** cards from behind your divider. Place your hunter tile in the center of the hunter board.
- Set your dial to match your maximum . The player with the least maximum **HEALTH** takes the **first player token**.
- Place the **assist marker** in your hunter's board color in the *Assist* slot on the hunter board.
- Place 1 **corruption marker** in the 0 slot on the corruption track.
- Shuffle the **evolution deck** and place it facedown near your hunter board.
- Take both **help cards** (*Game Round Order* and *Basic Actions*) and place them near your play area.
- Choose **starting items:** 1 **weapon** and 1 **armor** card. Return unused item cards to the box. Place the chosen cards faceup near your hunter board and gain the dice listed in the *Starting Dice* section of each of those cards.
- Place your **hunter model** in a chosen starting space on the map according to the hunt book.
- Perform any additional hunter specific setup.

Final steps

1. Put all remaining dice and tokens near the map.
2. Shuffle the **corruption deck** and place it facedown next to the map.
3. Place the **secret deck** (do not shuffle it) next to the map.
4. Include the rules for solo mode, rapid hunt, hard mode or easy mode, if appropriate.

Prologue

Read this section after you finish setup. Each player rolls their dice. Proceed to the Hunter phase.

Components are limited to those provided. If there are not enough, you usually skip the relevant part of the effect (except for status and hunger tokens).

GAME ROUND

HUNTERS PHASE

Hunter turns are resolved in clockwise order, starting with the first player. Each hunter performs their turn by resolving **2 actions**. Hunters may play as many turns as they like as long as they have available dice and/or actions.

If a hunter cannot/will not resolve any more actions, they must **pass**. They discard all remaining **dice** from their active pool and cannot resolve any more actions this phase (skip them in the turn order). The phase continues until all hunters pass (the last player may play as many consecutive turns as they wish until they pass).

Hunter dice may be in the **active pool** (available to be used for actions, in **action slots** (marking that action as used), or in the **discarded pool** (unavailable). They come in 4 colors:

Offensive capabilities ( ): Most common symbol .
Speed and dexterity ( ): Most common symbol .
Defensive capabilities ( ): Most common symbol .
Arcane prowess ( ): Most common symbol .

At the beginning of the round, players have access to all of their dice in their active pool. Dice are then are either placed on action slots to activate their effects, or are discarded to the discarded pool to resolve some effects.

To use an action, you must place a die into a slot with a matching symbol. Some require multiple slots to be activated.

- A slot with no symbol may be activated by a die with any symbol.
- A slot with a symbol may be activated by a die with the matching symbol. A die with a double symbol may also be used, but the second symbol on it is 'lost'.
- A slot with a double symbol may be activated by a die with the matching double symbol or 2 dice with the matching symbols (stack them on top of each other).

Some actions have alternative costs separated by a slash. You may use one or the other to activate such an action.

When resolving an action, it must be resolved fully before another is made. Effects are resolved left to right and top to bottom. If an action or an effect states *"discard x to …"*, discarding x is a necessary cost to resolve the effect.

An activated action cannot be used again until **refreshed** with a **refresh** action, when the dice used are discarded to the discarded pool. You can also refresh actions with universal markers.

Discarded dice may rerolled and be put back into the active pool by using a **restore** effect.

These types of actions are free to use, and only need to be declared:

- Actions with a **universal marker** slot can only be used once per round; mark them with a **universal marker** from the common pool and resolve the effect. These actions may be refreshed: discard the universal marker and the action is ready to use again.
- Actions with an **Action:** descriptor; while the action is free, it may have a cost inside the effect.

Basic actions and assist action

These actions are the same for each hunter:

Run: Place a die with any symbol in the slot to resolve this action. Move your hunter model up to a number of spaces equal to their **MOVEMENT** .

Sprint: Place a die with a in the slot to resolve this action. Move your hunter model up to +1 spaces. A hunter on a space with a **portal** may move to another space with a portal as if it was adjacent.

Tactic: Place a die with any symbol in the slot to resolve this action. Gain 1 **tactic token** and place it on any of your empty tactic slots. You may choose to immediately use the token to reroll any number of in your active pool.

Cleanse: Place a die with a in the slot to resolve this action. Discard up to 2 **status tokens** of your choice from your hunter board.

Assist: Place a die with any symbol in the slot to resolve this action. Give your **assist marker** to the chosen hunter, who places it in their active dice pool. Assist markers may be used instead of a die and represent a same die with the same symbol as the die in the assist slot of the player whose assist marker is being used.

ENEMY PHASE

When an enemy moves, they move towards the closest hunter. If there is more than 1 closest hunter, they move towards the hunter with the highest corruption (on a tie, players choose). If there are multiple ways the enemy can move, the players choose.

When enemies enter fully occupied spaces they swap with a model in this order: **companion** > **other minion** > **elite** > **hunter**.

When enemies attack with **enemy dice** , total the dice results, then resolve them by suffering the listed amount of and/or statuses. You may discard defense tokens to prevent an amount of equal to that on the token (any surplus is lost). Statuses cannot be blocked with defense tokens.

Each time an enemy deals to your hunter, subtract it from the dial on your hunter board.

Always apply and statuses before resolving any other effects.

I. EVENT STEP

Hunters check if they have **critical injury** cards and apply their effects. Then, hunters resolve event card effects in this order:

1. All **permanent event** effects (if present).
2. Draw a new **event**.
3. Place new **LAMENT** on the map (optional).
4. Resolve the main effect of the event.

If the event deck is empty, and a new card must be drawn, the Griefbound escapes and the scenario is lost.

Permanent events are not discarded, so may apply over multiple rounds. If you have more than one, when resolving them start with the one that was drawn earlier in the game.

Events effects are divided into 2 parts. The first is general is always resolved. The second is conditional and resolved only if the Griefbound being hunted matches the name on the card. If the effect states *"discard X to …"* or *"gain X to …"* the first part is mandatory to resolve the second.

2. MINION STEP

Activate each **minion** model on the map starting with the model closest to any hunter. For each activation, resolve 1 activation from the minion card. Each minion type has 2 activation options but only uses 1 option per activation, according to the listed conditions. When a minion attacks and rolls , check the dice effects section on their card.

Minions of the *Undead* type have a passive ability written in the top part of their card.

3. ELITE STEP

Activate each **elite** model on the map, starting with the model closest to any hunter. For each activation, resolve 1 activation from the elite card (depending on the stated conditions).

If elite enemies are not on the map for any reason, discard 1 from each facedown elite card. When the last is discarded, that elite is spawned, but it does not activate instantly; it acts in the next enemy phase.

Each elite has multiple activation options but only uses 1 option per activation, according to the listed conditions. When an elite attacks and rolls , check the dice effects section on their card.

Each elite enemy type has 3 variants, each with its own card. **There can be only 1 elite of its type in the game at a time.** When instructed to draw a random elite card, ignore all cards from the elite types already in the game. The significantly stronger elite of each type is a **named elite**.

4. GRIEFBOUND ATTACK STEP

Activate the Griefbound **attack card** on the *This Turn* slot on the Griefbound board by resolving all effects in order from top to bottom. When the Griefbound attacks and rolls , total the effects from the stat card and the dice effects section on the attack card. After resolving the card:

1. **Discard the attack card** from the *This Turn* slot to the discard pile to its right. Discard any tokens on the card.
2. **Move the card** from the *Next Turn* slot (if present) to the *This Turn* slot. All tokens on the card (including) remain for the next round.
3. **Draw new cards** from the attack deck and place them faceup in empty slots of the attack track.
4. If the *Final Attack* card is visible in the attack deck slot, reshuffle the attack cards from the discard pile and place it in the attack deck slot to cover the *Final Attack* card. Then continue refilling the attack track.

If there are not enough cards in the discard pile to refill the attack track and cover the *Final Attack* card, the Hunt enters its **final act**.

FOCUSED: Resolve these effects unless there are on this card.

5. TIME TRACK STEP

Move the *Time Track Step V* standee 1 space forward on the Griefbound's time track (following the arrows) and resolve the effect of the new space. There are 3 main types of space:

- **Spawn:** Spawn 2x minions.
- **Stage:** Draw and resolve a new stage card.
- **Special:** Resolve the *Special* section on the Griefbound stat tile.

LAMENT PHASE

1. CORRUPTION STEP

Starting from the first player and continuing clockwise, each hunter draws and resolves 1 **corruption card.** If the hunter has no **hunger**, skip the top part of the card.

The bottom part of the card checks the corruption level of the hunter. Resolve only 1 effect that matches their corruption, then place the card on the bottom of the corruption deck (or reshuffle the deck, if instructed).

If a game effect allows a hunter to lose corruption, update the corruption marker. When losing corruption, hunters do not lose or gain any **evolutions** (ignore icons), and reducing corruption below 15 does not flip the hunter back to the non-corrupted side.

When reentering the in the Lament phase by spending **LAMENT**, a hunter may evolve again. This may happen repeatedly, as long as the hunter is able to lose corruption at the right times.

The **final perdition** is a state in which a hunter becomes the **Pretender**, a half-realized but still dangerous Griefbound to be hunted. Final perdition rules are on the secret cards, but it has more chances to trigger once a hunter is high on the corruption track. When a hunter unlocks their final perdition, mark the slot on the hunt sheet next to the Pretender scenario.

2. EVOLUTION STEP

1. Lament spending

This step may be done simultaneously by the players. Each hunter may spend their **LAMENT**, 1 token at a time, to evolve or discard hunger. Any number of times each hunter may:

- Spend 1 to advance their corruption track by 1.
- Spend 1 to discard 1 hunger.

Then, **LAMENT** tokens remaining on hunter boards are discarded.

Each time your corruption marker advances to a space with a icon, resolve an **evolution**. When the corruption marker reaches the space marked with number 15, flip your hunter tile to the **corrupted** side and resolve any immediate effects.

Each time you resolve an evolution:

1. Draw the top 2 cards of the **evolution deck**.
2. Any number of times you may spend 1 **LAMENT** to redraw the evolution cards. Put the current ones on the bottom of the deck and draw 2 new cards.
3. You may choose to keep 1 of the evolution cards. If you do not keep any of them, gain 1 in a chosen color. Place all the cards not chosen at the bottom of your evolution deck.

2. Additional corruption

After spending and discarding all the gathered **LAMENT**, the hunter may choose to **succumb to corruption** by advancing their corruption marker once to the next on the corruption track without resolving it.

REFRESH PHASE

1. REFRESH STEP

Resolve these steps in order:

1. Pass the **first player token** to the next player in clockwise order.
2. Return all **environment cards** used last round to the appropriate place.
3. Return all **assist tokens** to their owners.
4. Each hunter discards all from their cards.
5. Each hunter gathers all their dice from each occupied action slot and their discarded dice pool, then rolls all their dice and places them into their active dice pool.

2. STATUS STEP

1. Each hunter may discard any number of **magic** symbols to discard that many status tokens. If you use dice with , place them in the discarded dice pool near your hunter board.
2. Resolve all relevant status effects and go to the Hunters phase.

MOVEMENT AND THE MAP

A **space** is a single hexagonal area of the map.

Hunters may only move to adjacent spaces (those physically connected to your current space). When you end your action, including movement, on a space with a **lament token** or a **treasure**, you may gain it. If there is a status token there, you *must* gain it. Hunters do not gain tokens on a space if they move through that space without ending the action there.

Each space can contain up to 4 models (hunters, enemies and environmental models such as portals), **with the Griefbound counting as 2 models.** You may move through a fully occupied space, but if you end your movement there, you have to **push** 1 other model to an adjacent space.

When a model ends their movement on a fully occupied space (by moving or teleporting), **push** 1 of the models on that space to an adjacent space. Hunters may choose which model to push while enemies must push models in this order (if they are present): **companion** > **minion** > **elite enemy** > **hunter**. The Griefbound or environment models can never be pushed.

The Griefbound model counts as 2 models, so when entering a fully occupied space, it pushes 2 models out of the space.

Terrain and special spaces

All spaces in the same color are a **terrain**: forest, swamp, or cemetery, and have additional effects or actions in each scenario.

Deep water: Models cannot enter this space ( ). Range and LOS can still be measured through it.

Fog: LOS cannot be measured through the borders of this space ( ). Two models on the same fog space are in each other's LOS.

Obstacles: This space cannot be entered by any model, hunter or enemy, and range and LOS cannot be measured through it (and).

Lament rifts: If there is a **rift token** on a space, that space is considered a **lament rift** of a specific number. It does not overwrite the terrain it is on.

Tokens

Generally, enemies do not interact with tokens on the map, Hunters may pick up the positive ones, and must pick up (gain) the negative ones if they end their action on a space with them.

When a hunter decides picks up a **treasure token**, they reveal it, read the available options and choose 1 to resolve. Then the token is removed from the game. Any treasure tokens added to the map should be drawn randomly from the pool of ones still available (not the ones removed).

Environments

Terrain environment: A card next to the map which shows the additional effects of actions that can be used on a whole terrain, even if the terrain is divided into smaller spaces or terrains. They usually contain a *Once per Hunters phase* action that is available to hunters if they are on a terrain space matching the card color. Once used, this action is not available until the Refresh phase.

Landmark environment: A point of interest in the form of a model or token on the map, accompanied by a card that describes what actions or effects are present on that space. They usually contain a *Once per Hunters phase* action, but they are mostly no-cost actions, though they may come with an alternative cost in **LAMENT** or **HEALTH**, or the risk of a dice roll.

Area environment: A special, 3-space tile that contains actions and possible story elements. The actions are mostly free, but usually guide you to the **secret** deck.

DEALING DAMAGE

When a hunter resolves an effect that deals **damage** , it may only target an enemy and never a hunter. Place the number of tokens on the appropriate component.

Effects describe the **range** in which the damage can be dealt: the first number is the minimum range and the second the maximum range.

The target may need to be in **line of sight** (LOS), which is a straight, unobscured line of spaces. Only obstacle spaces (includes edges of the map) or fog block LOS.

Defense and tactic tokens

Defense tokens (values 2 or 4) and **tactic tokens** are universal for all hunters. Each of these tokens has to be stored in a matching tactic or defense slot (maximum 1 token per slot). If there are no slots available, the hunter cannot gain the token.

Enemies always use their defense tokens when being attacked.

When a hunter gains a 2 token while they already have one, they may return both to the common pool and gain a 4 token.

When a hunter is attacked they may discard a defense token to reduce the incoming by the value of the token. Defence tokens cannot be split, so you do not gain any surplus defence points.

A hunter may discard a **tactic token** to reroll any number of dice currently in their active pool. This may be done at any moment, without spending an action, *or* as an action during the hunter's turn in order to stall for some time.

Killing a minion

All minions have 1 (1 hit is enough to kill them).

Killing a minion rewards the hunter who killed it with 1 LAMENT.

Each minion can hold up to 1 2 token (in the holder on its model/standee).

Killing an elite

Elites have variable depending on the elite and the elite level token. Each elite can hold up to 1 2 token on its card.

Killing the elite grants the LAMENT listed in the bottom central part of its card. The first number is how much the killer gets, and the second number is how much every other hunter gains.

When an elite enemy has on its card equal or exceeding its :

1. All hunters gain **LAMENT** as a reward.
2. Discard all tokens from the elite card.
3. Discard the elite model from the map.
4. Flip the elite enemy card facedown. The active player rolls a and checks the result on the back of the elite card.

All elite enemies with their cards facedown are considered *not on the map* for all effects that require it.

On a kill

If the effect has the *On a kill* keyword, the instruction following it is triggered after an enemy has been killed:

- **On a minion kill:** Resolved after a minion is dealt any and is removed from the map.
- **On an elite enemy kill:** Resolved after an elite enemy is dealt equal to or exceeding its .
- **On a Griefbound card kill:** Resolved when a griefbound attack card is dealt equal to or exceeding its . This results in removing the card from the attack track, which is different from discarding it.

HUNTER CRITICAL INJURY AND DEATH

When your hunter's is reduced to 0:

1. Heal 1, discard all status and hunger tokens.
2. Draw and read 1 random **secret 2** card *(Critical Injury)*.

As long as you have a secret 2 card *(Critical Injury)* next to your hunter board, you are ignored by all enemies and negative game effects (those dealing , statuses, hunger, enemy targeting, enemy attacks, corruption deck effects etc).

The *Critical Injury* card has a quest to be fulfilled. If it is not completed before the beginning of the next Event step, the hunter dies and the scenario is lost. If the quest is completed, the hunter will heal and removes the *Critical Injury* card from the game.

If a hunter drops to 0 and there are no more secret 2 cards to draw, the hunter is dead and the scenario is instantly lost (this changes during the final act).

STATUSES AND HUNGER

Each time a hunter gains or is dealt one of these effects, place the corresponding token on their hunter board.

The **burn**, **stun**, and **curse** statuses can be discarded using a **cleanse** basic action.

Burn: In the Status step, take 1 unblockable for each burn you have. Burns are not discarded afterwards.

Stun: When you gain a stun token, immediately place it on the text of a chosen action. Using a stunned action has no effect, and stuns are not discarded when that action is used. If an effect instructs you to stun a specific action, place the stun token on the specified action, if possible.

Curse: When you gain any number of curses, draw 1 random **secret 1** card (each hunter may have only 1 curse effect card at a time). This card will specify the curse effect and will usually take into an account how many curse tokens you have. When you discard your last curse token, return the secret card to the secret deck.

Hunger: Hunger is not a status and cannot be discarded by the cleanse action. Hunger does nothing on its own. The top part of the corruption card specifies the effect; if you don't have any hunger, ignore that effect.

Enemies cannot gain status tokens or hunger unless an effect states otherwise and explains how the status affects the enemy.

Status tokens on the map are collected by a hunter who ends their movement (or action in general) on a space with a status token.

If a hunter has to gain a status or hunger token, but the pool is empty, they take 1 for each token they cannot gain.

SPAWNING

Spawning minions

When instructed to spawn minions, take the listed number of models and place them on the map:

1. Count the number of minions on the map.
2. Find the **lament rift** with the number 1 higher than the number of minions on the map and spawn the first minion there.
3. Continue placing minions on the lament rifts in ascending order until there are no more models available. If there are not enough minions in the reserve, spawn as many as possible.

If a lament rift is fully occupied and a minion must be spawned, it pushes 1 other model to an adjacent space, as if moving into the space. If the space is full of models that cannot be pushed (environment models or the Griefbound) the minion is not spawned.

Spawning an elite

When instructed to spawn an elite enemy:

1. Place the **elite enemy card** next to the *Elite Step III* standee.
2. Set up an **elite level token** of an equal level to the Griefbound's.
3. Find the **portal** space closest to the Griefbound and place the corresponding elite enemy model there. Do not activate this elite enemy now.

If there are no portals on the map or they are all fully occupied, the elite enemy cannot be spawned. Keep the elite enemy card facedown and place 1 on it.

COMPANIONS

Some game effects may allow you to gain **companions** that grant additional actions and effects for hunters.

When you gain a companion, draw 1 random **companion** card, place it next to your hunter board, and place the matching companion model on your space.

Companions are not targeted by enemies and are the first models to be pushed out of a space due to the model limit.

THE GRIEFBOUND

To defeat the Griefbound and win the scenario, the hunters have to kill enough attack cards, proceed to the **final act**, and kill the *Final Attack* card.

When a Griefbound's attack card has an amount of on it equal to or greater than its (shown on the Griefbound **level token by body part** icon at the bottom of the card) resolve these steps:

1. All hunters gain **LAMENT** as a reward. The first number is how much the killer gets, and the second is how much every other hunter gains.
2. Place the attack card under the hunter board of the player who dealt the last . It is now a **trophy** and will not come back into the attack deck during this scenario.
3. If it was a card from the *This Turn* slot, the killer resolves the uncovered **opportunity card** by rolling .

The attack track and attack deck

The 3 slots in the bottom part of the Griefbound board are the **attack track**. The **attack deck** and the *Final Attack* card go in the first slot on the left, and the **attack** cards that will be resolved in the current round and the next round go in the other 2 slots. Underneath the attack card in the *This Turn* slot is an **opportunity** card, which is resolved when the attack card on top of it is killed and removed from the game.

After resolving an attack card in the Enemy phase, **discard** the card from the *This Turn* slot (placed it in the discard pile to the right). It will probably come back into the deck at some point.

When an attack card is **killed**, it is removed from the attack track and placed under the hunter board of the player who killed it as a **trophy**. It will not be seen again during the game.

When a card from the *This Turn* slot is killed (removed), the opportunity beneath it is revealed. The hunter who dealt the finishing blow rolls a to determine what effect occurs. Range and LOS of effects are drawn from the Griefbound.

If the result **staggers** the Griefbound, the attack track will not be refilled during the Hunters phase, and the Griefbound will do nothing in the Enemy phase, as there is no attack card in the *This Turn* slot. The track will be refilled at the end of the Griefbound Attack step.

If you are instructed to **refill the attack track**:

- Slide the attack card from the *Next Turn* slot (if present) to the *This Turn* slot.
- Draw new cards from the attack deck and place them in the *This Turn* and *Next Turn* slots, if they are still empty.

If at any point of this process the *Final Attack* card is uncovered, check if the **final act** is triggered.

The final act

Every time the attack deck is deplete, check if there are 2 or fewer attack cards total left in the game (including those in attack track slots and the discard pile). If so, trigger the **final act**.

Otherwise, refill the attack track and continue playing as normal.

When the final act is triggered:

- Remove any remaining attack cards from the attack track and discard pile.
- Remove all remaining **secret 2** cards *(Critical Injury)* from the secret deck.
- Reveal the *Final Attack* card and place it in the *This Turn* slot.
- Level up the Griefbound and each elite enemy.
- If this happens during the Hunters phase, the Griefbound instantly ends the Hunters phase. Proceed to the Enemy phase.

The *Final Attack* card cannot be revealed in any other way.

During the final act, the death of a single hunter no longer ends the scenario, and killing the *Final Attack* attack card is different from other attack cards.

When the *Final Attack* card is dealt enough , instead of removing it, the hunter rolls to determine if the Griefbound has been defeated or not. On a result, the Griefbound is dead, and the scenario is won. On any other result, all is removed and the Griefbound's level is lowered (check the *Final Act* section on the Griefbound board for details). If the Griefbound's level cannot be lowered further, the scenario is won; otherwise, the game continues.

Stage cards

Each time the time track enters a space with *Stage*, draw and resolve a new **stage card** from the top of the deck.

DIFFICULTY CUSTOMIZATION

Players may include as many easy or hard mode modifiers as they wish, but some options contradict each other.

Easy mode modifiers

Resolve any number of effects at the beginning of the scenario:

- Each hunter resolves 1 **evolution**.
- Each hunter gains 2.
- Lower the Griefbound and/or elite Level by 1 (minimum 1).
- Change the elite enemy to a **non-named** variant.
- Change the minion to the *Convicted* type.
- Add up to 2 *Random Event* cards to the event deck.
- Perform an additional **LAMENT** setup on the map.

Hard mode modifiers

Resolve any number of effects at the beginning of the scenario:

- Increase the level of the Griefbound and/or elite enemies by 1.
- Change the elite to a **named** variant.
- Change the minion to the *Undead* type.
- Discard the top card of the event deck.

WINNING AND LOSING

The game ends when either the hunters kill the Griefbound or one of these loss conditions is met:

- The hunters run out of time (an event card has to be drawn while the event deck is empty).
- One of the hunters dies.

Additionally, each Griefbound may add new win or loss conditions to the scenario.

After each scenario, depending if the hunters win or lose, read the appropriate **epilogue**. If the scenario was won, mark it on the **hunt sheet** to track the players' progress in the game.

When the #5 scenarios for each Griefbound are marked as won, players may read the epilogue of the whole game (rulebook p34).

HUNTERS

DUALITY

Playstyle
Complexity: Medium. Duality is either agile, short range damage-dealer, tank, or healer, depending on their starting gear. Keep in mind how you gain and use your and tokens and defense tokens; being a token short may disrupt your turn heavily.

Additional setup
Place 3 and 3 tokens next to your hunter board. You do not have any available at the beginning and may gain them later in the scenario.

Special mechanic: Light and dark
Duality uses 2 types of tokens to boost her actions: are earned for using **attack dice** and are earned by using **shield dice**. There is a limit of 3 for each token; she cannot gain a 4th of either.

Duality is the only hunter who has easy access to a **dice restore** action, which costs both and tokens.

Gaining the and tokens due to the *Balance* ability on Duality's hunter tile is resolved at the beginning of resolving an action.

Duality as deputy (solo mode)
No additional rules or changes.

CLOCKWORK GIANT

Playstyle
Complexity: Medium. Clockwork Giant is a tank or offensive powerhouse. He has the largest health pool, but he cannot heal in the standard ways. Due to his special mechanic, some rounds played with him will be significantly better than others.

Additional setup
During item setup, choose 1 **weapon card** (between *Cogwheel Sword* and *Rugged Metal Sheet*) and the **starting gear**. Place all other gear cards in a pile under the starting gear in a set order (if you choose gear 1 as the starting one, the order should be 1, 2, 3, 4. If you choose gear 2, the order should be 2, 3, 4, 1 and so on). Gain starting dice from the chosen weapon and starting gear. Set the **clockwork dial** to the area with a matching gear number.

Special mechanic: gears, clockwork dial & critical injury
The dial shows which gear card is currently active; the additional effects to resolve when the gear is switched to this one; and the current value of the clockwork giant.

In the Refresh step of each round after the dice are rolled, move the dial once to another gear. Then, place the current gear card to the bottom of the pile, so the new gear of the following number is visible. Any tokens on the gear card are discarded. Lastly, resolve the instant effect of the gear dial. Changing the clockwork dial does not change the starting dice of the player.

The clockwork giant cannot resolve heal effects. When they are reduced to 0 , they resolve all effects but do not draw the secret card 2 (critical injury rules); instead, place a **critical injury token** on the hunter board and set to 15. If this happens during the Enemy or Lament phase, ignore all negative effects until the Refresh step.

If this hunter drops to 0 for a second time, they are dead. Before the final act, this means the scenario is lost, and during the final act, they are removed from the game like other hunters.

Clockwork Giant as deputy (solo mode)
Clockwork Giant uses his clockwork dial, switches gears each round and resolves the effects of the dial, but does not use the gear cards.

DEATH JESTER

Playstyle
Complexity: Medium-high. Jester is quick damage-dealer or support. Her actions are often high-risk, high-reward, allowing her to execute great displays of power, but risking her action not resolving at all. However she is very fragile, and a single miscalculation can result in a critical injury or death.

Additional setup
Shuffle the **fate deck** and place it facedown next to your hunter board. Draw 1 fate card.

Special mechanic: Fate cards and gambling
In each Refresh step, draw fate cards to your hand. There is no limit to how many cards you can hold at a time. Cards in hand may be used later when **gambling**.

The Fate deck consists of 14 cards, 5 figures *(Knight, Princess, Prince, Queen,* and *King)* distributed between 3 basic suits (Violet, Yellow, and Red). *The Hanged Man* card is considered a fourth suit. The *Jester* card, while in sequence, can be used as any figure in any suit.

If an action has a **gamble** frame, you may decide to perform it after placing dice but before resolving the action. Put the top 3 cards from the fate deck in the sequence in front of you. Then, you may replace any number of fate cards from the sequence with ones in your hand. Replaced cards are discarded. Meeting the required rank is considered a success and not meeting it a failure. On a failed gamble, the action has no effect.

All cards used during a gamble are discarded and placed next to the discard dice. The discarded cards are reshuffled back into the fate deck after a **pass**, or when the deck is empty and new cards have to be drawn.

List of possible ranks:

Pair: 2 figures of the same kind.

Army: 3 Knights.

Successors: A Prince and a Princess.

Rulers: A King and a Queen.

Color: All cards in the same suit.

The fate deck (14 cards):

1x *The Hanged Man* (Black)
1x *Jester* (White)
1x *King* (Violet)
1x *Queen* (Yellow)
2x *Princess* (1 Yellow, 1 Red)
2x *Prince* (1 Red, 1 Violet)
6x *Knight* (2 Red, 2 Violet, 2 Yellow)

Death Jester as deputy (solo mode)
No additional rules or changes.

GUNSLINGER

Playstyle
Complexity: Low. The Gunslinger is long range single target attacker or short to medium range crowd control. They can output lots of damage, but often need time to set up. Most of their effects and attacks require LOS to hit the target, so positioning is key.

Additional setup
Take all **bullet tokens** and place them near your hunter board. You do not have any available at the beginning of the scenario.

Special mechanic: Bullets and weapon range
Bullet tokens are stored in appropriate bullet slots. Each slot can store only 1 bullet token, and defines what additional effect an attack may have. When the Gunslinger uses an action from his weapon or evolution card that deals , he may decide to boost this attack with *all* bullet effects he has available (he cannot choose to use only some of them). Bullet tokens are discarded after use.

This is the only hunter for which the choice of starting weapon matters for later attacks found on evolution cards. Evolution cards may use a starting weapon's **weapon range** instead of a set value.

Gunslinger as deputy (solo mode)
Bullet tokens are not placed in bullet slots, but on the deputy card instead. They still might be used when resolving an action that deals to deal more. Evolution cards add more passive effects to actions when using bullets.

KEEPER

Playstyle
Complexity: Low-medium. The Keeper is frontline damage-dealer or tank. They have access to multi-target attacks, big self-heal actions, and can reverse the effects of hunger or corruption. They have a lower than average movement value, so before a few evolutions, or getting dice for sprint, they may feel sluggish.

Additional setup
Take 5 **craving tokens** and put them next to your hunter board to form the **sword**.

Special mechanic: Craving
During the game, the Keeper will awaken his demonic sword. This is represented by **craving tokens**. The more craving the Keeper has, the stronger his hunter tile action becomes. He also may spend craving from the sword to use some actions without using dice, which allows him to drastically increase the amount of attacks or moves done in a single round.

Gaining allows him to receive 1 craving token. Spending means discarding a craving token to resolve an effect. Some of the Keeper's actions may spend as an additional or alternative cost.

Keeper as deputy (solo mode)
No additional rules or changes.

THE MANNEQUIN

Playstyle
Complexity: High. The Mannequin is either support, long range damage-dealer, tank, or a disruption for enemies. Due to personality tokens, it works very differently round to round. It has a limited early game potential, but gives other hunters access to string actions that may help repositioning or squeezing an additional point of missing .

Additional setup
The Mannequin does not have standard item cards, instead choosing 1 of 2 **arms** for each **personality** (marked with color) and gaining the corresponding dice. Flip the unchosen arms to the **string** side and give 2 chosen **string cards** to other players. Return the unused string cards to the box.

Take all **personality tokens** and place them next to your hunter board, then choose one for the first round of the game and block the appropriate action.

Special mechanic: Personalities, arms and strings
In each Refresh step, the Mannequin's player chooses 1 **personality** (in the form of a **personality token**) to guide its body. The same personality cannot be chosen twice in a row.

The personality can be used during the Hunters phase. Personality tokens block one of the basic actions (the **soldier** personality token is unique as it allows the player to choose which of the **run** or **sprint** actions are blocked). Personality tokens can be chosen even if the action blocked by it has *stun*.

The token gives access to special actions, allowing you to resolve all **bonus effects** for this personality. Bonus effects are found on arm and evolution cards in the frame in the color of a personality. These effects may be resolved in any order chosen by the player.

The Mannequin has access to item cards called **arms** (with **strings** on the back). Arms might be used by the *Bloodless Husk* ability to reduce incoming , while strings allow the Mannequin or other hunters to resolve additional actions with the Mannequin.

The Mannequin as deputy (solo mode)
As deputy, the Mannequin gives 2 random string cards to the main hunter at the beginning of the hunt.

TECHNOMANCER

Playstyle
Complexity: Medium-high. The Technomancer is medium-range attacker or support. Her abilities may allow her to discard or exchange status tokens, move enemies or allies around the map, or interact with portals. She can be quite fragile or exert herself with excess burn or stun tokens, heavily hindering her abilities.

Additional setup
No additional setup.

Special mechanic: Technology die
The Technomancer has access to orange **technology dice**. She starts the game with one and may unlock the second one during the game if a game effect specifically states to gain .

These dice give access to Technomancer-specific actions on her item and evolution cards such as weapon and armor power ups, which activate all effects on the evolution cards with a matching cog layout color. She may have multiple power up evolution cards in the same color attached to her weapon or armor. Evolution cards with an orange/blue cog layout are considered to have weapon/armor actions matching the color.

Technomancer as deputy (solo mode)
At the beginning of the game, gain 1 (included on the deputy card). Slots with may only be activated by using . may be used to activate action slots with no symbol on them.

THE TWINS

Playstyle
Complexity: High. The Twins are highly mobile support or single-target damage dealers. The leave very low health and limited defense, so positioning is crucial to survival. Since they use 32 models at the same time, remember the model limit on a space.

Additional setup
Place the Shadow on the space with the Assassin. Place 5 **poison tokens** next to your hunter board.

Special mechanic: shadow & poison tokens
The Twins use 2 different models: the **Assassin** (the primary model) and the **Shadow** (the secondary model). All actions, if not stated otherwise, are performed by the Assassin. Only the Assassin may collect lament and treasures, interact with the environment, and so on.

Actions may specify that the action or a part of it is performed by the Shadow. The Shadow is not a hunter and cannot be attacked. It still counts toward the model limit on a single space and may be pushed out of the space (as a first priority when an enemy is pushing). Kills scored by the Shadow award /ament to the Assassin. The effect of swapping the models' positions on the map is treated as a **teleport**.

Poison tokens might be dealt to Griefbound or elite enemies and stay on their stat cards (not attack cards) until used. Dealing poison is similar to dealing , and must specify the target and range. Poison does not have any effect on its own; an action or passive effect must allow the use of a poison token in some way.

The Twins as deputy (solo mode)
No additional rules.

PRETENDERS

Pretenders are additional Griefbound that can be hunted. The Pretender scenarios can be unlocked by achieving the **final perdition** with the corresponding hunter.

When you decide to play against a Pretender, follow these steps:

1. Pick a random scenario for any Griefbound (you may do so by drawing a random Griefbound stat card) and follow the scenario setup in the hunt book for that Griefbound.
2. Instead of that Griefbound's components use the Pretender's components. The Pretender model uses the hunter standee/miniature with the Griefbound base to show the size of the enemy.
3. When constructing the Griefbound's attack deck use a number of Pretender cards depending on the number of hunters:
   - **Solo and 2 :** 7 random cards.
   - **3 :** 8 random cards.
   - **4 :** 9 random cards.
   - **5 :** All attack cards.

While hunting a Pretender, players cannot play as the hunter version of this character.

PRETENDER DUALITY

Special mechanic: Light and dark

Similar to the hunter version, Duality uses the and tokens to empower her attacks.

Keywords

Gain / : Place a / token on the Griefbound stat card.

X / : On an attack card, the Griefbound resolves an additional effect if she has enough tokens available. After that the tokens used are discarded.

PRETENDER GUNSLINGER

Special mechanic: Bullets

The Gunslinger's special mechanic revolves around bullets. On his Griefbound stat tile, there is a track to place bullets each time a **forge** effect is resolved. Place bullet tokens from the right to the left (according to the arrows). Bullet tokens are used in the special effect to deal more or increase its range. The Gunslinger uses all bullet tokens or none, and when used, discard the tokens from the slots.

Keywords

Forge a bullet: Place a bullet token in the rightmost empty slot on the bullet track.

PRETENDER KEEPER

Special mechanic: Craving

The Pretender Keeper collects **craving tokens**. At the beginning of *Griefbound Step IV,* after resolving the *This Turn* attack card, if the Keeper has 5 resolve this card twice, and discard all .

This effect may trigger only once per Enemy phase. If there is no card in the slot, do not discard .

PRETENDER TECHNOMANCER

Special mechanic: Technology dice

Some of the Pretender Technomancer's effects use to be upgraded and randomized. The attack cards may be **enhanced** by placing on them. If there is a on an attack card, it resolves all additional effects marked with the *Enhanced* keyword, additionally rolls 1 alongside during attacks, and resolves dice effects marked with / / icons.

Keywords

Enhance: Place on attack cards, 1 marker per card starting from the *This Turn* slot. When a card with resolves an attack, roll along with any to see what additional effects occur. Each Attack card may have only 1.

PRETENDER MANNEQUIN

Special mechanic: Personality tokens and strings

The Pretender Mannequin collects **active personalities** on their stat card. Specific personalities may boost attack cards for the Griefbound, sometimes by having a specific personality active or by just having a number of personalities active.

During the Hunt, hunters may obtain string cards. They may use them as normal, but the Pretender Mannequin is considered an enemy for the purpose of all those effects.

Keywords

Activate random personality: Take a random personality token and place it on the Griefbound stat card. From now on, it is active.

PRETENDER DEATH JESTER

Special mechanic: Fate cards

The Pretender Death Jester gathers all her revealed fate cards in a sequence. The sequence is unlimited. If attack cards or dice effects check if the sequence contains a specific rank, resolve an additional effect, and at the end of *Griefbound Step IV* put the cards used in the rank back into the fate deck and reshuffle it.

The only card that has an effect instantly after being revealed is *The Hanged Man:* follow the instruction on the Pretender stat card.

PRETENDER CLOCKWORK GIANT

Special mechanic: clockwork dial

The Pretender Clockwork Giant uses the back side of the clockwork dial. The clockwork dial specifies the instant effect of changing into a gear and the dice effects during attacks. At the beginning of the scenario, place 1 on the **gear 1** section. Each time the Pretender changes gear, the is moved to the next section following the arrows on the dial in order from 1 to 4.

The Clockwork Pretender may check the **gear value** on its cards. When this happens use the number on the clockwork dial.

PRETENDER TWINS

Special mechanic: shadow & poison tokens

The Pretender Twins work exactly like the hunter version in terms of Shadow movement and dealing poison.

Poison tokens dealt to hunters are placed on their hunter boards, similarly to hunger tokens, to resolve additional effects. Poison is treated as a status for all game effects, and works when any effect mentions it.

Poison tokens are discarded when the hunter drops to 0 like all other negative tokens.

The Pretender Twins use 2 models. Effects may specify that they are resolved by the Assassin, the Shadow or both Twins.

GAME MODES

SOLO MODE

When playing solo, your hunter receives support in the form of their **deputy** (one of the hunters you didn't choose). A deputy is considered a hunter for all game effects including player count () and critical injury. If they die, the scenario is lost.

Deputy setup

1. Take 1 hunter board, and cover the basic actions section with the **deputy action tile**.
2. Choose 1 hunter. Place that hunter's **deputy card** non-corrupted side up in the appropriate space on a hunter board.
3. Place 3 **universal markers** near the deputy board.
4. Shuffle your deputy hunter **evolution deck** and place it facedown near the deputy hunter board.
5. Place the **deputy model** on the map as instructed in the scenario setup.

The deputy resolves their turns like a normal player, but they use **universal markers** to activate actions instead of dice. Their number of deputy actions is limited by the number of their . Usually, 1 activates one of the deputy's actions.

You cannot place a on an already occupied slot. Refresh action and restore discarded effects discard a from the already used action or move one from the discarded pool to the active pool.

The deputy and the hunter may **assist** each other. The deputy may use an assist marker on any of their actions. The hunter may use the deputy's assist marker in any action slot with no symbol in it.

The deputy's are considered a die with no symbol, and cannot be used in effects requiring a specific symbol. The deputy cannot gain dice from rewards and treasure: instead they gain .

In the Refresh step, take all the deputy's from each action slot and place them near the deputy's hunter board.

In the Evolution step, the deputy may spend **LAMENT** like other hunters. Deputy evolution is a choice between gaining 1 additional or drawing the top card of the deputy evolution deck and placing it next to the deputy's hunter board. The deputy cannot use **LAMENT** to redraw evolution cards.

RAPID HUNT

Play a single scenario faster than using the standard rules.

Setup

- Remove random **attack cards** from the attack deck.
- Resolve 2 **stage cards** (including the level ups for the Griefbound and elite enemies).
- Set the time track to the last space with *Stage* (without resolving it).
- Discard all **LAMENT** from the map.
- Discard the top 3 **event cards** without resolving them.
- Each hunter sets their **corruption** to 7.
- Each Hunter resolves **evolution** 3 times.

Additional Griefbound-specific setup

Undead General: Reveal 2 banner cards.

Swarm Mistress: Place 2 additional swarm tiles on the map in range 0-1 from any hunter.

Convergence: Each hunter gains 3 burns.

Tormentor: Each hunter takes equal to the scenario number.

Graveyard Dragon: Each hunter gains 2 curses.

Devourer: Each hunter gains 2 hunger.

Pretender: Resolve *Special* twice. The Griefbound gains 2 for each defense slot.

EXPANSIONS

PERSONAL STORIES

Each hunter takes their **story booklet**. Each story is divided into 8 **entries**; the first can be read immediately.

To gain to an entry beyond the first, an additional quest must be completed. Achievements must be done in order, though more than one can be unlocked and read after a single scenario. Some entries have additional rewards, along with the story elements.

All cards from this expansion start as **locked**, and are not available to play until unlocked by the appropriate entry. When unlocked, add the card to the appropriate deck behind the divider in the base game. They then become part of a deck and should be set up according to the basic rules.

To keep track of the progress of the story between each game session, use the bookmarks dedicated to each of the hunters.

Item cards: After being added to a hunter's items, an item can be chosen at the beginning of a scenario as a part of a loadout.

Mannequin arm cards: Each unlocked arm card might be chosen instead of another arm with a shared color and personality bonus.

Duality's armor card: Duality has a unique 2-sided armor card. During setup it can be chosen and placed next to the hunter board chosen side up. It does not provide any actions and may be flipped to the other side in each Refresh step.

Overlay cards

These are special 2-sided cards that you may choose at the beginning of a scenario. If you do, place the card on your hunter tile **uncorrupted** (blue) side up to modify the special effects of the hunter tile. If you decide to use the overlay, it stays on the hunter tile until the end of the scenario. After flipping the hunter tile to the **corrupted** side, flip the overlay card to the corrupted side alongside the hunter tile.

List of unlockable cards

Wrecking Ball (C1)
Lament Lantern (C2)
Clockwork Overlay (C3)
Marotte (11)
Jester's Hat (J2)
Death Jester Overlay (J3)
Swords of Duality (D1)
Armor of Vengeance/Fury (D2)
Duality Overlay (D3)
Fire Spitter (G1)
Good ol' Vest (G2)
Gunslinger Overlay (G3)
Demonic Sword E'zlaaz (K1)
Full Plate Armor (K2)
Keeper Overlay (K3)
Invigorating Arm/Guide (M1)
Cannon Arm/Protect (M2)
Mannequin Overlay (M3)
Modular Spear (T1)
Modular Armor (T2)
Technomancer Overlay (T3)
Dripping Dagger (S1)
Trampled-Snake Armor (S2)
Twins Overlay (S3)

GRIMCOVEN

GAME ROUND

HUNTERS PHASE

Resolve **hunter turns** in clockwise order from the first player. Each hunter resolves **2 actions** per turn. A hunter who cannot resolve any more actions must **pass** and discard all remaining dice from their active pool. Continue until all hunters pass.

As an action, place 📦 into slot(s) with a matching symbol:

- No symbol slot: Activated by a die with any symbol.
- Symbol slot: Activated by a die with the matching symbol, or a die with a double symbol (the second symbol on it is 'lost').
- Double symbol slot: Activated by a die with the matching double symbol, or 2 dice with the matching symbols.

An activated action cannot be used again until refreshed with a **refresh** action (discard the dice used) or a ◆. Discarded dice may rerolled and returned to the active pool with a **restore** effect.

Free actions with a ◆ slot can only be used once per round. These actions may be refreshed.

Basic actions and assist action

Run: Move your hunter up to their **MOVEMENT** 🏃.

Sprint: Move your hunter up to 🏃+1 spaces. A hunter on a **portal** space may move to another portal space as if adjacent.

Tactic: Place 1 **tactic token** on an empty tactic slot. You may immediately use it to reroll any number of 📦 in your active pool.

Cleanse: Discard up to 2 **status tokens** from your hunter board.

Assist: Give your **assist marker** to another hunter to place in their active dice pool. This represents a die with the same symbol as the die on your assist slot.

ENEMY PHASE

A moving enemy moves towards the closest hunter. If there is more than one hunter, they move towards one with the highest corruption (on a tie, players choose). If there are multiple ways to move, the players choose.

When enemies enter fully occupied spaces they swap with a model in this order: **companion** > **other minion** > **elite** > **hunter**.

When enemies attack with 🎲, total the results, then suffer the ❌ and/or statuses, then resolve any other effects. You may discard defense tokens to prevent that amount of ❌ (surplus is lost); statuses cannot be blocked.

1. EVENT STEP

Hunters apply the effects of any **critical injury** cards. Then, resolve event card effects in this order:

1. All **permanent event** effects (if present).
2. Draw a new **event**.
3. Place new **LAMENT** on the map (optional).
4. Resolve the main effect of the event.

If the event deck is empty, and a new card must be drawn, the Griefbound escapes and the scenario is lost.

If you have more than 1 **permanent event**, resolve them starting with the one that was drawn earlier in the game.

Event effects have a general effect and an effect only resolved if the Griefbound being hunted matches the name on the card.

2. MINION STEP

Activate each **minion** model, resolving 1 activation option, starting with the one closest to any hunter. When a minion attacks with 🎲, use the card's dice effects section.

3. ELITE STEP

Activate each **elite** model, resolving 1 activation option, starting with the one closest to any hunter. When an elite attacks with 🎲, use the card's dice effects section.

If elite enemies are not on the map, discard 1◆ from each facedown elite card. When the last ◆ is discarded, that elite is spawned, but it does not acts until the next enemy phase.

When you must draw a random elite card, ignore all cards from the elite types already in the game.

4. GRIEFBOUND ATTACK STEP

Resolve effects on the Griefbound **attack card** on the *This Turn* slot. When the Griefbound attacks with 🎲, total its stat card effects and attack card dice effects. After resolving the card:

1. **Discard the card** from the *This Turn* slot to its discard pile. Discard any tokens on the card.
2. **Move the card** from the *Next Turn* slot (if present) to the *This Turn* slot. All tokens on the card remain for the next round.
3. **Draw new cards** from the attack deck and place them faceup in empty slots of the attack track.
4. If the *Final Attack* card is visible, reshuffle the attack card discard pile and place it in the attack deck slot, covering the *Final Attack* card. Then continue refilling the attack track.

If there are not enough cards to refill the attack track and cover the *Final Attack* card, the Hunt enters its **final act**.

FOCUSED: Resolve unless there are 👥❌ on this card.

5. TIME TRACK STEP

Move the *Time Track Step V* standee 1 space forward on the Griefbound's time track and resolve the new effect.

- **Spawn:** Spawn 2x👥 minions.
- **Stage:** Draw and resolve a new stage card.
- **Special:** Resolve the Griefbound tile's *Special* section.

LAMENT PHASE

1. CORRUPTION STEP

Starting from the first player and continuing clockwise, each hunter draws and resolves 1 **corruption card.** If the hunter has no **hunger**, skip that section. Resolve 1 effect that matches the hunter's corruption, then place the card on the bottom of the corruption deck (or reshuffle the deck, if instructed).

When losing corruption, do not lose or gain any **evolutions** (ignore 🔒), and moving below 15 does not return the hunter to their non-corrupted side. When reentering 🔒 by spending **LAMENT**, a hunter may evolve again.

2. EVOLUTION STEP

1. Lament spending

This step may be done simultaneously by the players. Each hunter may spend their **LAMENT**, 1 token at a time. Any number of times each hunter may spend 1 to advance their corruption track by 1, or spend 1 to discard 1 hunger. Then, discard **LAMENT** tokens left on hunter boards.

Each time your corruption marker advances to a 🔒, resolve an **evolution**. When it reaches 15, flip your hunter tile to the **corrupted** side and resolve any immediate effects. Each time you resolve an evolution:

1. Draw the top 2 cards of the **evolution deck**.
2. Any number of times you may spend 1 **LAMENT** to redraw. Put the cards under your deck and draw 2 new cards.
3. You *may* keep 1 of the evolution cards. If you do not keep any, gain 1📦 in a chosen color. Place all the cards not chosen under your deck.

GRIMCOVEN
GAME ROUND
HUNTERS PHASE
Resolve hunter turns in clockwise order from the first player. Each hunter resolves 2 actions per turn. A hunter who cannot resolve any more actions must pass and discard all remaining dice from their active pool. Continue until all hunters pass.
As an action, place 📦 into slot(s) with a matching symbol:
- No symbol slot: Activated by a die with any symbol.
- Symbol slot: Activated by a die with the matching symbol, or a die with a double symbol (the second symbol on it is 'lost').
- Double symbol slot: Activated by a die with the matching double symbol, or 2 dice with the matching symbols.
An activated action cannot be used again until refreshed with a refresh action (discard the dice used) or a ◆. Discarded dice may rerolled and returned to the active pool with a restore effect.
Free actions with a ◆ slot can only be used once per round. These actions may be refreshed.
Basic actions and assist action
Run: Move your hunter up to their MOVEMENT 🏃.
Sprint: Move your hunter up to 🏃+1 spaces. A hunter on a portal space may move to another portal space as if adjacent.
Tactic: Place 1 tactic token on an empty tactic slot. You may immediately use it to reroll any number of 📦 in your active pool.
Cleanse: Discard up to 2 status tokens from your hunter board.
Assist: Give your assist marker to another hunter to place in their active dice pool. This represents a die with the same symbol as the die on your assist slot.
ENEMY PHASE
A moving enemy moves towards the closest hunter. If there is more than one hunter, they move towards one with the highest corruption (on a tie, players choose). If there are multiple ways to move, the players choose.
When enemies enter fully occupied spaces they swap with a model in this order: companion > other minion > elite > hunter.
When enemies attack with 🎲, total the results, then suffer the ❌ and/or statuses, then resolve any other effects. You may discard defense tokens to prevent that amount of ❌ (surplus is lost); statuses cannot be blocked.
1. EVENT STEP
Hunters apply the effects of any critical injury cards. Then, resolve event card effects in this order:
1. All permanent event effects (if present).
2. Draw a new event.
3. Place new LAMENT on the map (optional).
4. Resolve the main effect of the event.
If the event deck is empty, and a new card must be drawn, the Griefbound escapes and the scenario is lost.
If you have more than 1 permanent event, resolve them starting with the one that was drawn earlier in the game.
Event effects have a general effect and an effect only resolved if the Griefbound being hunted matches the name on the card.
2. MINION STEP
Activate each minion model, resolving 1 activation option, starting with the one closest to any hunter. When a minion attacks with 🎲, use the card's dice effects section.
3. ELITE STEP
Activate each elite model, resolving 1 activation option, starting with the one closest to any hunter. When an elite attacks with 🎲, use the card's dice effects section.
If elite enemies are not on the map, discard 1◆ from each facedown elite card. When the last ◆ is discarded, that elite is spawned, but it does not acts until the next enemy phase.
When you must draw a random elite card, ignore all cards from the elite types already in the game.
4. GRIEFBOUND ATTACK STEP
Resolve effects on the Griefbound attack card on the This Turn slot. When the Griefbound attacks with 🎲, total its stat card effects and attack card dice effects. After resolving the card:
1. Discard the card from the This Turn slot to its discard pile. Discard any tokens on the card.
2. Move the card from the Next Turn slot (if present) to the This Turn slot. All tokens on the card remain for the next round.
3. Draw new cards from the attack deck and place them faceup in empty slots of the attack track.
4. If the Final Attack card is visible, reshuffle the attack card discard pile and place it in the attack deck slot, covering the Final Attack card. Then continue refilling the attack track.
If there are not enough cards to refill the attack track and cover the Final Attack card, the Hunt enters its final act.
FOCUSED: Resolve unless there are 👥❌ on this card.
5. TIME TRACK STEP
Move the Time Track Step V standee 1 space forward on the Griefbound's time track and resolve the new effect.
- Spawn: Spawn 2x👥 minions.
- Stage: Draw and resolve a new stage card.
- Special: Resolve the Griefbound tile's Special section.
LAMENT PHASE
1. CORRUPTION STEP
Starting from the first player and continuing clockwise, each hunter draws and resolves 1 corruption card. If the hunter has no hunger, skip that section. Resolve 1 effect that matches the hunter's corruption, then place the card on the bottom of the corruption deck (or reshuffle the deck, if instructed).
When losing corruption, do not lose or gain any evolutions (ignore 🔒), and moving below 15 does not return the hunter to their non-corrupted side. When reentering 🔒 by spending LAMENT, a hunter may evolve again.
2. EVOLUTION STEP
1. Lament spending
This step may be done simultaneously by the players. Each hunter may spend their LAMENT, 1 token at a time. Any number of times each hunter may spend 1 to advance their corruption track by 1, or spend 1 to discard 1 hunger. Then, discard LAMENT tokens left on hunter boards.
Each time your corruption marker advances to a 🔒, resolve an evolution. When it reaches 15, flip your hunter tile to the corrupted side and resolve any immediate effects. Each time you resolve an evolution:
1. Draw the top 2 cards of the evolution deck.
2. Any number of times you may spend 1 LAMENT to redraw. Put the cards under your deck and draw 2 new cards.
3. You may keep 1 of the evolution cards. If you do not keep any, gain 1📦 in a chosen color. Place all the cards not chosen under your deck.

2. Additional corruption

After spending and discarding all **LAMENT**, the hunter may **succumb to corruption** by advancing their corruption marker once to the next on the corruption track without resolving it.

REFRESH PHASE

1. REFRESH STEP

1. Pass the **first player token** to the next player clockwise.
2. Return all **environment cards** used last round.
3. Return all **assist tokens** to their owners.
4. Each hunter discards all from their cards.
5. Each hunter gathers all their dice, then rolls all their dice and places them into their active dice pool.

2. STATUS STEP

1. Each hunter may discard any number of symbols to discard that many status tokens.
2. Resolve all relevant status effects.

THE MAP

You may only move to adjacent spaces. When you *end* your action on a space with a **lament token** or a **treasure**, you may gain it. If there is a status token there, you *must* gain it.

Each space can contain up to 4 models (hunters, enemies and environmental models such as portals), **with the Griefbound counting as 2 models.**

You may move through a fully occupied space, but if you stop there, you have to **push** 1 other model to an adjacent space. Hunters may choose which model to push while enemies push models in this order: **companion** > **minion** > **elite enemy** > **hunter**. The Griefbound or environment models can never be pushed. The Griefbound model counts as 2 models, so pushes 2 models out of a fully occupied space.

Deep water: Models cannot enter this space ( ). Range and LOS can still be measured through it.

Fog: LOS cannot be measured through the borders of this space ( ). Two models on the same space are in each other's LOS.

Obstacles: Cannot be entered by any model, hunter or enemy, and range and LOS cannot be measured through it (and).

Lament rifts: A **rift token** on a space identifies it as a **lament rift** of a specific number. It does not overwrite the terrain it is on.

DEALING DAMAGE

Line of sight (LOS) is a straight, unobscured line of spaces. Only obstacle spaces (and edges of the map) or fog block LOS.

Defense and tactic tokens

Enemies always use their defense tokens when being attacked. When a hunter is attacked they may discard a defense token to reduce the incoming by the value of the token.

A hunter may discard a **tactic token** to reroll any number of dice currently in their active pool. This may be done at any moment, without spending an action, *or* as an action during the hunter's turn in order to stall for some time.

Killing minions and elites

All minions have 1 . **Killing a minion rewards the hunter who killed it with 1 LAMENT.**

Elites have variable . **Killing the elite grants the LAMENT listed on its card.** The first number is what the killer gains, and the second number is how much every other hunter gains. Then flip the elite enemy card, roll a , and check the result.

Each minion or elite can hold up to 1 token.

STATUSES AND HUNGER

Burn, **stun**, and **curse** statuses can be discarded using a **cleanse** basic action.

Burn: In the Status step, take 1 unblockable for each burn. Burns are not discarded afterwards.

Stun: When you gain a stun token, place it on the text of a chosen action (or a specified one, if appropriate). Using a stunned action has no effect, and stuns are not discarded when that action is used.

Curse: When you gain any number of curses, draw 1 random **secret 1** card (each hunter may have only 1 curse effect card at a time). When you discard your last curse token, return the secret card to the secret deck.

Hunger: Hunger is not a status and cannot be discarded by the **cleanse** action.

If a hunter has to gain a status or hunger token, but the pool is empty, they take 1 for each token they cannot gain.

HUNTER CRITICAL INJURY AND DEATH

When your hunter's is reduced to 0, heal 1 , discard all status and hunger tokens, then draw and read 1 random **secret 2** card *(Critical Injury)*.

As long as you have a secret 2 card, you are ignored by all enemies and negative game effects. If the card's quest is not completed before the beginning of the next Event step, the hunter dies and the scenario is lost.

SPAWNING

Spawning minions

1. Spawn the first minion on the **lament rift** with the number 1 higher than the number of minions on the map.
2. Continue placing minions on the lament rifts in ascending order until there are no more of the listed number of models. If there are not enough minions, spawn as many as possible.

If a lament rift is fully occupied and a minion must be spawned, it pushes 1 other model to an adjacent space, as if moving into the space. If the space is full of models that cannot be pushed, the minion is not spawned.

Spawning an elite

1. Place the **elite enemy card** next to the *Elite Step III* standee, along with an **elite level token** of the Griefbound's level.
2. Place the elite enemy model on the **portal** space closest to the Griefbound. Do not activate this elite enemy now.

If there are no portals on the map or they are all fully occupied, the elite enemy cannot be spawned. Keep the elite enemy card facedown and place 1 on it.

THE GRIEFBOUND

When a Griefbound's attack card has on it equal to or greater than its , all hunters gain **LAMENT** as a reward. The first number is what the killer gains, and the second number is how much every other hunter gains. Place the attack card under the killer's hunter board as a **trophy**. If it was a card from the *This Turn* slot, the killer resolves the uncovered **opportunity card**.

If you are instructed to **refill the attack track**:

- Slide the attack card from the *Next Turn* to the *This Turn* slot.
- Draw new cards from the attack deck and place them in the *This Turn* and *Next Turn* slots, if they are still empty.

If at any point the *Final Attack* card is uncovered, check if the **final act** is triggered.

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