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# v1.1

Oct 2023

Game: **SHADOWS OF KILFORTH**  
Publisher: **Hall or Nothing Games (2020)**

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# SHADOWS of KILFORTH

## SETUP

Place the *Moneshoba Shrine* location card in the centre of the table, colour side up (for a more difficult game use the *Couch of Death* card instead). Shuffle the remaining locations and randomly place them around this card, colour side up, to form a 5x5 grid map with the *Shrine* in the centre.

Each hero chooses a **race card** (draw randomly if preferred) and chooses its male or female side; then each hero chooses a **class card** (draw randomly if preferred).

Each hero takes a 3 card **saga set** (Chapter 1/2, Chapter 3/4, and Finale/Totem). Players decide whether to allocate saga sets so that they match their heroes' classes, or allocate sets randomly amongst the heroes. Then each hero places their Chapter 1 card faceup in their play area as their current saga chapter.

For their first game players should match sagas as follows: Chevalier: *Capture Lawbreaker*; Yakuza: *Farmer's Daughter*; Samurai: *Great Feast Hall*; Sorcerer: *Recover Heirloom*.

Each hero places all the **skills** of their class's skill type faceup beside the map. Remove unused race, class, skill and saga cards from the game.

Shuffle the **night deck** and place it facedown beside the map. Draw and discard night cards according to the number of heroes. Ignore everything on each night card except for the location at the bottom left: flip that corresponding location card on the map to its **gloom** side.

1 hero: 2 night cards; 2 heroes: 3 night cards; 3 heroes: 4 night cards; 4 heroes: 5 night cards. For a more difficult game draw 1 extra night card, and for an easier game draw 1 less.

Separate the **encounter cards** into 4 separate decks: badlands, forest, mountain, and plains. Shuffle each deck separately and place it facedown beside the map.

Separate the **reward cards** into 4 separate decks: spell, title, item, and ally. Shuffle each deck separately and place it facedown beside the map.

Each hero draws 2 cards from a reward deck of their choice, taking one into their hand and shuffling the other back into its deck. You may keep your hand secret.

Put the **loot tokens** in the loot bag and each other pile of tokens in a token pool beside the map. Each hero takes 4 **health points**, 4 **fate**, 1 **gold**, 4 **enemy/claim tokens** (in their colour of choice), 1 **hidden token**, 1 **choose sides token** (flipped to skull or rose side), and 4 **action points**.

Shuffle the **ancient cards** and draw 1 (in the cooperative game each hero draws 1 ancient), then place it faceup beside the map alongside its **ancient abilities card**. Remove unused ancients from the game.

Take the **plot cards** that match their ancient(s), shuffle them into separate piles for each ancient, and place them in a deck facedown beside their ancient. Remove plots for unused ancients from the game.

The hero with the highest **sneak** value (on their race and/or class card) is the first hero (decide randomly if tied) and takes the **first hero marker**. Each hero places their hero standee on *Moneshoba Shrine*.

## PLAYING THE GAME

The game is played over a number of **days**, each of which consists of 2 **phases**, performed in order:

### DAYLIGHT PHASE

**Breaking camp:** Each hero takes a number of **action points** (AP) equal to their current **health points** (HP).

**Daylight turns:** Heroes take turns to play actions, in clockwise order starting with the first hero. **Each turn, a hero must either perform 1 action or make camp.** After making camp (ie, finishing for the turn), you receive no more turns that day.

**When all heroes have made camp, the night phase begins.**

At the beginning of your turn, you must first engage all enemies at your location (if any) in the order of your choice. An enemy is either a **stranger** encounter card that you have placed an enemy token on, or an **enemy** encounter card. The hero and the enemy perform an **engagement**.

Once all engagements are resolved, if you have not yet made camp, you must either:

**Perform an action** if you have any APs remaining, or

**Make camp:** Discard any remaining APs (if any), and take no further turns this phase.

If you perform an action, after that action completes you must again engage all enemies at your location, if any, in the order of your choice.

Only once these requirements are met can you declare your hero's turn complete.

During your turn, as long as you're able to, you also have the option of performing as many free actions (**deeds**) as desired and at any point.

The first hero to make camp each day takes the **first hero marker**, and takes the first turn the next day.

**Whenever a hero loses HP, the hero also loses 1 AP for each HP lost.**

A specific action can only be taken if any restriction listed for the action is met, and the action is fully resolved.

**Spend 1 AP to do one of the following:**

#### Move

**Action:** Move to an orthogonally adjacent location or, if your current location shows a **shortcut**, move to another location showing the same shortcut. You may not move off the map.

Check to see if there are any effects described on the location you moved into. If the location does not have an encounter, draw a card from the location's encounter deck (the one with the matching terrain type) and assign it to this location, faceup on it and ensuring the location's name is still visible.

If the location contains an enemy, you must immediately **engage** that enemy.

If a location doesn't have a terrain type that matches an encounter deck, it can't have an encounter assigned in this way.

Encounter cards with the ability type **event** are resolved immediately, usually by the active hero, and then discarded. Heroes cannot team up to tackle event encounters.

#### Clear

**Restriction:** You must be at a location with 1 or more obstacles or, if there are no obstacles, 1 or more plot cards.

**Action:** Remove 1 obstacle from your location (return the obstacle token to the token pool), or remove 1 plot card from your location by following the **to defeat** instructions on the plot card.

Take the defeated plot into your hand as a **rumour**, then draw 1 random loot token from the loot bag.

#### Search

**Restriction:** You must be at a location with no encounter and no obstacle.

**Action:** Draw a card from the location's encounter deck and assign it (faceup) to your location.

#### Hide

**Restriction:** You must not be **hidden**.

**Action:** You are now **hidden**. Take a **hidden token** from the token pool and place it next to your hero to show this.

You can choose to no longer be hidden at any point, during your turn or not, by returning your hidden token to the token pool. Being hidden doesn't hinder any other actions except where otherwise stated. You automatically stop being hidden and lose your hidden token at the end of the night phase.

#### Confront

**Restriction:** You must be at a location with no obstacles and with 1 or more encounters of type **quest**, **place**, or **stranger**.

**Action:** Choose 1 encounter of type **quest**, **place**, or **stranger** at your location. To defeat the encounter, choose 1 of its attributes and perform a test against it. If you gain as many successes as the attribute's value, you defeat the encounter.

#### Rest

**Restriction:** You must be at a location with no encounters and have fewer HP than your maximum health.

You gain 1 HP (transfer 1 HP token from the token pile to your play area). You do not regain an AP.

#### Discover

**Action:** Take a reward card **rumour** (a reward or encounter card) from your hand that has the same location as your current location, and place it in your play area, turning it into a usable **asset** (a reward card in your play area).

Each hero can only have a maximum of 6 assets, 6 loot tokens, and 6 rumours. If you ever have more, then after resolving the ability or process that led to that situation, you must discard down to 6.

Each reward card has a unique keyword identified by an \*. You can only have at most 1 asset with each unique keyword. If you already have an asset with this unique keyword, discard the old asset when the new reward card enters play.

#### Market

**Restriction:** You must be at *Moneshoba Shrine* (some cards allow heroes to perform market actions elsewhere).

**Action:** Each of the following options may be performed once, in the order of your choice; at least 1 must be performed:

1. **Heal:** For each hero at this location that has fewer HP than their maximum health (including the active hero) you can purchase HP for that hero at a cost of 1 gold per HP.

2. **Purchase:** Draw the top 3 cards from a single reward deck (**ally**, **item**, **spell**, or **title**). You must (gold permitting) purchase 1 only of these cards by paying gold equal to the card's gold value, and immediately adding that card to your play area as an asset. Discard all cards not purchased.

3. **Sell:** Discard (from hand) 1 or more rumours and/or sacrifice (discard from play area) 1 or more assets. Each discarded/sacrificed card earns you gold equal to half that card's gold value, rounded down.

Cards purchased during a market action are placed directly into play as assets and do not have to be **discovered** first.

## Regale

**Restriction:** You have not already performed this action to complete a saga chapter during this same daylight phase.

**Action:** You may complete a saga chapter, or attempt to complete a saga interlude or finale. Chapters can be regaled at any location, but for an interlude or finale you must be at the location specified on the card.

## NIGHT PHASE

### Step 1: Gloom

Each hero at a **gloom location** loses HP equal to the amount shown in the red shield on the location card. However, each hero at *Dark Pinnacle* when it is in gloom instead heals 3 HP, but also each has to draw and fully resolve 1 additional night card.

### Step 2: Darkness

1. **Draw:** The first hero draws a card from the night deck.

2. **Gloom spreads:** Flip the location named on the night card to its gloom side (this is now a gloom location).

3. **Resolve:** Resolve the night card's effect, depending on type:  
**Weather:** Discard any weather card currently in play. Place the new weather card in play beside the map. Its effect applies until a new weather card is drawn.

**Enemy, place, quest, stranger:** Place this encounter in play on the location named on the card.

**Event:** Resolve its effect and discard the card. If a night card event effect offers a choice, the first hero chooses.

4. **Plot:** When a particular location type falls into gloom, after the night card is fully resolved, the ancient brings a plot card into play (as detailed on the ancient's card).

### Step 3: Dawn

1. **Successes:** Each hero discards all encounter successes.

2. **Hidden heroes:** Each hero is no longer **hidden** (return hidden tokens to the token pool).

3. **Defeated heroes:** Each defeated hero regains 2 HP and is no longer considered defeated.

4. **Unveil:** Rotate each **veiled** card and skill to its unveiled state.

## TEST

1. **Determine dice to roll:** the sum of the tester's value in the tested attribute, and any attribute bonuses the tester has in that attribute. *Veiled* cards do not directly contribute bonuses to tests. During battles, add 1 if the tester has surprise.

2. **Roll the determined number of dice.**

3. **Optionally perform any of your re-roll and die manipulation abilities.**

4. **Gain a success for each die showing 5 or 6 (4-6 for an easier game).**

5. If you have not done so this day, **you may add 1 success by calling on fate.** Either discard a fate token or a rumour.

## CONFRONT

**Confront** an encounter by choosing 1 of the attributes shown on the encounter and testing your hero's corresponding attribute.

If the encounter's value in that attribute is less than or equal to your number of successes, you defeat the encounter and claim its **reward**.

If you have fewer successes than required, make a note of your total number of successes so far (using any token). On future turns, you can perform another confront action to add more successes, and use your total successes to defeat the encounter.

You lose all of your accumulated successes if you leave the location or make camp, or if another hero defeats the encounter first. Then until, you must continue to use the same chosen attribute for all of your confront actions against this encounter.

### Strangers

You cannot confront a stranger while **hidden**.

You can only test your **influence** attribute, even if the stranger has other attributes.

If you have 0 total successes after a test (including accumulated successes), the stranger becomes an **enemy** to your hero: place one of your **enemy tokens** on the stranger.

**You can choose to intentionally make the stranger an enemy** (instead of rolling) **as your confront action**. While your enemy token is on a stranger, it counts as an enemy instead of a stranger for your hero (not for other heroes) for the rest of the game. Since they are now an enemy in your location, you will engage them when your action completes (which is now). For this first engagement, neither side can have surprise.

## REWARD: LOOT & RUMOUR

Each time you defeat an encounter, perform these 2 steps:

### 1. Loot step:

- Gain gold equal to the gold value of the encounter card, or
- Draw 1 random **loot token** from the loot bag.

### 2. Rumour step:

- Place the defeated encounter card in your hand as a **rumour**, or
- Discard the defeated encounter card and draw a card from the reward deck that corresponds to the encounter's reward type. Then place the reward card in your hand as a rumour.

Encounter type	Reward type
Enemy	Item
Place	Title
Quest	Spell
Stranger	Ally

When you defeat a **stranger** that has your enemy token on it, you must choose the first option in each step.

You now have the option of receiving/performing any **trophy** benefits listed on the defeated encounter card.

Each **loot token** has a one time effect and can be discarded as a **resolve deed** to carry out its effect. Immediately discard (set aside) gold loot tokens for their gold value. If there are no loot tokens left in the loot bag, refill it with all the loot tokens set aside.

## ENGAGEMENT

**Engagements** are an attempt by a hero to defeat a foe (usually an enemy encounter card). They do not cost AP, and are mandatory for any hero in a location with an enemy.

Defeating an encounter through an engagement is different from defeating other encounter types (usually defeated through the confront action).

### Stage 1: Determine surprise

**A combatant with surprise rolls 1 extra die in the first round of battle.** If the foe is a stranger which you just placed your enemy token on this turn, no one gains surprise.

**An enemy drawn from the encounter deck this turn has surprise, unless you are hidden.** If you are hidden while at a location with an enemy, you must choose either to no longer be hidden and gain surprise, or try to evade the enemy while remaining hidden.

### Stage 2: Evasion opportunity

**If you are hidden you may perform a sneak test against the foe in an attempt to evade it.** If your total number of successes equals or exceeds the foe's **sneak** value, the foe is successfully evaded, and its card remains in the location.

Skip the rest of the engagement and continue as if the foe doesn't exist until either the day ends or you leave the location, whichever happens first.

If the sneak test fails, the hero is no longer hidden and the foe gains surprise.

**Variant:** If your sneak value is higher than the foe's, you may choose to succeed at this sneak test automatically.

### Stage 3: Battle

Place HP on the foe equal to its **health**. Complete a series of battle rounds until the hero is defeated, the hero escapes, or the foe is defeated.

In each battle round, perform these steps in order:

- Skirmish:** You and the foe each separately resolve a **fight test**. For each success you gain, the foe loses 1 HP. For each success the foe gains, you lose 1 HP and 1 AP.

Once both fight tests are finished, simultaneously remove all lost HP from the hero and the foe.

If either the hero or the foe had surprise, it is now lost for the remainder of the battle.

- Foe defeated check:** If a foe has no HP, it is defeated and you gain a reward.

- Hero defeated check:** If you have no HP, you are defeated. Make camp and end your turn immediately (even if part of a team with another hero as the active hero, you must still follow these steps).

Return your gold to the token pool, sacrifice either 1 asset or discard 1 rumour, and return your hero standee to *Moneshoba Shrine*. You cannot be affected by abilities.

- Escape option:** If neither you nor the foe is defeated, you may choose to **escape**. Make camp and end your turn immediately. Place your standee on the enemy-free location which would require the fewest move actions to move to from the battle location, not using shortcuts (if tied, you choose).

After the battle ends, if the foe is non-ancient and not defeated, it restores to full health.

### Ancient battles

Engaging an ancient is a separate deed called an **assault**.

A hero in the same location as the ancient does not have to battle it: they must perform an assault deed to initiate the battle.

When you assault an ancient, any unresolved plots for that ancient are removed from the map and placed next to it. The ancient gains any abilities or benefits listed on their unresolved plot cards and these plots can no longer be defeated.

**There is no surprise or evasion when battling an ancient.**

**Foe defeated check:** If the ancient has no HP, it is defeated. Take gold equal to the ancient's gold value, and if it was the last remaining ancient the game immediately ends.

**Hero defeated check:** If you have no HP, you are eliminated from the game. Return all your cards and tokens to their appropriate discard piles and token pools. All rules and card references to heroes no longer include you in their consideration.

You cannot escape or leave the battle by any means. All HP loss inflicted on the ancient remains after the battle, even if the hero is defeated.

## DEEDS

You may perform a **deed** at any time during your turn; including during an action, an engagement, or another deed.

**Hidden heroes cannot perform deeds.**

### Assault

You must have completed your finale, you must be at the ancient's location, and that location must be free of encounters.

**Cooperative game:** All heroes must have completed their saga finales before any hero can assault an ancient.

You and the ancient perform an engagement. If the ancient is defeated, the game ends immediately and you win. In the cooperative game all ancients must be defeated for the win.

### Exchange

You may perform any number of agreed exchanges (or one-way donations, in either direction) with any number of heroes who are at your location. An exchange can only be undertaken in gold, loot tokens, rumours, item assets, or spell assets. Rumours are transferred from hand to hand, and assets move from play area to play area.

### Overcome

If you are at the same location as an encounter with the **Weakness** – [keyword(s)] trait, and you have 1 or more of the those keywords on a card in play, you may perform this deed to automatically defeat the encounter.

All heroes that have gained successes against the defeated encounter discard those successes. You claim a reward.

### Resolve

Resolves the deed ability on an asset or token in your play area. If the asset or token specifies **veil**, it becomes veiled and its deed can no longer be resolved until it is unveiled during the next night phase. Veiled cards or tokens do not directly contribute any bonuses to tests.

### Team

You may form a **team** with any number of agreeable heroes who are at your location, with the aim of cooperating to attempt to defeat an encounter, resolve an engagement, or complete a finale.

Heroes cannot team to resolve an event encounter.

A hero may join a team even if they have already made camp this phase. No team member can be hidden.

Each hero in a team may call on fate during an active hero's test (with the normal fate limit of once per day per hero).

When the active hero performs a test, total the values and bonuses in the tested attribute for that hero. Add 1 to that total for each other hero in the team, and use that total.

Skip the first 2 stages of an engagement. In the Battle stage, resolve the steps as follows:

**1: Skirmish:** Each team hero resolves this step simultaneously (meaning each team hero makes a fight test against the foe, and the foe performs a fight test against each team hero).

**2: Foe defeated check:** Resolved by the active hero only.

**3: Hero defeated check:** Resolved by each team hero separately, starting with the active hero and continuing clockwise.

**4: Escape:** Skip this step.

The active hero decides how reward(s) are split amongst the team. Agreements made during team formation are not binding.

A team automatically disbands at whichever happens first:

- Completion of the active hero's next engagement.
- Completion of the active hero's next non-engagement test.
- Completion of the current turn.

## SAGA CHAPTER COMPLETION

You complete your current saga chapter by spending 5 gold and, for each keyword on the saga chapter card, resolving 1 of the following options:

- Discard 1 rumour which has that keyword.
- Select an asset (that hasn't yet been selected during this action) which has that keyword. Either keep the asset, or sacrifice it and gain gold equal to its gold value.

**Variant:** Instead of spending 5 gold, heroes spend gold equal to their current chapter number x 2. All players must agree to this variant before the game begins.

Reward types and encounter types (on rewards and encounters) are always considered keywords and may be used during a **regale** action. If a keyword is preceded by the 1-2 players icon, that keyword need only be resolved if that many heroes started the game (in addition to the other keywords).

When a saga chapter is completed, increase your maximum health by 1 and your HP by 1 (take a HP token from the token pool). You may also gain a skill of level equal to this chapter number in one of the skill types available to your class, if available. Then replace the completed chapter with the next higher numbered chapter in your saga; or if chapter 4 was just completed, with your finale.

**Competitive game:** When a hero completes chapter 3 of their saga, any other hero who has not yet completed chapter 1 may (in player order) immediately complete their current chapter, without spending any AP, gold, or keywords. When a hero completes chapter 4 of their saga, any other hero who has not yet completed chapter 1 or 2 may (in player order) immediately complete their current chapter in the same way.

## SAGA FINALE COMPLETION

You must be at your finale's location before you can **regale** it. Finales do not cost 5 gold to complete, and you can attempt to regale your finale multiple times per day, though not during the same day that you completed chapter 4 of your saga.

You attempt to complete your finale by performing a test in the finale's attribute value. Add the successes gained to any previous successes you have gained from performing previous tests against this finale this day. If your total number of successes equals or exceeds the finale's attribute value, the finale is defeated. Successes gained against a finale are lost during the night phase or if you leave the finale's location.

When a saga finale is completed, your saga is completed. Turn your finale card over to its **totem** side and either:

- Put the totem card into play as an asset, or
- Remove the totem card from the game and gain gold equal to its gold value.

The first time a finale is completed in the game by any hero, the ancient (all ancients in the cooperative game) enters play at the location specified on its card. Heroes who have completed their finales may now try to assault the ancient and win the game.

## INTERLUDES

**Interludes**, like finales, require multiple successes to defeat, may be attempted multiple times per day (not during the same day that their hero completed another saga chapter), and must be attempted at a specific location.

When a hero defeats an interlude they must spend 5 gold, gain 1 maximum HP, gain a new skill (of level equal to this chapter number), and then move onto their next saga chapter.

**1-2 players:** Also resolve any listed required keyword(s).

# SHADOWS OF KILFORTH

The game is played over a number of **days**, each of which consists of 2 **phases**, performed in order:

## DAYLIGHT PHASE

**Breaking camp:** Each hero takes a number of AP equal to their current HP.

**Daylight turns:** Heroes take turns to play actions, in clockwise order starting with the first hero. After making camp, you receive no more turns that day.

When all heroes have made camp, the night phase begins.

At the beginning of your turn, you must first engage any enemies at your location in the order of your choice. Then, if you have not yet made camp, you must either:

**Perform an action** if you have any APs remaining, or

**Make camp:** Discard any remaining APs, and take no further turns this phase.

If you perform an action, after that action completes you must again engage any enemies at your location in the order of your choice.

During your turn, you may also perform free actions (**deeds**).

The first hero to make camp each day takes the **first hero marker**, and takes the first turn the next day.

Whenever you lose HP, you also lose 1 AP for each HP lost.

Spend 1 AP to do one of the following:

**MOVE** to a location, check effects, draw an encounter if there isn't one. If there is an enemy, **engage** it.

**CLEAR** Remove 1 obstacle from your location, or remove 1 plot card, take it as a **rumour**, and draw 1 loot token.

**SEARCH** Draw an encounter card for the location.

**HIDE** Take a hidden token.

**CONFRONT** Choose 1 **quest**, **place**, or **stranger** encounter at your location and confront it.

**REST** If your location has no encounters, gain 1 HP.

**DISCOVER** Place a **rumour** from your hand with the current location and place it in your play area to make it an **asset**.

**MARKET** At *Moneshoba Shrine*, **heal**, **purchase**, and **sell**.

**REGALE** Complete a saga chapter, or attempt to complete a saga interlude or finale.

## NIGHT PHASE

**Step 1: Gloom**

Each hero at a **gloom location** loses HP equal to the amount shown in the red shield on the location card. Each hero at *Dark Pinnacle* when it is in gloom instead heals 3 HP, but must draw and resolve 1 additional night card.

**Step 2: Darkness**

a. **Draw:** The first hero draws a card from the night deck.

b. **Gloom spreads:** Flip the location named on the night card to its gloom side (it is now a gloom location).

c. **Resolve:** Resolve the night card's effect:

**Weather:** Replace any weather card currently in play.

**Enemy, place, quest, stranger:** Place the card in play on the location named.

**Event:** Resolve its effect and discard the card.

d. **Plot:** When a particular location type falls into gloom, after the night card is fully resolved, the ancient brings a plot card into play (as detailed on the ancient's card).

**Step 3: Dawn**

Perform these steps in order:

a. **Successes:** Each hero discards all encounter successes.

b. **Hidden heroes:** Each hero is no longer **hidden**.

c. **Defeated heroes:** Each defeated hero regains 2 HP and is no longer **defeated**.

d. **Unveil:** Rotate each **veiled** card to its unveiled state.

## TEST

1. **Determine how many dice to roll and roll them:** the sum of the tester's value in the attribute being tested, and any attribute bonuses the tester has in this attribute. Add 1 if the tester has surprise (only during battles).

2. **Optionally perform re-roll and die manipulation abilities.**

3. **Gain a success for each die showing 5 or 6.**

4. **If you have not done so this day, you may add 1 success by calling on fate.** Either discard a fate token or a rumour.

## CONFRONT

**Confront** an encounter by choosing an attribute on the encounter and testing your hero's corresponding attribute. If the encounter's value in that attribute is less than or equal to your number of successes, you defeat the encounter and claim its **reward**.

You cannot confront a stranger while **hidden**. You can only test your **influence** attribute. If you have 0 successes after a test, the stranger becomes an **enemy** to your hero.

You can choose to intentionally make the stranger an enemy (instead of rolling) as your **confront** action.

## REWARD: LOOT & RUMOUR

Each time you defeat an encounter:

1. **Loot step:**

- Gain gold equal to the gold value of the defeated card, or
- Draw 1 random **loot token** from the loot bag.

2. **Rumour step:**

- Place the defeated card in your hand as a **rumour**, or
- Discard the defeated encounter card and draw a card from the corresponding reward type deck. Then place the reward card in your hand as a rumour. **Enemy** = item, **place** = title, **quest** = spell, **stranger** = ally.

When you defeat a **stranger** with your enemy token on it, you must choose the first option in each step.

You may now receive/perform any **trophy** benefits on the defeated card.

Each **loot token** has a one time effect and can be discarded as a **resolve deed** to carry out its effect. Set aside gold loot tokens for their gold value. If there are no loot tokens in the loot bag, refill it with all the loot tokens set to aside.

# SHADOWS OF KILFORTH

The game is played over a number of **days**, each of which consists of 2 **phases**, performed in order:

## DAYLIGHT PHASE

**Breaking camp:** Each hero takes a number of AP equal to their current HP.

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When all heroes have made camp, the night phase begins.

At the beginning of your turn, you must first engage any enemies at your location in the order of your choice. Then, if you have not yet made camp, you must either:

**Perform an action** if you have any APs remaining, or

**Make camp:** Discard any remaining APs, and take no further turns this phase.

If you perform an action, after that action completes you must again engage any enemies at your location in the order of your choice.

During your turn, you may also perform free actions (**deeds**).

The first hero to make camp each day takes the **first hero marker**, and takes the first turn the next day.

Whenever you lose HP, you also lose 1 AP for each HP lost.

Spend 1 AP to do one of the following:

**MOVE** to a location, check effects, draw an encounter if there isn't one. If there is an enemy, **engage** it.

**CLEAR** Remove 1 obstacle from your location, or remove 1 plot card, take it as a **rumour**, and draw 1 loot token.

**SEARCH** Draw an encounter card for the location.

**HIDE** Take a hidden token.

**CONFRONT** Choose 1 **quest**, **place**, or **stranger** encounter at your location and confront it.

**REST** If your location has no encounters, gain 1 HP.

**DISCOVER** Place a **rumour** from your hand with the current location and place it in your play area to make it an **asset**.

**MARKET** At *Moneshoba Shrine*, **heal**, **purchase**, and **sell**.

**REGALE** Complete a saga chapter, or attempt to complete a saga interlude or finale.

## NIGHT PHASE

**Step 1: Gloom**

Each hero at a **gloom location** loses HP equal to the amount shown in the red shield on the location card. Each hero at *Dark Pinnacle* when it is in gloom instead heals 3 HP, but must draw and resolve 1 additional night card.

**Step 2: Darkness**

a. **Draw:** The first hero draws a card from the night deck.

b. **Gloom spreads:** Flip the location named on the night card to its gloom side (it is now a gloom location).

c. **Resolve:** Resolve the night card's effect:

**Weather:** Replace any weather card currently in play.

**Enemy, place, quest, stranger:** Place the card in play on the location named.

**Event:** Resolve its effect and discard the card.

d. **Plot:** When a particular location type falls into gloom, after the night card is fully resolved, the ancient brings a plot card into play (as detailed on the ancient's card).

**Step 3: Dawn**

Perform these steps in order:

a. **Successes:** Each hero discards all encounter successes.

b. **Hidden heroes:** Each hero is no longer **hidden**.

c. **Defeated heroes:** Each defeated hero regains 2 HP and is no longer **defeated**.

d. **Unveil:** Rotate each **veiled** card to its unveiled state.

## TEST

1. **Determine how many dice to roll and roll them:** the sum of the tester's value in the attribute being tested, and any attribute bonuses the tester has in this attribute. Add 1 if the tester has surprise (only during battles).

2. **Optionally perform re-roll and die manipulation abilities.**

3. **Gain a success for each die showing 5 or 6.**

4. **If you have not done so this day, you may add 1 success by calling on fate.** Either discard a fate token or a rumour.

## CONFRONT

**Confront** an encounter by choosing an attribute on the encounter and testing your hero's corresponding attribute. If the encounter's value in that attribute is less than or equal to your number of successes, you defeat the encounter and claim its **reward**.

You cannot confront a stranger while **hidden**. You can only test your **influence** attribute. If you have 0 successes after a test, the stranger becomes an **enemy** to your hero.

You can choose to intentionally make the stranger an enemy (instead of rolling) as your **confront** action.

## REWARD: LOOT & RUMOUR

Each time you defeat an encounter:

1. **Loot step:**

- Gain gold equal to the gold value of the defeated card, or
- Draw 1 random **loot token** from the loot bag.

2. **Rumour step:**

- Place the defeated card in your hand as a **rumour**, or
- Discard the defeated encounter card and draw a card from the corresponding reward type deck. Then place the reward card in your hand as a rumour. **Enemy** = item, **place** = title, **quest** = spell, **stranger** = ally.

When you defeat a **stranger** with your enemy token on it, you must choose the first option in each step.

You may now receive/perform any **trophy** benefits on the defeated card.

Each **loot token** has a one time effect and can be discarded as a **resolve deed** to carry out its effect. Set aside gold loot tokens for their gold value. If there are no loot tokens in the loot bag, refill it with all the loot tokens set to aside.

## ENGAGEMENT

**Engagements** do not cost AP, and are mandatory for any hero in a location with an enemy.

### Stage 1: Determine surprise

**A combatant with surprise rolls 1 extra die in the first round of battle.** If the foe is a stranger which you just placed your enemy token on this turn, no one gains surprise.

**An enemy drawn from the encounter deck this turn has surprise, unless you are hidden.** If you are hidden, you must choose either to no longer be hidden and gain surprise, or try to evade the enemy while remaining hidden.

### Stage 2: Evasion opportunity

**If you are hidden you may perform a sneak test against the foe in an attempt to evade it.**

If your total number of successes equals or exceeds the foe's sneak value, the foe is evaded and its card remains in the location. Skip the rest of the engagement.

If the sneak test fails, the hero is no longer hidden and the foe gains surprise.

### Stage 3: Battle

Place HP on the foe equal to its **health**. Complete a series of battle rounds until the hero is defeated, the hero escapes, or the foe is defeated. In each battle round:

- Skirmish:** You and the foe each resolve a **fight test**. For each success you gain, the foe loses 1 HP. For each success the foe gains, you lose 1 HP and 1 AP. Once both fight tests are finished, simultaneously remove all lost HP. If either the hero or the foe had surprise, it is now lost for the remainder of the battle.
- Foe defeated check:** If a foe has no HP, it is defeated and you gain a reward.
- Hero defeated check:** If you have no HP, you are defeated. Make camp and end your turn immediately. Return your gold to the token pool, sacrifice either 1 asset or discard 1 rumour, and return your hero standee to *Moneshoba Shrine*. You cannot be affected by abilities.
- Escape option:** If neither you nor the foe is defeated, you may choose to **escape**. Make camp and end your turn immediately. Place your standee on the enemy-free location which would require the fewest move actions to move to from the battle location, not using shortcuts.

After the battle ends, if the foe is non-ancient and not defeated, it restores to full health.

## Ancient battles

A hero in the same location as the ancient does not have to battle it: they must perform an **assault** deed to do so.

When you assault an ancient, any unresolved plots for it are removed from the map and placed next to it. The ancient gains any abilities or benefits listed on their unresolved plot cards and these plots can no longer be defeated.

**There is no surprise or evasion when battling an ancient.**

**Foe defeated check:** If the ancient has no HP, it is defeated. Take gold equal to its gold value, and if it was the last remaining ancient the game immediately ends.

**Hero defeated check:** If you have no HP, you are eliminated. Return all your cards and tokens to their appropriate discard piles and token pools.

You cannot escape or leave the battle. All HP loss inflicted on the ancient remains after the battle, even you are defeated.

## DEEDS

**Hidden heroes cannot perform deeds.**

### Assault

You must have completed your finale, you must be at the ancient's location, free of encounters.

You and the ancient perform an engagement. If the ancient is defeated, the game ends immediately and you win. In the cooperative game all ancients must be defeated for the win.

### Exchange

You may perform any number of agreed exchanges with any number of heroes at your location.

### Overcome

If you are at the same location as an encounter with the **Weakness** – [keyword(s)] trait, and you have 1 or more of the those keywords on a card in play, you may perform this deed to automatically defeat the encounter. All heroes that have gained successes against the defeated encounter discard those successes. You claim a reward.

### Resolve

Resolve the deed ability on an asset/token in your play area.

### Team

Form a **team** with any number of agreeable heroes at your location, to defeat an encounter (not an event encounter), resolve an engagement, or complete a finale.

A hero may join a team even if they have already made camp this phase. No team member can be hidden.

Each hero in a team may call on fate during an active hero's test (with the normal fate limit of once per day per hero).

When the active hero performs a test, total the values and bonuses in the tested attribute for that hero. Add 1 to that total for each other hero in the team, and use that total.

Skip the first 2 stages of an engagement. In the Battle stage:

- Skirmish:** Each team hero resolves this step simultaneously.
- Foe defeated check:** Resolved by the active hero only.
- Hero defeated check:** Resolved by each team hero separately, starting with the active hero and going clockwise.
- Escape:** Skip this step.

## WINNING THE GAME

**The game ends at the end of the daylight phase of day 25** (when there's only 1 card left in the Night deck).

**Competitive game:** The hero that defeats the ancient before time runs out wins the game. If no hero achieves this, the hero with the most VPs wins.

**Cooperative/solo games:** The game is won if all ancients are defeated before time runs out, even if the last surviving hero is defeated in that battle. All heroes (survivors and defeated) share the win. Otherwise the game is lost.

In both forms of the game, a hero cannot battle the ancient unless they have first completed, in order, the 4 chapters and finale of their **saga**.

A chapter is completed by earning cards with keywords matching those on the chapter card. Keywords are earned by defeating encounters.

Each hero's **victory point** (VP) score equals their gold plus the gold value of their assets. In a cooperative game, the heroes' collective VP score is the sum of each hero's VPs divided by the number of heroes who started the game (round up).

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