

WHELPS TO WYRMS



RULEBOOK

A GAME BY
Rick Perez

Introduction

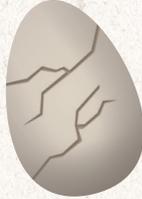
In *Whelps to Wyrms*, the players act as recently hatched dragon whelps. You'll spend the game exploring—and razing—the land, trying to acquire the largest treasure hoard. Along the way, you will gain experience and grow mature by eating livestock and even people!

Be warned, though—the people of this world will not sit idly by while you consume their livelihoods. To protect their lands, they will hire mighty slayers who will try to defeat you.

COMPONENTS



120 Dragon cubes
(twenty of each color)



1 First Player
marker



25 Cow
meeples



8 Basic Slayer
standees



13 Epic Slayer
standees



18 dice
(three of each color)



25 Sheep
meeples



10 plastic standee bases



20 Mountain
Improvement cards



20 Plains
Improvement cards



5 Cave Lair cards



10 Poison
Wound tokens



20 Forest
Improvement cards



20 Wound
tokens



5 Ice Palace Lair cards



8 Basic Slayer cards



13 Epic Slayer cards



22 Objective
cards



6 Whelp standees (one of each color)



6 Drake standees (one of each color)



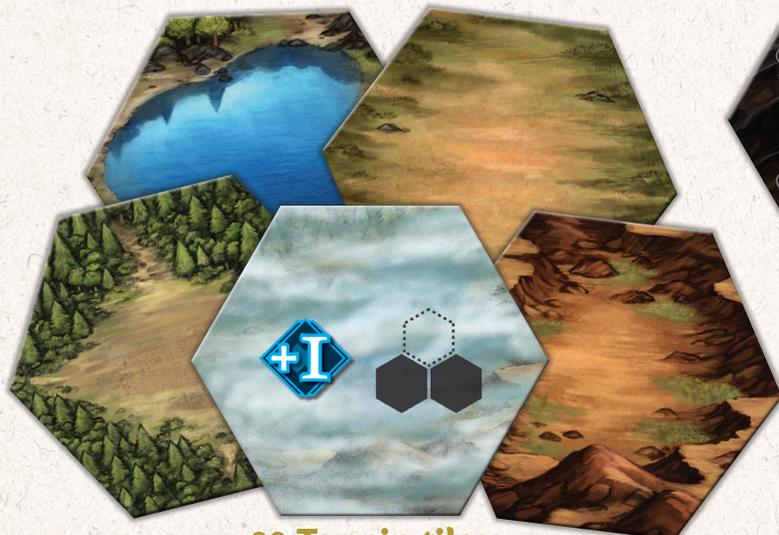
6 Wyrms standees (one of each color)



30 Experience cubes



100 Gold tokens



32 Terrain tiles



1 Nest tile



10 Merchant meeples



10 Basic Slayer meeples



10 Epic Slayer meeples

Component Shorthand

These rules use shorthand for various components:

Whelp, Drake, and Wyrm standees are called dragons.

Slayer standees are called slayers.

Gold tokens are called gold.

Cow meeples are called cows.

Sheep meeples are called sheep.

Merchant meeples are called merchants.

Wound and Poison Wound tokens are called wounds and poison wounds.

The image shows six dragon boards, each representing a different dragon type and color. Each board lists abilities and their effects:

- White Dragon:**
 - III Wyrm: Mental Domination (4), Mage Sight (4), Reaper (4), Expedition (4)
 - II Drake: Pillfer (4), Reaper (4), Expedition (4)
 - I Whelp: Icy Swiftiness (I), Claws (I), Slruth (I)
- Red Dragon:**
 - III Wyrm: Fire Breath (4), Reaper (4), Harm (4)
 - II Drake: Ice Palace (4), Harm (4), Mage Sight (4)
 - I Whelp: Frost Breath (2), Breaker of Things (2), Search Pro (2)
- Blue Dragon:**
 - III Wyrm: Terraform (4), Mage Sight (4), Harm (4)
 - II Drake: Poison Aura (4), Mage Sight (4), Expedition (4)
 - I Whelp: Poison Aura (4), Mage Sight (4), Expedition (4)
- Purple Dragon:**
 - III Wyrm: Mental Domination (4), Mage Sight (4), Reaper (4)
 - II Drake: Pillfer (4), Reaper (4), Expedition (4)
 - I Whelp: Icy Swiftiness (I), Claws (I), Slruth (I)

At the bottom, there are icons for actions (Attack, Eat, Search, Explore, Raise, Skill) and meeples (Sheep, Cow, Merchant).

6 Dragon boards (one of each color)

SETUP

I Select dragons. Each player chooses a dragon and takes the following components matching its color: a Dragon board, 20 Dragon cubes, the Whelp, Drake, and Wyrms miniatures, and 3 colored dice.

A If a player chose the white dragon, also give them the 5 Ice Palace Lair cards.

B If a player chose the purple dragon, also give them the 5 Cave Lair cards.

2 Ready Action cubes. Each player takes 2 Dragon cubes and places them beneath their Dragon board; these are called Action cubes throughout the rules. Leave the other Dragon cubes in a supply nearby.

3 Prepare Improvement decks. Shuffle the three Improvement decks—for Mountains, Forests, and Plains—and place them nearby. Return the Ice Palace lair cards and Cave Lair cards to the box if the respective dragons are unused.

4 Place the Nest and dragons. Remove the Nest tile from the Terrain tiles, and place the Nest face-up in the center of the table. Place the Whelp miniatures for all players on the Nest.

5 Place adjacent Terrain tiles. Shuffle the remaining Terrain tiles into a facedown Terrain tile stack. Draw Terrain tiles from the stack equal to the number of players + 1, and then randomly place them face-up in spaces adjacent to the Nest.

6 Place Improvement cards. Draw and place an Improvement card face-up on each placed Forest, Plains, and Mountain tile, drawing from the matching deck. Set aside any Lairs, Famines, or Forts drawn and replace them with the next card. Re-shuffle any cards set aside into their decks afterwards.

7 Populate Improvement cards. Populate all Farms, Bandit Camps, and Merchants as follows:

- Add cows and sheep to each Farm until it holds cows or sheep equal to its level.



- Add gold to each Bandit Camp until it holds gold equal to its level.



- Add a Merchant meeple to each Merchant Stand.



8 Create supplies. Place supplies of all the tokens, meeples, and cubes near the board.

9 Prepare slayers. First, set aside *White Wizard* from the Epic Slayer cards. Separately shuffle the grey Basic Slayer cards and gold Epic Slayer cards. Draw 4 Basic Slayer cards and place them on top of the shuffled Epic Slayer cards, forming the Slayer deck. Return the remaining Basic Slayer cards to the box. Place the Slayer standees and standee bases near the Slayer deck.

10 Prepare objectives. Look through the Objective cards, set aside any end-game Objective cards (marked with ★). Then, shuffle the remaining Objective cards to form the Objective deck. Randomly take cards equal to the number of players + 9 from the Objective deck, placing the rest facedown in the box. Finally, draw cards equal to the number of players and place them face-up near the Objective deck.

Changing the Game's Length and Difficulty

If you would like a shorter game, make an Objective deck with only players + 7 cards. If you'd like an epic game, try players + 11 cards!

If you want to play an easier game, you can place more than 4 Basic Slayer cards on top of the Epic Slayer cards. Likewise, you can use fewer basic slayers for a more challenging game.

11 Determine first player. Roll dice to randomly determine the first player. Give the First Player marker to the first player.

Example: Five Player Setup

The setup includes the following components for each player:

- White Dragon:** Board with actions like 'No Weapons', 'Dragon's Breath', 'Dragon's Gaze', 'Dragon's Tail', 'Dragon's Hoop', 'Dragon's Horn', 'Dragon's Claw', 'Dragon's Fang', 'Dragon's Tail', 'Dragon's Horn', 'Dragon's Claw', 'Dragon's Fang'. Includes a 'Raided Improvements' section with 'Round Order' (Ready, Action, Slayer, Cleanup).
- Red Dragon:** Board with actions like 'No Weapons', 'Dragon's Breath', 'Dragon's Gaze', 'Dragon's Tail', 'Dragon's Horn', 'Dragon's Claw', 'Dragon's Fang'. Includes a 'Raided Improvements' section with 'Round Order' (Ready, Action, Slayer, Cleanup).
- Green Dragon:** Board with actions like 'No Weapons', 'Dragon's Breath', 'Dragon's Gaze', 'Dragon's Tail', 'Dragon's Horn', 'Dragon's Claw', 'Dragon's Fang'. Includes a 'Raided Improvements' section with 'Round Order' (Ready, Action, Slayer, Cleanup).
- Blue Dragon:** Board with actions like 'No Weapons', 'Dragon's Breath', 'Dragon's Gaze', 'Dragon's Tail', 'Dragon's Horn', 'Dragon's Claw', 'Dragon's Fang'. Includes a 'Raided Improvements' section with 'Round Order' (Ready, Action, Slayer, Cleanup).
- Black Dragon:** Board with actions like 'No Weapons', 'Dragon's Breath', 'Dragon's Gaze', 'Dragon's Tail', 'Dragon's Horn', 'Dragon's Claw', 'Dragon's Fang'. Includes a 'Raided Improvements' section with 'Round Order' (Ready, Action, Slayer, Cleanup).

The central board features a dragon in a hexagonal cell, surrounded by various terrain tiles and resource markers. A White Wizard card is also visible.



HOW TO PLAY

Whelps to Wyrms is played over a series of rounds. During each round, each player will try to accomplish two main goals: gaining experience so they can increase their maturity level and buy skills, and acquiring gold so that they can ultimately win the game.

At the end of a round, the game ends immediately if the Objective deck has no cards. The winner is the player with the most gold.

Round Breakdown

Each round of play is divided into four consecutive phases:

Ready Phase: Draw an Objective card and populate Improvements, if necessary.

Action Phase: Starting with the first player and moving clockwise, each player takes a turn, performing 1–3 actions, depending on maturity level.

Slayer Phase: The first player draws a Slayer card and places the matching slayer. Starting with the first player and moving clockwise, each player activates a slayer until all slayers have been activated. Skip this phase on the first round.

Cleanup Phase: Move the First Player marker clockwise and perform other administrative tasks. If the Objective deck is empty, the game ends immediately.

Phase I: Ready Phase

First, draw a card from the Objective deck and reveal it.

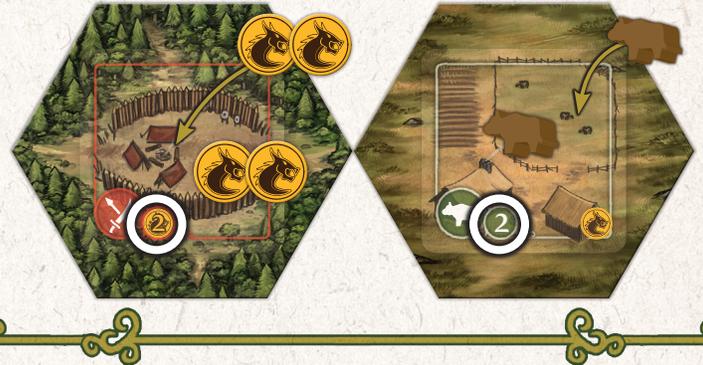
Then, **populate** each Bandit Camp and Farm:

- Add gold to each Bandit Camp equal to its level.
- Add sheep to each Sheep Farm until it holds sheep equal to its level.
- Add cows to each Cow Farm until it holds cows equal to its level.



Example: Phase I

It is the Ready Phase. The level-two Bandit Camp has 2 gold already, so it gains 2 gold. The level-two Cow Farm has 1 cow, so it gains 1 cow so it again holds 2 cows.



Phase 2: Action Phase

Starting with the first player and moving clockwise, each player takes their turn in the Action Phase. Once every player has taken his turn, the Action Phase ends.

At the start of your turn in the Action Phase, you may first spend 1 gold to remove all Wound tokens on any one of your action spaces. You may do this multiple times, spending 1 gold each time.

Then, you may perform any of these **actions**:

- Attack
- Eat
- Search
- Explore
- Raze
- Skill



To perform an action, place a Dragon cube on its space. Using the Raze action requires placing 2 Dragon cubes.

You begin play with 2 Dragon cubes, meaning you can do up to two actions. You can gain another Dragon cube by increasing your maturity level (page 10).

You cannot perform an action, even by using the Skill action, if its space holds a Wound token or Dragon cube.

You may also choose to pass, which ends your turn immediately. If you have any unplaced Dragon

cubes, you gain 1 Experience cube per unplaced Dragon cube.

At any time during your turn, you may also perform **free actions**, which do not require placing a Dragon cube:

- **Move:** Move between Terrain tiles. Moving from a tile to an adjacent tile costs 1 movement, and you get movement each turn equal to your **movement rating**  (on your Dragon board).



- **Buy Skills:** Spend experience to buy skills. More details on page 10.
- **Increase Maturity Level:** Spend experience to increase your maturity level. More details on page 10.
- **Claim Objective Card:** Claim a face-up Objective card whose prerequisites you have fulfilled. You can claim any number of Objective cards during your turn. When you claim an Objective card, place it facedown near your Dragon board. At the end of the game, the Objective card is worth the number of gold indicated on the card.

If you place your last Dragon cube, your turn ends after you finish any free actions and movement you wish to perform.

Example: Phase 2

It is the Action Phase. A face-up Objective card has the goal of “Eat 2 cows.” During his turn of the Action Phase, Jim’s dragon has 2 cows sitting in his belly, so he claims the Objective card. At the end of the game, he will gain gold from this claimed Objective card.



Attack

First, select a target on your tile: a slayer, another dragon, or another dragon’s Lair card. You attack your target, entering combat. For more details, see **Combat** (page 9).

Also, gain 1 Experience cube.

Be careful: if your Attack action has a wound, you will lose combat automatically if you are attacked!

Eat

When you eat, take 1 sheep, cow, or merchant on your tile and place it in your belly on your Dragon board. Meeple in your belly are worth experience (page 10):

- **Sheep:** 1 experience
- **Cow:** 2 experience
- **Merchant:** 3 experience

These rules use the term eat as shorthand for “perform the Eat action to target...”

Search

When you search, draw a card from the Improvement deck matching the type of your current Terrain tile, place it on your Terrain tile, resolve any effects of the Improvement card, and populate the Improvement card, if needed. For more details, see **Improvement Cards** (page 13).

Also, gain 1 Experience cube.

You cannot search your Terrain tile if it is a Lake or the Nest, or if it already has an Improvement card.

These rules use the term search as shorthand for “perform the Search action to target...”

Explore

When you explore, draw a Terrain tile and place it in an empty space adjacent to your tile. The placed Terrain tile must touch the Nest tile or two Terrain tiles.

Also, gain 1 Experience cube.

These rules use the term explore as shorthand for “perform the Explore action.”



Raze

To perform the Raze action, you must place two Dragon cubes on its space.

When you raze, remove the Improvement card from your tile and place it beside your Dragon board. Then, do the following based on the card razed:

- **Bandit Camp:** Gain all of the gold.
- **Cow Farm:** Gain I gold, and remove all cows on it.
- **Famine:** Cannot be razed.
- **Fort:** Gain 3 gold.
- **Lair:** Gain 2 gold.
- **Merchant Stand:** Cannot be razed.
- **Sheep Farm:** Gain I gold, and remove all sheep on it.
- **Ruins:** Gain 2 Experience cubes and I gold.

*These rules use the term **raze** as shorthand for “perform the Raze action to target...”*

Skill

When you use the Skill action, choose an active skill you have purchased and resolve its effect.

Be warned: if your Skill action has a wound, you cannot use any of your active skills.

Phase 3: Slayer Phase

The slayers are highly skilled adventurers with a sole purpose: rid the peaceful kingdoms of the dragons.

Skip this phase during the first round.

First, place a new slayer. The first player draws a card from the Slayer deck and places it in front of her. Then, they retrieve the matching Slayer standee, rolls a die, and places the standee on the Terrain tile furthest from the Nest tile in the direction of the number rolled. Slayers cannot be placed on Lakes.

If there are no tiles in that direction, or if all tiles in that direction are Lake tiles, place the standee on the Nest tile.

Example: Phase 3

The first player draws *Rikus the Bold* and places him on the Nest, then rolls a “3” result, moving him to the furthest tile in that direction.



Then, begin activating slayers. Starting with the first player and moving clockwise, each player activates a slayer.

When it is your turn to activate a slayer, you must activate a slayer whose card you have in front of you.

When you activate a slayer, you must move the slayer if possible. By default, a slayer can move up to 2 tiles. Slayers cannot move onto Lake tiles.

If a slayer enters a Terrain tile with a dragon, the slayer stops moving, combats the dragon, and forfeits any remaining movement. If the tile holds multiple dragons, the activating player chooses which dragon to combat. For more details on combat, see page 9.

When you finish activating a slayer, flip its card facedown to show that it has activated.

Continue activating slayers in clockwise player order until all slayers have all been activated. At this point, the Slayer Phase ends.

Phase 4: Cleanup Phase

First, do the following administrative tasks.

- Each player gains 2 gold for each Lair they control.
- Each player returns all placed Action cubes placed to below their Dragon board.
- Discard any *Famine* Improvement cards on Terrain tiles.
- Flip all Slayer cards face-up.
- Pass the First Player marker to the next clockwise player.

Then, if the Objective deck is empty, the game ends immediately. Otherwise, begin a new round, starting with the Ready Phase.

END OF GAME

When the game ends, award the following end-game Objective cards to the eligible players. If any players are tied for an objective, divide the gold as evenly as possible among them and discard any remaining gold.

- **Most Improvements Razed:** 3 gold
- **Most Sheep in Belly:** 5 gold
- **Most Cows in Belly:** 4 gold
- **Most Humans in Belly:** 3 gold

Then, count up the gold in each player's hoard, adding bonuses from claimed Objective cards. The player with the most gold is the winner!

If there is a tie for gold, the winner is the player who claimed the most Objective cards. If there is still a tie, the winner is the player with the most experience, including experience spent on increasing maturity level and buying skills.

COMBAT

If a dragon attacks a slayer, or if a slayer attacks a dragon, the dragon makes a **combat roll**, rolling dice as described by its maturity level.

- If the dragon's combat roll is **equal to or greater than** the slayer's Strength, the slayer loses. The dragon gains gold equal to the slayer's Gold attribute and adds the slayer's meeple to its belly.

- If the dragon's combat roll is **less than** the slayer's Strength, the slayer wins, and the dragon takes a wound.
- If the dragon's Attack action has a wound, the slayer wins automatically, and the dragon takes a wound.

If a dragon attacks another dragon, both dragons make a combat roll. The dragon who rolls the higher combat roll wins, and the losing dragon takes a wound. On a tie, neither dragon takes a wound.

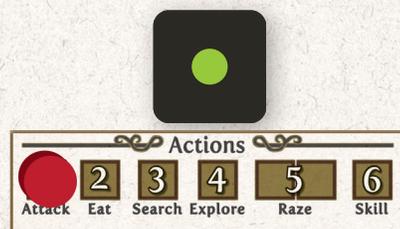
Example: Combat

It is Drago's turn of the Action Phase. Drago is on the same tile as Malu, and he wants to combat her, so he uses his Attack action and targets Malu. They're both dragons, so both make a combat roll.

Drago has a maturity level of Drake, so he rolls 2 dice. He gets a "4" and a "3" for a total of 7. Malu has a maturity level of Wurm, so she rolls 3 dice and gets a "4", "2", and "1". She ignores the lowest die, so her total is 6. Unlucky!



Because Drago rolled higher than Malu, Drago is the winner. Malu is the loser, so she takes a wound.



Wounds

Whenever your dragon takes a wound, roll a die and place a Wound token on the rolled action space on your Dragon board, numbered 1 to 6 from left to right. An action space can hold unlimited Wound tokens.

You may not perform an action whose space has a Wound token.

At the start of your turn in the Action Phase, you may spend 1 gold to remove all Wound tokens on any one of your action spaces. You may do this multiple times, spending 1 gold each time.

Poison wounds are quite vicious if left untreated. At the beginning of your Action Phase, for each poison wound you have, roll a die and place a normal wound on the skill space rolled.

Poison wounds can be healed during the Action Phase just like normal wounds. A poison wound only causes additional wounds after you choose to leave it untreated.

EXPERIENCE

Your dragon will gain **experience** from eating livestock and humans, and from facing others in combat.

- **Experience Cube:** 1 experience
- **Sheep Meeple:** 1 experience
- **Cow Meeple:** 2 experience
- **Human Meeple:** 3 experience

You may always freely exchange meeples in your belly for Experience cubes, but not cubes for meeples. (As a result, you can make change when spending experience.)

1 When you defeat a slayer or eat a sheep, cow, or merchant, place its meeples in your belly.



MATURITY LEVEL

Throughout play, your dragon will grow in maturity and power by eating livestock and people throughout the kingdom.

Maturity Level (Experience Cost)	Movement Rating	Action Cubes	Combat Dice
2	3	4	5
Wyrm (8)	3	3	3 (ignore lowest die)
Drake (4)	2	3	2
Whelp (0)	1	2	2

When you spend experience to increase your maturity level, mark this by covering its cost on your Dragon board with a Dragon cube.

When you advance to Drake, immediately take another Dragon cube from your supply and place it below your Dragon board, giving you a third Action cube. You may place this third cube during the same turn.

The first player to reach the Wyrm maturity level claims the *First to Wyrm* Objective card.

BUYING SKILLS

Your Dragon board holds various skills that you can buy to improve your dragon throughout play.

During your turn of the Action Phase, as a free action you may buy skills by spending experience.

- 6** Skills in **row one** cost 1 experience.
- 7** Skills in **row two** cost 2 experience. To buy one, your dragon must be a Drake or Wyrm, and you must already have the skill below it in row one.



Anatomy of a Dragon Board

Green Dragon

III Wurm **3d6** ATTACK Drop Lowest Result

- 8** **Poison Aura** (4) When you end movement, you may eat all animals on your tile as a free action. You always deal a poison wound to dragons.
- 4** **Mage Sight** (4) Perform the Search or Explore action again.
- 4** **Expedition** (4) When you perform the Explore action, you may place one or both drawn Terrain tiles. **PASSIVE**

II Drake **2d6** ATTACK

- 7** **Fumigate** (2) Take control of a Lair on your tile or an adjacent tile. Remove your opponent's Dragon cube, and place yours.
- 2** **Search Pro** (2) When you perform the Search action, you also earn 1 gold. **PASSIVE**
- 2** **Explorer Pro** (2) When you perform the Explore action, you also gain 1 gold. **PASSIVE** **10**

I Whelp **2d6** ATTACK

- 6** **Poison Cloud** (1) Place a Dragon cube on an adjacent tile until the start of your next turn. Dragons take a poison wound if entering the tile, ending movement there, or choosing not to move from it on their turn. Slayers may not enter this tile.
- 1** **Sleuth** (1) When you perform the Search action, draw 2 Improvement cards, place one on your tile, and place the other on the top or bottom of its deck. **PASSIVE**
- 1** **Explorer** (1) When you perform the Explore action, draw 2 Terrain tiles, place one, and put the other on the top or bottom of the Terrain tile stack. **PASSIVE**

Round Order

- Ready
- Action
- Slayer
- Cleanup

Razed Improvements

Actions

1 Attack **2** Eat **3** Search Explore **4** Raze **5** Skill **6**

1 SHEEP **2** COW **3** HUMAN **1**

Using Skills

8 Skills in **row three** cost 4 experience. To buy one, your dragon must be a Wurm, and you must already have the skill below it in row two.

Drago wishes to buy the Explorer Pro skill, but he has not yet bought the Explorer skill, which is a prerequisite for Explorer Pro, so he cannot buy Explorer Pro.

When you buy a skill, mark this by covering its cost on your Dragon board with a Dragon cube.

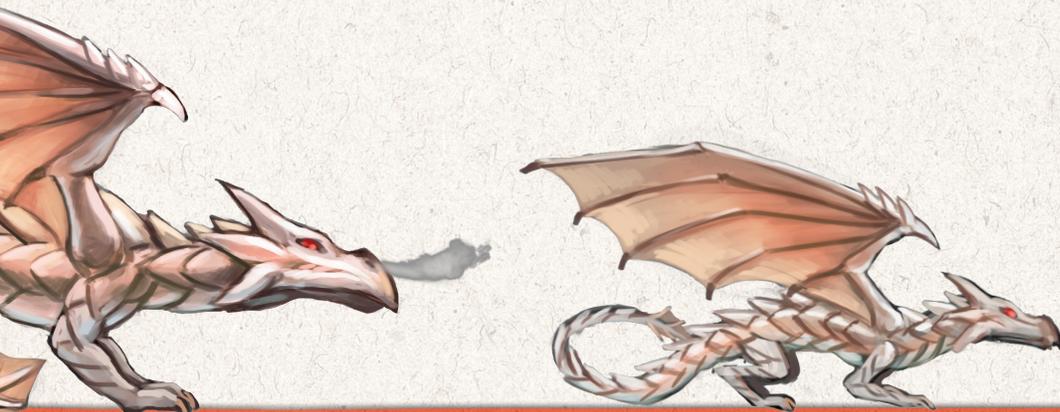
When you buy a skill, you may use it immediately. You do not need to wait until your next turn.

Malu wants to buy a row-one skill, so she spends a cow, worth 2 experience. She removes the cow from her Dragon board and makes change by taking an Experience cube.

9 To use an **active skill**, you must perform the Skill action. When you use an active skill, you must immediately use all of its effects, unless stated otherwise.

10 A **passive skill**, once bought, always takes effect when its trigger conditions are met. If a passive skill takes effect when you perform an action, you must fully complete that action in order for the skill to take effect.

Malu wants to gain the benefit of the Breaker of Things skill. However, because her current tile does not have an Improvement card, she cannot complete the Raze action, and therefore she does not gain any gold from Breaker of Things.



Skill Descriptions

Breaker of Things (*passive*): When you perform the Raze action, you also gain I gold.

Burninator (*passive*): To perform the Raze action, you only need to place I Dragon cube (not two).

Camouflage (*passive*): You cannot be targeted by dragons or slayers outside your tile.

Claws (*passive*): When you perform the Attack action, add +I to your combat roll.

Cave Crafter (*passive*): If you end your turn on a Mountain tile, you may immediately place a Cave Lair there.

Dragon's Gaze (*active*): Activate any one slayer on the board. You control it for this activation.

Expedition (*passive*): When you perform the Explore action, you may place one or both drawn Terrain tiles.

Explorer (*passive*): When you perform the Explore action, draw 2 Terrain tiles, place one, and put the other on the top or bottom of the Terrain tile stack.

Explorer Pro (*passive*): When you perform the Explore action, you also gain I gold.

Fire Breath (*active*): Raze your tile and eat I cow or sheep there. If any cows or sheep remain on the tile, return them to the supply.

Frost Breath (*active*): Place a Dragon cube on your tile or an adjacent tile until the start of your next turn. No other dragon may enter this tile.

Fumigate (*active*): Take control of a Lair on your tile or an adjacent tile. Remove your opponent's Dragon cube, and place yours.

Harm (*active*): Deal a wound to any dragon on your tile, placing the Wound token on an action space of your choice.

Ice Palace (*passive*): If you end your turn on a Lake tile, you may immediately place an Ice Palace Lair card under your control.

Icy Swiftness (*passive*): Your movement rating increases by I. Also, you may end your movement on Lake tiles.

Large Appetite (*passive*): When you perform the Eat action, you may eat up to 2 meeples (not one).

Mage Sight (*active*): Perform the Search or Explore action again.

Mental Domination (*passive*): When you attack a slayer, you win combat automatically.

Pilfer (*active*): Steal 2 gold from a dragon on your tile.

Poison Aura (*passive*): When you end movement, you may eat all animals on your tile as a free action. You always deal poison wounds to dragons.

Poison Cloud (*active*): Place a Dragon cube on an adjacent tile until the start of your next turn. Dragons take a poison wound if entering the tile, ending movement there, or choosing not to move from it on their turn. Slayers may not enter this tile.

Range (*passive*): When you perform the Raze or Attack action, you may target an adjacent tile.

Reaper (*passive*): When you win combat against a slayer, you also gain 2 gold.

Search Pro (*passive*): When you perform the Search action, you also earn I gold.

Second Breakfast (*active*): Perform the Eat action again.

Sleuth (*passive*): When you perform the Search action, draw 2 Improvement cards, place one on your tile, and place the other on the top or bottom of its deck.

Sheep Whisperer (*passive*): Once per turn, during your movement, you may move I sheep or cow on any adjacent tile by I tile.

Teleport (*active*): Move to any tile, except a Lake tile, without spending movement.

Terraform (*active*): Raze all Improvements on any tile except the Nest. Then, search the Terrain tile stack for any tile, replace the razed tile with it, and shuffle the razed tile into the stack.

Swift (*passive*): Your movement rating increases by I.



TERRAIN TILES

There are five types of Terrain tiles: the Nest, Plains, Mountains, Forests, and Lakes.

The Nest

The central tile. All players begin the game here. This tile cannot be targeted by the Search action.



Plains

Lush fields with plenty of room for the people of the world to ranch and farm. These are the most common lands, host many different types of food for hungry dragons, and have a variety of improvements.



Mountains

Homes of giants and dwarves alike, these Terrain tiles are the least common, but offer many chances at treasure.



Forests

There is magic beneath the deep canopy of the world's forests. Home to elves and great beasts of legend, the woods provide a balance of food and treasure.



Lakes

Lake tiles cannot be targeted with the Search action.

You cannot end your movement on a Lake tile. You may still cross over a Lake tile at normal movement cost.



IMPROVEMENT CARDS

The three Improvement decks have improvements for Forests, Plains, and Mountains.

Bandit Camp



Each round, a Bandit Camp generates gold equal in number to its level.

A Bandit Camp can hold an unlimited amount of gold.

Bandit Camps also have the Ambush ability: "When a dragon enters this tile, it takes a wound."

If you raze a Bandit Camp, take all of the gold on it.

Cow Farm



Each round, a Cow Farm generates cows equal in number to its level.

A Cow Farm can hold cows equal in number to its level.

If you raze a Cow Farm, gain 1 gold, and remove all cows on it.

Famine



When you draw a Famine, remove all sheep and cows from its tile and all adjacent tiles. Also, each dragon on its tile and adjacent tiles immediately loses 1 sheep or cow, if any, from its belly.

Famine cards cannot be razed.

Fort



When you draw a Fort, immediately draw a Slayer card, place the card in front of you, and place the matching Slayer standee on your Terrain tile.

All slayers on a Terrain tile with a Fort are treated as having +1 Strength.

If you raze a Fort, gain 3 gold.



Merchant Stand



When you draw and place a Merchant Stand, also place a merchant on it.

If you eat a merchant, gain 3 gold and place the merchant in your belly. It is worth 3 experience. Also, remove the matching Merchant Stand and return it to the box.

Merchant Stands cannot be razed.

Sheep Farm



Each round, a Sheep Farm generates sheep equal in number to its level.

A Sheep Farm can hold sheep equal in number to its level.

If you raze a Sheep Farm, gain 1 gold, and remove all sheep on it.

Lair



Lairs are dragon havens.

When you draw a Lair, place one of your Dragon cubes on the card to show that you **control** this Lair.

At the end of each round, you gain 2 gold for each Lair your control.

If you raze a Lair, gain 2 gold.

Stealing Lairs

You can steal a Lair from another player by using your Attack action.

If the Lair's owner is not on the Lair's tile, you can perform your Attack action to replace the owner's Dragon cube on the card with your Dragon cube.

If the Lair's owner is on the Lair's tile, you must perform your Attack action and win combat against the owner. The owner gains +1 to its combat roll.

Ruins



If you raze a Ruins, gain 2 Experience cubes and 1 gold.

SLAYER ATTRIBUTES AND ABILITIES

Slayers have two **attributes**, Strength  and Gold . Strength improves the slayer's chance of winning combat, and Gold is the amount of gold that a dragon gains when it defeats the slayer in combat.

Slayers also have one or more **abilities**, as described below.

Anatomy of a Slayer



1 Name

2 Type

3 Ability

4 Strength

5 Reminder to add this meeple to dragon's belly when slayer loses combat

6 Gold

Ambush: When a dragon enters this slayer's tile, it immediately takes a wound. (*Note: The Bandit Camp also has this ability.*)

Bodyguard: This slayer cannot be targeted by any effect as long as another slayer is on her tile.

Bribe: When this slayer wins combat, the losing dragon may pay 1 gold to this slayer instead of taking a wound.

Bully: When this slayer wins combat, it steals 2 gold from the losing dragon. Place this gold on this Slayer card. If a dragon wins combat against this slayer, the winning dragon takes all gold on this Slayer card.

Burglar: When this slayer moves onto a tile with any dragons, the slayer steals 2 gold from each dragon on that tile. Place this gold on this Slayer card. If a dragon wins combat against this slayer, it takes all gold on this Slayer card.

Charity: When this slayer wins combat, the losing dragon must give 2 gold, if possible, to the dragon with the least gold. If there is a tie for least gold, give each tied dragon 1 gold.

Commander: While this slayer is alive, each other slayer's Strength increases by 1.

Die Hard: When this slayer ties in combat, he wins instead.

Forest Affinity: While on a Forest tile, this slayer's Strength increases by 2.

Hungry: Whenever this slayer enters a tile with cows or sheep, she eats all cows and sheep there. If this tile is a Farm, mark it with an Experience cube. During the next Ready Phase, do not populate this Farm, and remove the Experience cube.

Long Shot: During this slayer's activation, if a straight line can be traced from his tile to a tile with any dragons, the slayer immediately deals a wound to one dragon on that tile and then ends his movement.

Magic Missile: When this slayer enters a tile with a dragon, the dragon immediately takes a wound.

Mirror Image: When this slayer loses combat, roll 2 dice. If both dice are even, the slayer still loses. If not, the slayer does not lose. Do not remove the Slayer standee, deal wounds, or award gold.

Poison: This slayer always deals poison wounds.

Precise Shot: When this slayer wins combat, deal 2 wounds (instead of 1 wound) to the losing dragon.

Protector: Dragons cannot perform the Eat action while on the same tile as this slayer or on adjacent tiles.

Puppet Master: This slayer always activates last. When this slayer activates, flip all other Slayer cards face-up. After this slayer finishes its activation, continue the Slayer Phase until all other slayers have activated a second time.

Sheep Guardian: When this slayer loses combat, place a sheep on his tile.

Smash: When this slayer enters a tile with any dragons, he deals a wound to all dragons there. If a dragon loses combat against this slayer, all dragons on his tile take a wound.

Spawn: When this slayer wins or ties in combat, draw and resolve a Slayer card.

Stealthy: When combating this slayer, dragons must roll twice and take the lower roll.

Strength in Numbers: This slayer's Strength increases by 2 for each other slayer on his tile.

Survivalist: Each time this slayer activates, increase his Strength by 1. (Track this with Experience cubes on the Slayer card.)

Taunt: When a dragon on this slayer's tile performs an Attack action, it must target this slayer, and cannot perform the Eat action at this tile.

Credits

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