Lord of the Dead
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BASIC RULES

The basic scenario is a two-person game. One player controls the Lord of the Dead, an evil being of dark power, determined to raise an army of rotten corpse-shells. The other controls a band of defiant villagers defending their ancestral graves from the dread Lord.

Every unit has 6 traits: .

Any unit without a printed trait has it at 1.

 is a unit's speed. This is the number of hexes that it may move during the move phase. No unit is required to move, nor is it required to move its full amount.

 is a unit or spell's strength. A player rolls one die when attacking, and if the roll is equal to or less than the attack's , it hits. Most hits deal 1 damage to the target. **Life Leeching** has the additional effect of healing equal to the of the target. **Web of Darkness** deals no damage, but causes the target to lose their next turn. **Call to the Grave** turns the target into a skeleton. Replace the slain villager with a with all stats 1 under the lord's command. **Haunt** forces a townsfolk to immediately move away from the lord, and the hex he was in may never be entered by a townsfolk again. **Fleshcrafting** melds two targets into a huge golem with all stats 2 under the lord's control.

 is an attack's range. It may target a hex or unit up to hexes away.

 is a unit's health. Reduce a unit's by 1 when it is hit. When its reaches 0, it dies and is removed from the map.

 is the number of souls harvested by a lord or empowering a spell. Souls power spells. When cast, most spells automatically advance in the **Black Magic Queue**. Some require additional to progress. When the lord or a minion kills a unit, advance his (Souls) by 1.

 is a unit's cost. During *Setup*, players purchase units whose total (Cost) is equal.

Win conditions: If the Lord of the Dead enters the cemetery, he wins. If the townsfolk slay the Lord of the Dead, they win.

ADVANCED RULES

HERE BE MONSTERS (favours Lord)

Creatures crawl in search of blood! When any player rolls a 6, the town player must place a monster on the board. Monsters (Creatures) are placed starting from the top of the monster list and continuing down, entering as indicated in each monster's traits. Monsters move after all players have finished their turn. Monsters move in a random direction determined by a die roll (1 = towards the cemetery, continue clockwise). When a monster dies or leaves the map it is returned to the pool of monsters that may be spawned. A monster's has 2 numbers. The second is the range at which a monster senses a unit. A monster sensing any unit (including another monster) will stop further movement, immediately move this additional , and attack. It continues to attack each turn until dead. Monsters may be targeted by *Call to the Grave* and *Fleshcrafting* spells, but will not rise up as skeletons or golems, only die. Slain monsters do not increase the Lord of the Dead's (Souls).

INTERACTIVE TERRAIN (favours Town)

The map board includes buildings, forest, and a river, as well as the cemetery.
Any attack against a unit in a forested hex suffers -1 to its (attack) to a minimum of 1.

Attacks cannot be made against units in a building hex, except from the entrance hex. Attacks may be made by units in a building hex in any direction. The four buildings without an entrance road may not be attacked from any direction. Townsfolk may enter any building from any direction, but a lord or minion may enter only from the entrance hex. Any unit in a building hex may exit that hex in any direction. (Knight) may never enter buildings.

The river may not be crossed except via the bridge on Main Street in the centre of town.

The LORD'S TURN

0. SETUP
Choose one Lord of the Dead. Place your lord on the road in the middle of the far side of the map from the cemetery. The lord player always goes first. The lord may cast, attack, and move normally on the first turn.

1. ADVANCE SPELLS
Advance spell counters on the *Black Magic Queue* one space, starting at the top of the list and continuing down. Resolve all spell effects immediately. If advancement along the spell tracker requires (Souls) the lord must immediately pay this or the spell ends.

2. CAST NEW SPELLS
Cast new spells by reducing the on the *Tracker* by the cost of the spell. Place the spell's marker on that spell's first space on the *Black Magic Queue*. Resolve all effects immediately. Spells are cast in order from the top to the bottom of the list. When a townsfolk dies, remove him from play immediately and advance the (Souls) on the *Tracker* by one.

3. ATTACK
The lord may attack townsfolk within . They attack in any order the player wishes. Roll one die. If the result is ≤ the attacker's , the attack hits and kills the townsfolk. Remove the slain unit from the map and advance the lord's on the *Tracker* by one. Note: the lord also gains (Souls) when his minions kill townsfolk.

4. MOVE
The lord and any minions may move up to their in hexes. They may move in any order the player wishes. They may move through a friendly occupied hex, but may not end the move in one. The (Shadow Wraith) may move through and end his move in an occupied hex.

The TOWN'S TURN

0. SETUP
Choose a combination of townsfolk whose total 🪙 equals the lord's 🪙 (Cost). Place these units in any unoccupied hex.

1. CALL THE GARRISON
Advance the 🪙 (Gold) on the *Tracker* a number of squares equal to the number of hex rows the Lord of the Dead has advanced from his starting hex on the far map edge. Hex rows have been numbered for your convenience.

2. SUMMON RESERVES
Add townsfolk to the map by reducing the *Tracker* by 1 per 🪙 (Gold) spent. Place the new units on either map edge on the road in front of the cemetery, or the nearest open hex. They act normally on the turn in which they arrive.

3. MOVE
Townsfolk may move up to their 🔵 (Speed) in hexes, and in any order the Town player wishes.
They may move through occupied hexes, but may not end their move in one.

4. ATTACK
Townsfolk may attack in any order the Town player wishes. Roll one die for each attack. If the result is ≤ the attacker's ⚔️ , the attack hits and the Lord of the Dead reduces his ❤️ (Health) on the *Tracker* by one.

DICELESS OPTION

Each player has cards numbered 1-6. Secretly choose a card any time you must roll a die. If you are attacking, add it to your unit's ⚔️ (Attack). In combat , defender also chooses a card. If the attacker's total is higher, he hits. Discard used cards in a face up pile. After all six cards are used, the pile returns to the player's hand.

Module implementation
Defender plays (moves) card of his choice face up from his (eg Blue) Die Card map to Die Cards Played map. Attacker decides which die card to play and moves it face up from his (eg Yellow) Die Card map to Die Cards Played map. He sees which card the defender has played, resolves combat and flips both newly played cards in Die Cards Played map face down to show back of card. When all of his cards are played, player moves them all back from the Die Card Played map to his own (eg Blue) Die Card map and flips them to face up.

SCENARIOS

SOLITAIRE (*solo*)
Lord of the Dead was designed as a 2-player experience, but solo play is possible.

Solo vs. Townsfolk: The townsfolk favour delaying tactics to multiply *Call the Garrison* opportunities. They *Setup* at the lord's map edge with all (Farmer). For every two hex rows that the Lord advances, they begin adding the next unit during the *Summon Reserves* phase.

Solo vs. Lord: The lord moves straight up Main Street, casting spells as necessary. Note the (Shadow Wraith) does not balance well in solo play.

RUN THE GAUNTLET *(solo & multi)*
Choose a lord. The townsfolk may field only (Wise One) and (Forester). Townsfolk units begin in a building.

During the *Call the Garrison* phase, the townsfolk receive 1 additional (Gold).

Solo vs. Townsfolk: Reserves go directly to Main Street and occupy the nearest building.

Solo vs. Lord: The lord moves directly to the graveyard, casting as necessary.

LOCK AND KEY *(multiplayer)*
The cemetery is warded by a powerful spell. The only way in is through the locked iron gate. There is a hidden skeleton key that the lord must use to gain access to the cemetery.
The lord player begins play as normal, and additionally has one skeleton in each fortified building.
If the lord or a skeleton ever enters the room in which the key is hidden, it is found and the lord may proceed to the cemetery.
The townsfolk player must record which building he has hidden the key in, written as a pair of numbers (hex row – building).

THERE CAN BE ONLY ONE *(solo & multi)*
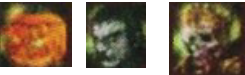A rival lord has taken over the cemetery.

Multiplayer: Lords can make up a difference in by taking 1 free (Skeleton) per point of difference. One (Golem) may substitute for 2 (Skeleton).

Solo: The lord in the graveyard should be one step more powerful than the attacker.

ESCORT SERVICE (*solo & multi*)

The royal family, disguised as farmers, must be escorted out of the village. They begin lined up on Main Street north of the bridge. The number of royals varies with the lord.

 = 3 royals

 = 4 royals

 = 5 royals

The townsfolk player selects his starting units from , and and places them anywhere on the map. Skip *Call the Garrison* and *Summon Reinforcements* steps.

The lord player chooses his lord first, but sets up second. He may begin with by spending 3 (Souls) each during setup. His units start in any unoccupied hex on any map edge.

The townsfolk win if all royals exit the map. The lord wins if he kills at least one royal.

Solo vs. Townsfolk: Purchase defending units at a 3 2 1 ratio. Townsfolk attack while the royals flee the opposite map edge.

Solo vs. Lord: Spend maximum on . Lord sets up normally. Divide (Skeletons) between the long map edges, just north of the river.

DOUBLE DRAGON (*multiplayer*)

Rival lords attack the town simultaneously. Lords keep track of traits, minions, and spells via different counter colours. Lords roll before *Advance Spells* to see who goes first each turn.

During *Setup*, the Town player sums the lords' to determine the starting (Gold), and sums their progress during the *Call the Garrison* phase. The townsfolk always go last.

Only one player wins. Temporary alliances between players are allowed. Breaking these alliance at poetic moments is encouraged.

AS IF LIFTED BY ANGELS (*solo & multi*)

This scenario replaces the *Call the Garrison* and *Summon Reserves* phases with a new phase: *Resurrection*. Each time a townsfolk dies, he or she reappears at the beginning of the next turn at the town player's map edge. Play otherwise progresses normally.

LORDS of the DEAD

The NECROMANCER

| ⚡ 1 | ⚔ 2 | 🟢 1 | ❤ 5 | ❄ 10 | 💰 8 |

The BANSHEE

| ⚡ 1 | ⚔ 1 | 🟢 * | ❤ 6 | ❄ 7 | 💰 11 |

Basic attack affects all adjacent hexes.

The SHADOW WRAITH

| ⚡ 1 | ⚔ 3 | 🟢 1 | ❤ 7 | ❄ 13 | 💰 14 |

May end move in an occupied hex.

The PUMPKIN HEAD

| ⚡ 2 | ⚔ 4 | 🟢 2 | ❤ 8 | ❄ 14 | 💰 14 |

The VAMPIRE

| ⚡ 2 | ⚔ 3 | 🟢 1 | ❤ 9 | ❄ 9 | 💰 18 |

Gains 1 ❤ (Health) when he hits with a basic attack.

The LICH KING

| ⚡ 2 | ⚔ 4 | 🟢 1 | ❤ 9 | ❄ 17 | 💰 19 |

Paladin cannot cancel *Call to the Grave*.

The DEMON PRINCE

| ⚡ 2 | ⚔ 5 | 🟢 1 | ❤ 11 | ❄ 15 | 💰 24 |

Paladin cannot cancel *Curse & Plague*.

The ELDRITCH HORROR

| ⚡ 3 | ⚔ 4 | 🟢 1 | ❤ 12 | ❄ 19 | 💰 30 |

May split basic attack among multiple targets.

CREATURES

GIANT SPIDER (x3)

        1/1   2   1

Starts in building hex.

May cast 1 free (**Web of Darkness**) per turn.

VAMPIRE BATS (x2)

        3/2   1   1

Starts in forest hex.

DIRE WOLF (x1)

        2/3   4   1

Starts on L or R map edge.

TOWNSFOLK

FARMER (x9)

| 🔹 2 | ⚔️ 1 | 🟢 1 | 🪙 2 |

THUG (x4)

| 🔹 2 | ⚔️ 2 | 🟢 1 | 🪙 3 |

WISE ONE (x4)

| 🔹 1 | ⚔️ 2 | 🟢 2 | 🪙 3 |

FORESTER (x4)

| 🔹 2 | ⚔️ 2 | 🟢 3 | 🪙 5 |

KNIGHT (x2)

| 🔹 3 | ⚔️ 4 | 🟢 1 | 🪙 6 |

PALADIN (x2)

| 🔹 1 | ⚔️ 4 | 🟢 1 | 🪙 6 |

Cancel one spell on a hit beginning at the top of the list and continuing down.

Lost (Souls) are not recovered.

ENGINEER (x2)

| 🔹 2 | ⚔️ 4 | 🟢 1 | 🪙 5 |

Attack hex intersection. Hit bordering hexes & buildings.

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SHAMAN (x2)

 1   3   1   4

Creatures are -1 (Speed) & -1 (Attack).

Take control of creature on hit.