

# **LORD of the DEAD**

**By C. S. Ferguson & 2201 backers**

**Illustrated by Nerkin**

# COMPONENTS

1 Player Board with Hex Map, Tracker, and Play Mats for Lord and Townsfolk.

2 sets of cards number 1 through 6 (for diceless option)

3 Counters (for use on the Tracker)



Lord's life

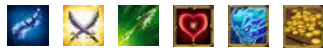


Lord's souls



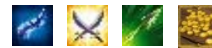
Town's gold

## Lords of the Dead Tokens



Unit	Life	Souls	Gold	Attack	Speed	Health
Necromancer	1	2	1	5	10	8
Banshee	1	1	* <sup>1</sup>	6	7	11
Shadow Wraith	1	3	1	7	13	14
Pumpkin Head	2	4	2	8	14	14
Vampire	2	3	1	9	9	18
Lich King	2	4	1	9	17	19
Demon Prince	2	5	1	11	15	24
Eldritch Horror	3	4	1	12	19	30

## Townsfolk Tokens



Unit	Life	Souls	Gold	Attack	Speed	Health
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 <sup>2</sup> (x2)	1	4	1	6		
Engineer <sup>3</sup> (x2)	2	4	1	5		
Shaman <sup>4</sup> (x2)	1	3	1	4		

### Notes

There are two sets of each unit (yellow border and blue border).

1. The Banshee's basic attack affects all units in adjacent hexes.
2. Cancel one active Lord spell on hit beginning at the top left of the Black Magic Queue. Lord does not recover souls.
3. Attacks hex intersections. Successful hit damages bordering units and buildings.
4. The Shaman can take control of Creatures (see below). Controlled creatures have -1 attack value and speed (min 1).

## Lord's Unit and Spell effect tokens

Life Leeching (x1)
Necroplasm (x1)
Web of Darkness (x6)
Curse & Plague (x3)
Call to the Grave (x5)
Haunt (x2)
Fleshcrafting (x2)

## Creatures



Giant Spider (x3)	1/1	2	1
Vampire Bats (x2)	3/2	1	1
Dire Wolf (x1)	2/3	4	1

## Misc Effects

Spider's Web (x3)	Denotes units spider freezes
Building Destroyed (x6)	Destroyed by engineer.







There are two set of spell counters (yellow border and blue border).

## 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 in the town's graveyard. The other controls a band of defiant villagers defending their ancestral graves from the Dread Lord.

## UNITS




Every unit has 6 traits:





	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.
	Attack Strength	A player rolls one die when attacking, and if the roll is equal to or less than the attack strength, it hits. Most hits deal 1 damage to the target.
	Attack Range	A unit may target a hex or unit up to hexes away.
	Cost	During Setup, players purchase units whose total are equal.
	Souls	Represents the number of souls harvested by a Lord when the unit is killed.
	Health	Reduce the units health by one when it is hit. When its health is zero it is removed from the map.

If unit does not have a printed trait, treat the trait's value as 1. (For example, all town units have a health of 1.)

## SPELLS

In addition to its basic attack, a Lord unit can use the power of souls to cast spells. Use the soul token to track the amount of soul power on the tracker. When the Lord or a minion kills a unit, advance his soul counter on the tracker by 1. Each spell has a cost in soul power that must be paid to cast it by lowering that number souls on the on tracker. Spells take time to complete, which is represented by a Black Magic Queue for each spell on the Lord's play mat. The spaces in each spell's queue indicates the cost of casting the spell and other effects (some use the trait icons for range and attack value that are required to successfully obtain the spells effect). When cast, place the corresponding spell token on the leftmost space of that spell's queue. In subsequent turns, some spells automatically advance in the queue but others require additional souls to progress, otherwise they are cancelled (discard the spell token). Once the spell reaches the last space on queue and has had its effect resolved, discard the spell token. The Lord can have more than one of the same type of spell in his queue so long as they are cast on different turns. The Lord has the following spells at his disposal:

	Necroplasm	Costs 1 soul. On the turn after the spell is cast, deals one damage on a successful attack with an attack value of 5 and a range of 1.
	Life Leeching	Costs 2 souls. On the turn after the spell is cast, deals one damage to the target and has the additional effect of healing equal to the cost of the target on a successful attack with an attack value of 4 and range of 2.
	Web of Darkness	This spell can freeze one enemy on the current turn and the next two turns. The spell costs 2 souls and the range of each effect is 2 spaces.

		Deals no damage, but each of the three effects causes the target to lose their next turn (you can use another web of darkness token to track frozen units). The spell has no attack value, which means each effect is successful.
	Curse & Plague	This spell has an immediate cost of one soul, and an additional cost of one soul on the 1 <sup>st</sup> and 2 <sup>nd</sup> turns after casting. Over the next three turns the spell does up to one damage to a selected unit, with an attack value of 2, 3, or 4 (respectively 1 <sup>st</sup> , 2 <sup>nd</sup> , and 3 <sup>rd</sup> turns after casting), and a range of 2.
	Call to the Grave	Costs 3 souls to cast. On the turn after casting, make a target into a skeleton if the Lord makes a successful attack with an attack value of 4 and a range of 3. Replace the slain villager with a skeleton unit (using the call to the grave token) that will now be under the Lord's command. The skeleton unit has all traits equal 1.
	Haunt	The spell costs 2 souls, takes one turn to complete and has an attack value of 5 range and range of 4. If successful, instead of damage it forces a townsfolk to immediately move away from the Lord, and the hex he was in may never be entered by townsfolk again (mark this space with a haunt token).
	Fleshcrafting	Melds two targets into a golem under the Lord's control (use the fleshcrafting spell token to represent the unit). The golem unit has all traits equal to 2. The spell costs 5 souls, and takes 2 turns to complete. On the 1 <sup>st</sup> turn after casting both units must successfully be hit with an attack value of 4 and a range of 2 (the units are killed if the hit is successful). On the 2 <sup>nd</sup> turn, place the golem in one of the spaces previously occupied by the targeted units. (You can keep track of the golems first wound by flipping it.)

## VICTORY CONDITIONS

If the Lord enters the cemetery, he wins. If the townsfolk slay the Lord, they win.

## SETUP

### LORD PLAYER

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.

Place the Lord's health and soul power tokens on the tracker at the positions corresponding to that Lord's initial health and soul power as listed in the Lord summary.

### TOWN PLAYER

Choose a combination of units whose total cost equals the Lord's cost as listed on the Lord summary. Place the units in any hex not already occupied by another unit. Place the town's money token at zero on the tracker.

# THE LORD'S TURN

## 1. ADVANCE SPELLS

Advance any active spell counters on the Black Magic Queue one space, starting at the top of the list and continuing down. Resolve spell effects immediately. If advancement along the queue requires souls, the Lord must immediately pay this or the spell ends (remove the token from the queue).

## 2. CAST NEW SPELLS

Cast new spells by reducing the souls 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 Lord's souls counter by one.

## 3. ATTACK

The Lord and his minions may attack townsfolk within their range value. They attack in any order the player wishes. Roll one die. If the result is  $\leq$  the attacker's attack value, the attack hits and kills the townsfolk. Remove the slain unit from the map and advance the Lord's soul counter by one.

## 4. MOVE

The Lord and any minions may move up to their speed 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

## 1. CALL THE GARRISON

Advance the money counter 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. For convenience, along one side of the board, hex rows have only been numbered 0 through 9. The amount of money continues to increment by one for each square the Lord has advanced beyond the 9<sup>th</sup>.

## 2. SUMMON RESERVES

Add townsfolk to the map by reducing the Tracker by cost of each unit. Place 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 as many hexes as their speed, 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 player wishes. Roll one die for each attack. If the result is  $\leq$  the attacker's attack value, the attack hits and the Lord of the Dead reduces his health on the Tracker by one.

# ADVANCED RULES AND VARIANTS

## HERE BE MONSTERS (FAVORS LORD)

Creatures crawl in the search of blood! When any player rolls a 6, the town player must place a monster on the board. Monsters 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 their speed 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 speed has two numbers. The second is the range at which the monster senses a unit. A monster sensing any unit (including another monster) will stop further movement, immediately move this additional speed, 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 soul counter.

## INTERACTIVE TERRAIN (FAVORS 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 value, 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 only enter from the entrance hex. Any unit in a building hex may exit that hex in any direction. The Knight may never enter buildings. The river may not be crossed except via the bridge on Main Street in the center of town.

## DICELESS OPTION

Each player has cards numbered 1-6. Instead of rolling a die, each player secretly chooses a card. The attacker, adds the card value to his unit's attack value. If the attacker's total is higher than the defender's card, he hits. Discard used cards. After all six cards are used, the pile returns to the player's hand.

## SCENARIOS

### SOLITAIRE

Lord of the Dead was designed as a 2-player experience but solo play is possible if you are willing to play the opponents side a little creatively (there is no official AI for the opponent).

Solo vs Townsfolk: The townsfolk favor delaying tactics to multiply the Call the Garrison opportunities. They Setup at the Lord's map edge with all farmers. 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 the main street, casting spells as necessary. Note: the Shadow Wraith does not balance well in solo play.

### RUN THE GAUNTLET (Solo and Multiplayer)

Choose a Lord. The townsfolk may field only farmers and foresters. Townsfolk units begin in a building. During the Call the Garrison phase, the townsfolk receive 1 addition money.

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 & 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 of 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 and Multiplayer)

A rival Lord has taken over the cemetery. For multiplayer, Lord can make up a difference in cost by taking 1 free skeleton per point of difference. One golem may substitute for 2 skeletons.

Solo: The Lord in the graveyard must be one step more powerful than the attacker.

## ESCORT SERVICE (Solo and Multiplayer)

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 for Necromancer, Banshee, and Shadow Wraith; 4 for Pumpkin Head, Vampire, and Lich King; and 5 for the Demon Prince and the Eldritch Horror.

The townsfolk player selects his starting units from Thug, Wise One and Forester and places them anywhere on the map. Skip *Call the Garrison* and *Summon Reinforcement* steps in every turn.

The Lord player chooses his Lord first, but sets up second. He may begin with a skeleton by spending 3 souls for 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 Thug:2 Wise One:1 Forester ratio. Townsfolk attack while the royals flee the opposite map edge.

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

## DOUBLE DRAGON (Three players)

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

During setup, the town player sums the Lords' costs to determine their starting money, and sums their progress during the *Call the Garrison* phase. The townsfolks always go last.

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

## AS IF LIFTED BY ANGELS (Solo and Multiplayer)

The 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.