Gloom of Kilforth: Reference sheet

Setup

☞ Place the locations in a 5×5 grid; Sprawl City at the centre
☞ Place the Encounter, Reward and Night decks beside this
☞ Once per hero (*cooperative game*) or just once (*competitive*):
   • Place an Ancient card beside the map
   • Place its Abilities card beside it
   • Place its Plot cards under the locations of its terrain type
Each hero
☞ Take a Race and a Class card
☞ Place a matching character standee on Sprawl City
☞ Take a 3 card Saga (2 double chapter cards, 1 finale/totem)
☞ Chapter 1 is current (placed on top of the other Saga cards)
☞ Draw 2 cards from a Reward deck, keep 1 as a Rumour
☞ Take 4 Health, Fate & Enemy tokens plus 1 Gold & Hidden

Game flow

Dawn

☞ Mark First hero (first to make camp; on day 1: highest Sneak)
☞ Defeated heroes regain 2 HP and are no longer defeated
☞ Discard any Encounter successes
☞ Unveil any veiled cards
☞ Heroes are not hidden
☞ Each hero receives AP equal to current HP

Hero Turns

Clockwise from First hero, skipping heroes who have made camp
☞ Engage any Enemies present at the start of the turn
☞ Do one of the following:
   • Spend one AP and perform one Action
   • Make camp (any remaining AP are spent)
☞ Engage any non-evaded Enemies present after the Action
☞ Deeds may be performed at any time while not hidden
Continue until all heroes have made camp

Night

☞ Heroes at a Gloom location lose 1 HP
☞ First hero draws and resolves a Night card
☞ If applicable, a Plot card enters play

Repeat until one of the following conditions are met:

The Ancient is defeated (the last if more than one)

☞ Competitive or solo game: The hero defeating it wins
☞ Cooperative game: All heroes win (even any who died)

All heroes are eliminated from the game

☞ No winner

Nightfall on day 25

☞ Cooperative or solo game: No winner
☞ Competitive: Hero with highest Gold and Asset value wins

Actions

Hide

☞ Become hidden (hidden status can be ended at any time)

Move

☞ Discard any Encounter successes gained at current location
☞ Move to an adjacent location or follow a shortcut
☞ *Immediately* perform a Search, ignoring the top requirement

Search

☑ No Obstacles present
☑ No Stranger, Place, Quest or Enemy present
☑ Location is not Sprawl City
☞ Draw and place an Encounter card matching the terrain type

Confront

☑ No Obstacles present
☑ A Quest, Place or Stranger card is present (choose if several)
☞ Resolve any Trap effects
☞ Test against a card attribute without a mini-icon
☞ Add successes from any previous attempts
☞ Test is passed: remove card from map and gain Rewards
→ *Stranger only*
☑ Hero is not hidden
☞ Becomes an Enemy to you (mark this with an Enemy token)
   • If you choose this instead of testing Influence
   • If the first Influence test has no successes

Discover

☑ At the location given on a Reward Rumour card in the hand
☞ Convert the Rumour to an Asset

Clear

☑ An Obstacle token or a Plot card is present; select one
→ *Obstacle token*
☞ Remove the Obstacle token
☞ Draw a Loot token
→ *Plot card*
☞ Fulfil the requirements on the card
☞ Take the Plot card in hand as a Rumour & draw a Loot token

Rest

☑ No Encounters present
☑ The hero has fewer HP than maximum Health
☞ Regain 1 HP

Market

☑ In Sprawl City or due to a card or Loot token effect
☞ At most once each, in any order:
   • *Heal* HP for 1 Gold each (up to max) for any present hero
   • *Purchase* 1 Reward card out of 3 drawn from one deck
   • *Sell* cards for half their value (rounded down individually)

Regale

☑ Hero has not already regaled a chapter this day
→ *Current saga chapter*
☞ Pay 5 Gold; for each keyword either:
   • Discard a Rumour with the keyword
   • Sacrifice an Asset for its Gold value
   • Select and keep a (unique) Asset with the keyword
☞ Increase maximum and current HP by 1
☞ Select and gain an eligible Skill card of the chapter's level
☞ The next saga chapter (or finale after 4th) becomes current
☞ Competitive: heroes 3 levels below regale for free
→ *Current saga finale*
☑ The hero must be on the finale's location
☑ Cooperative game: *All* heroes must be on the location
☞ Test and add previous successes as a Confront Action
☞ Reward is instead a choice between:
   • Put the Totem in play as an Asset
   • Discard Totem for its Gold value
☞ If successful, also place the Ancient(s) on the Map

Deeds

Resolve

☞ Perform a Loot token ability or a "(deed)" ability on a card
☞ Loot tokens are discarded after use

Overcome

☑ A present Encounter has a Weakness keyword
☑ You have a matching keyword in play
☞ Defeat and gain reward as by a successful Confront Action

Assault

☑ An Ancient is present
☑ Your saga finale is completed
☑ Cooperative game: all finales are completed
☑ No Encounters present
☞ Plots cards take effect
☞ Engage Ancient; no abilities may end battle before death

Exchange

☑ Another hero is present (hidden state kept, may be camped)
☞ Exchange Gold, Loot tokens, Rumours, Items, Spells

Team up

☑ A willing hero is present (hidden state lost; may be camped)
☞ Any Rewards are distributed by the active Hero
→ *Confront or Regale saga finale*
☞ Add 1 die per teammate
☞ Each team member can use Fate (but still only once per day)
→ *Enemy engagement or Assault*
☞ Skip Evasion, Surprise and Escape
☞ Each team member performs skirmish step separately

Tests

☞ Roll 1 die per Attribute value tested plus applicable bonuses
☞ Use any abilities that manipulate dice
☞ Each die showing 5 or more yields 1 success
☞ Fate: once per day you may add 1 success to a test by either:
  • Discarding a Fate token
  • Discarding a Rumor card
→ *Repeatable tests (Confront and Regale saga finale)*
☞ Add any successes from previous attempts on the same day
☞ Against Strangers, no successes on the first attempt is a **fail**
→ *Tests with a target number*
☞ Reaching this number of successes is to **pass** the test
☞ Unless the test is repeatable, not doing so is to **fail** it

Engagements

Surprise and evasion
☑ Foe is non-Ancient (an Enemy or an Enemy Stranger)
→ *Hero is hidden*
☞ The hero may either:
  • Break hiding to gain Surprise (+1 die the first battle round)
  • Evade if their Sneak value is higher than the Enemy's
  • Attempt to evade: test against the Enemy's Sneak value
☞ A successfully evaded Enemy is ignored for this turn
☞ If an evasion attempt fails:
  • The hero loses hidden status
  • The Enemy gains Surprise
→ *Hero is not hidden*
☞ Enemies (not Enemy Strangers) drawn this turn gain Surprise

Trap
☞ Resolve any Trap effects

Battle rounds
☞ *Skirmish:* Hero and foe performs Fight tests:
  • For each success, the opponent loses 1 HP
  • As always, the hero loses 1 AP for each HP lost
☞ *Foe defeated?* If the foe has lost its last HP:
  • Enemy: Gain Rewards
  • Ancient: gain only Gold value (no Rumour)
☞ *Hero defeated?* If the hero has lost their last HP:
  • Lose all Gold, and 1 Rumour or Asset
  • Relocate to Sprawl City and make camp
  • Cannot be affected by Abilities for the rest of the day
  • An undefeated non-Ancient Enemy fully heals
  • Foe is an Ancient: Hero is eliminated from the game
☞ *Escape option:* If the foe is non-Ancient, the hero may:
  • Return to the prior (or nearest Enemy-free) location
  • Immediately make camp
  • In this case, the Enemy fully heals
Repeat until one side is defeated or the hero escapes

Rewards

☞ Select one of:
  • Gain the card's Gold value
  • Draw a Loot token
☞ Select one of (*for Enemy Strangers only the first option*):
  • Take the Encounter card as a Rumour
  • Draw a Reward card of the indicated type as a Rumour
☞ Go through any "Trophy" entries in order:
  • Each entry is optional unless marked "(Forced)"
  • If an attribute is specified, defeat must be by a test of this
  • Place any Reward cards as Assets or discard for Gold value

Restrictions

☞ At any time heroes are limited to having at most:
  • 6 Loot tokens
  • 6 Rumour cards in hand
  • 6 Assets in play
  • 1 Asset with any given unique keyword (marked *)
☞ You can only learn Skills of the type given on your Class card
☞ You can not *use* a Spell with a higher Study value than yours

Attributes and icons

Attribute values on cards are placed on bands on the upper left edge, and the four attributes are distinguished by the position, colour and icon of these bands. At the right-hand edge of these bands, a mini-icon (or lack thereof) indicates how the attribute may be used:

4✕ A **die** means that a hero or a foe may perform a test using this value – a plus sign after the number means that heroes may add this value to their corresponding attribute value

3 No mini-icon means that heroes may perform tests against this value

1 A **skull** occurs only on the Sneak attribute of Strangers, and means that heroes may perform tests against this value if the Stranger has been turned into an Enemy

4 A **lock** occurs only on the Study attribute of Spells, and indicates the minimum Study value needed by a hero in order to activate the spell

Other important game terms

Veil: mark as used this day (rotate or use an Obstacle token)
Gain (a Reward card): receive as a Rumour, not as an Asset
Relocate: change location, but do not perform a Search
(Map): effect is applicable while the card is on a location
Strongest: hero with highest level of their highest level Skill
Weakest: hero with the lowest level of their highest level Skill
In the last two cases the First Hero decides ties

Clarifications

☞ *Use X for a Y test:* bonuses to attribute X apply, bonuses to attribute Y do not
☞ "Brave" (Martial III): regard *add +1 to each die* as equivalent to *each '4' in is also a success*
☞ "Local Hero" (Pious III): replace *until the end of the phase* with *for one test*. It can be used more than once for the same test
☞ "All heroes" means all heroes in the game, while "each hero" means all heroes participating in an action (as a team)
☞ Veiled cards do not contribute any bonuses to tests, but may be sacrificed

Keyword connections

Terrain type	Plains	Forest	Badlands	Mountain
Frequent Encounter	Stranger	Place	Quest	Enemy
Encounter subtypes	Neutral Noble Villain	Abode Dungeon Respite	Assist Destroy Seek	Demon Humanoid Undead
Reward type	Ally	Title	Spell	Item
Reward subtypes (unique)	Martial Arcane Shadow Pious	Order Rank Reputation Steed	Combat Healing Aid Kinetic	Weapon Armour Potion Jewellery
Gold value	4	2–6	2–4	2–6

Practical recommendations

☞ Use a hero sheet where Health, Action and Hidden tokens can be slid back and forth between active and inactive state
☞ If you use a hero sheet with fixed spaces for the cards, mark veiled cards with Obstacle tokens instead of rotating them
☞ Use Obstacle tokens to mark "extra" Action points gained by using tokens or card abilities
☞ When you use Fate, mark this by placing an Obstacle token among your Fate tokens
☞ Place a Gold token for each success beside the tested attribute on not fully defeated Encounter cards (but Obstacle tokens on saga finales)
☞ Use Gold tokens to track the Health of foes
☞ Use Gold tokens to count *down* any *per game* abilities
☞ Use Obstacle tokens to count *up* any *per day* abilities
☞ At Dawn, remove all Obstacle tokens from the hero area(s) and all Gold tokens from the map

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SETUP

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☞ Place the Encounter, Reward and Night decks beside this
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- Place an Ancient card beside the map
- Place its Abilities card beside it
- Place its Plot cards under the locations of its terrain type

Each hero
☞ Take a Race and a Class card
☞ Place a matching character standee on Sprawl City
☞ Take a 3 card Saga (2 double chapter cards, 1 finale/totem)
☞ Chapter 1 is current (placed on top of the other Saga cards)
☞ Draw 2 cards from a Reward deck, keep 1 as a Rumour
☞ Take 4 Health, Fate & Enemy tokens plus 1 Gold & Hidden

GAME FLOW

Dawn
☞ Mark First hero (first to make camp; on day 1: highest Sneak)
☞ Defeated heroes regain 2 HP and are no longer defeated
☞ Discard any Encounter successes
☞ Unveil any veiled cards
☞ Heroes are not hidden
☞ Each hero receives AP equal to current HP

Hero Turns
Clockwise from First hero, skipping heroes who have made camp
☞ Engage any Enemies present at the start of the turn
☞ Do one of the following:
- Spend one AP and perform one Action
- Make camp (any remaining AP are spent)

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☞ Deeds may be performed at any time while not hidden
Continue until all heroes have made camp

Night
☞ Heroes at a Gloom location lose 1 HP
☞ First hero draws and resolves a Night card
☞ If applicable, a Plot card enters play

Repeat until one of the following conditions are met:

The Ancient is defeated (the last if more than one)
☞ Competitive or solo game: The hero defeating it wins
☞ Cooperative game: All heroes win (even any who died)

All heroes are eliminated from the game
☞ No winner

Nightfall on day 25
☞ Cooperative or solo game: No winner
☞ Competitive: Hero with highest Gold and Asset value wins

ACTIONS

Hide
☞ Become hidden (hidden status can be ended at any time)

Move
☞ Discard any Encounter successes gained at current location
☞ Move to an adjacent location or follow a shortcut
☞ *Immediately* perform a Search, ignoring the top requirement

Search
☑ No Obstacles present
☑ No Stranger, Place, Quest or Enemy present
☑ Location is not Sprawl City
☞ Draw and place an Encounter card matching the terrain type

Confront
☑ No Obstacles present
☑ A Quest, Place or Stranger card is present (choose if several)
☞ Resolve any Trap effects
☞ Test against a card attribute without a mini-icon
☞ Add successes from any previous attempts
☞ Test is passed: remove card from map and gain Rewards
→ *Stranger only*
☑ Hero is not hidden
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- If you choose this instead of testing Influence
- If the first Influence test has no successes

Discover
☑ At the location given on a Reward Rumour card in the hand
☞ Convert the Rumour to an Asset

Clear
☑ An Obstacle token or a Plot card is present; select one
→ *Obstacle token*
☞ Remove the Obstacle token
☞ Draw a Loot token
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☞ Fulfil the requirements on the card
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☑ The hero has fewer HP than maximum Health
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Market
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☑ Hero has not already regaled a chapter this day
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