

Trials of the Half-Blood King: A Solo adventure for Dwarf7s fall



Playing as a Half-blood:

Half-bloods can gather gems as good as **dwarfs**, can fight monsters as good as **elves** and bully as bad as **ogres**. But they don't have kingdom cards (or a kingdom at all) of their own. They also cannot be upgraded into special classes.

Rush: When you are playing with half-bloods you start the game with **4 actions**.

Boldness: Half-bloods do not fear or care for monster territories at all. So they ignore all monster abilities

Gather gems: You just need to place the exact amount of meeples described on the mine card in order to fulfill the task.

Elf Accuracy: Your half-bloods are able to fight monsters from afar. You can count half-bloods for the purpose of defeating a monster, from kingdom cards that are adjacent to the monster you are fighting. (For example. If you have 2 half-bloods on a monster and another 3 on an adjacent mine, you can kill the monster!). But be careful, half-bloods cannot take benefit of this ability if they are blocked by walls. Also, you need at least 1 half-blood on the monster card in order to defeat the monster. Finally, when a monster is defeated, only the half-bloods on the monster card, return to your pile. The rest of the half-bloods that helped, stay on their cards and can be resolved separately.

Ogre Strength: At the cost of 1 action, remove one of your half-bloods from the Explore Area and place it at your pile. Remove 1 Enemy meeple from the same tile and place it back in the box.

Epic Barbecue: Half-bloods consider defeating 3 monsters as a finished goal. Example: You make the game end, with 2 goals and 3 monsters.

3) Place the remaining kingdom cards randomly from the top left corner on all empty spaces in the playmat without rotating those cards.

4) Pick one of the 4 colors of dwarf meeples. Set those 7 meeples aside (you are going to use them to play). Take the rest of the meeples and place 1 meeple on each gold and ruby mine on the board, and 1 meeple on each monster. (You should be left with 5 meeples in hand. Set them aside, you will not be needing them).

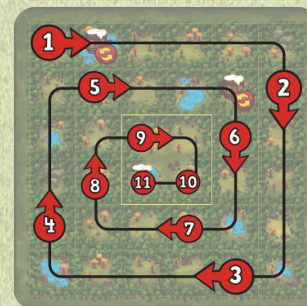


5) From the ogres deck, set aside the "Crown" and all "Thief" cards; Also remove all secret goals from the game.

6) Shuffle all trading goals and open 4 instead of 3.

7) Set up the gems and the rest of the ogre cards as usual. Take the 7 meeples you have placed aside to play in front you.

The Doom Spiral:



Every turn, after you resolve, you discard an entire row of kingdom cards (and the dwarfs on it). Your dwarfs return to your pile if discarded in this way. Which cards are discarded every turn can be seen in the image above.

As you can see, you will have 11 turns until the game is over. It's a very short amount of time and you will need to make the best out of it in order to win the trials.

Game Setup:

Place the playmat on the board (if you don't have the playmat, consider a 6x6 grid as the Explore Area).



1) Set aside all general stores from the 4 kingdom card starter decks (blue, green, yellow and red). Shuffle all remaining cards of those decks together.

2) Place the general stores on the playmat as described in the image above.

Winning the Game:

Choose a challenge from the ones stated below. These are your winning conditions for the game.

The Squire (easy): Achieve at least 30 VPs and complete 2 goals.

The Barbarian (medium): Achieve at least 30 VPS and kill at least 6 Monsters.

The Miner (medium): Achieve at least 35 VPs and complete 3 goals.

The Born Leader (hard): Achieve at least 40 VPs.

The one True King (insanely hard): Achieve at least 40 VPs, kill 6 monsters and complete 4 goals.



Requires Dwarf7s Fall in order to play. Sold Separately.



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