

Karak

Regent



KARAK: REGENT

GAME RULES



HOW WERE THE RE-ANIMATED SKELETONS and the nightmarish dragon brought into existence in the depths of Karak? The answer is hidden in dusty scrolls mentioning a cruel monarch craving infinite power and wealth. The whole country suffered under his reign. Was it any wonder there were heroes who tried to stop him? They set off to Karak Castle, and nobody has ever heard of them since. They accomplished their mission though—the Lord of Karak has vanished. But no one really knows exactly what happened. However, it is rumoured that thanks to the dark magic he used, he is trapped between life and death where he is biding his time before he returns to the world of the living...

KARAK: REGENT is an expansion pack that brings 4 new heroes, 2 new monsters, 2 new items, 2 new types of rooms and an alternative game mode called *The Lord of Karak*. To play KARAK: REGENT, just add the expansion components to the corresponding components from the original game.

GAME COMPONENTS

- 1** 4 cardboard hero pawns including stands
- 2** 18 cardboard catacomb tiles
(6 arenas, 4 cursed chambers, 8 rooms)
- 3** 4 cardboard hero sheets
- 4** 1 cardboard pawn of the Lord of Karak including a stand
- 5** 1 cardboard Lord of Karak sheet
- 6** 8 cardboard monster tokens
(6 bats, 2 skeletal mages)

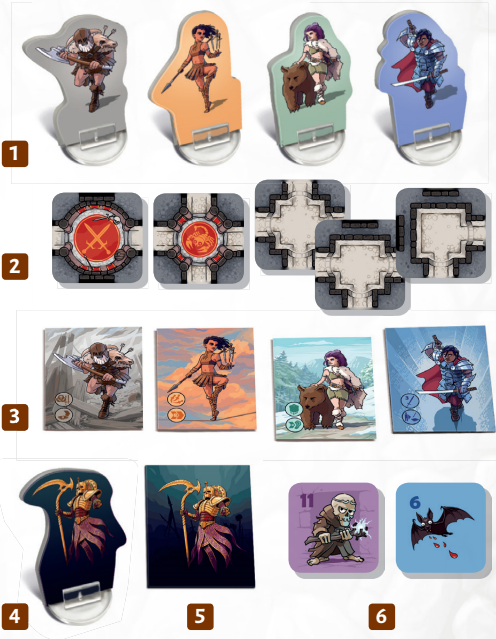
THE LORD OF KARAK CHAMBERS

KARAK: REGENT brings two new rooms, collectively referred to as “the Lord of Karak chambers”. They are a *battle arena* and a *cursed chamber*.

Battle Arena



The first time a player enters a *battle arena*, he must decide which of the other players he will challenge. Then he moves this player’s pawn to his own hero pawn.



Combat between heroes is similar to combat with a monster—except for the fact that the value to be exceeded is the other hero’s *total attack strength*. The player who entered the battle arena calculates his roll first—at this point he must also decide whether to use any of his spells and/or his hero’s abilities. Then the player whose hero was summoned to the arena, calculates his roll. The winner of the battle can take *treasure* or any other item or *spell* from the defeated player. The defeated player also loses 1 *life*. If there was a draw, no one gains or loses anything. After the battle, both players’ pawns remain on the battle arena tile.



The battle arena is activated only the first time it is entered. After combat has taken place, it will not be activated again, and it functions as an ordinary corridor.

Note: When fighting in the combat arena, you can use all the combat traits of your heroes! A warrior can throw again if he fails the first roll. A thief wins in the case of a tie. An oracle has **+1** in combat if she enters the battle arena on the first move or if she was summoned to the arena by someone else, etc. A cursed hero cannot use his abilities.



Cursed Chamber

Each player must roll a dice when entering the *cursed chamber*. If they roll a 1 to 3 on a dice, Karak's curse falls upon them—they take a curse token, and then they can continue making the remaining moves. If players roll a 4 to 6, they avoid the curse. If a hero who is already cursed enters the tile, he doesn't roll a dice and remains cursed. The *cursed chamber* remains active for the rest of the game and affects any players who enter it.

Note: If a hero must return to the cursed chamber tile because of a lost combat encounter with a monster on an adjacent tile, the player must roll the dice again.

NEW EQUIPMENT



The Thorn of Darkness

The *thorn of darkness* can be obtained by defeating a giant bat.

The *thorn of darkness* harms other players. When using this spell, the possessor of the *thorn of darkness* chooses one of the other heroes and takes one life away from him. After using the *thorn of darkness*, discard it and remove it from the game. Use does not spend a move and you can use the spell only during your own turn. You can cast more *thorns of darkness* in one turn, even on the same hero.

Note: If HORAN loses his last life due to the *thorn of darkness*, his reincarnation ability is calculated according to ordinary rules.



The Frost Fist

The *frost fist* can be obtained by defeating an ice mage.

Using the *frost fist* in combat adds **+2** to the hero's total attack strength. Like other spells, it is necessary to discard the *frost fist* and remove it from the game after using it. The *frost fist* can be used even after a dice roll, and you can use more of them in one combat encounter or combine them with other spells.

Note: A wizard can use the *frost fist* repeatedly as well as a *magic shot* in the original game.

NEW HEROES

Valduk — the Barbarian



Berserk:

Wounds drive the barbarian into a frenzy, in which his blows are more powerful. If the barbarian has exactly 3 or 4 lives, add **+1** to his *total attack strength*. If he has only 1 or 2 lives, add **+2**. When healing, the barbarian can choose how many lives he wants to heal—and thus influence his bonus for the *berserk* ability.



Perseverance:

The barbarian keeps fighting for hours. If the barbarian defeats a monster and does not take equipment, he has acquired in combat, he can make the remaining moves in his turn.

For years the Nordic people stood in the way of ambitions of the Karak rulers. Although they have never been subdued, the resistance cost VALDUK and his people countless lives, lost in vain and a number of plundered villages. The once mighty castle now stands in ruins, so VALDUK has set out in his enemy's territory to retrieve the long-stolen treasures of his family.

Baron Markul— the Battle Mage



Sword Master:

The battle mage is a specialist in sword combat. The sword has the **power of 3** in his hands.



Blitz attack:

The battle mage can teleport to any tile in which a monster is located at the cost of all four steps of his move to fight the monster. If he loses, he can choose which direction he retreats. However, he is only allowed to retreat to tiles that have already been discovered.

BARON MARKUL is a member of the battle mage order that once resisted the tyranny of the Lord of Karak. Despite the sacrifice of many of their comrades, they were not able to win a total victory. The implacable monarch was trapped in the astral plane, and there is still a threat he will regain his former power. The fight which began a long time ago needs to be brought to an end.



and immeasurable wealth hidden in the depths of Karak. Is she destined to earn all the glittering treasures as a fortune-teller from the caravan foretold her, or is her youthful rashness driving her into danger?

Lady Lorraine — the Ranger



Bear attack:

The ranger has a faithful companion at her side. If she rolls **1 on a dice** in combat, it **counts as 6**.



Eavesdropping:

The ranger has instincts perfectly trained thanks to her life in the wilderness. If a player declares that he is eavesdropping he can explore an adjacent tile in the catacombs at the cost of one move including drawing a monster token from a bag. However, he does not enter a new tile. The player can enter a newly discovered tile at the cost of another move, or he can travel elsewhere. He can eavesdrop repeatedly on his turn.



Hannah—the Acrobat



Throwing daggers:

The acrobat is a master of throwing daggers. She can put daggers (with a power of 1) to the slot for spells on her inventory board. Each dagger she has on her inventory board adds **+1** to her total attack strength in combat. Unlike spells, daggers are not removed after use.



Sprint:

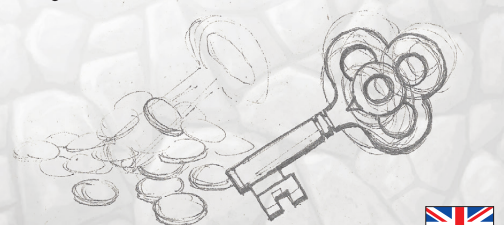
The acrobat is an excellent sprinter. Instead of a normal move, a player can announce at the beginning of his turn that the acrobat will sprint. In this case, Hannah can travel a distance up to 8 tiles—but she is not allowed to enter undiscovered areas.

The young acrobat HANNAH arrived with a caravan of wandering performers from the far southern plains. She was fully enchanted by a vision of true adventure



Note: If the ranger discovers the battle arena thanks to eavesdropping and she does not enter it afterwards, turn the catacomb tile face down so that it is clear the arena has not been activated so far.

LADY LORRAINE has always been closer to the animal denizens of the forest than to other people. She stopped trusting people a long time ago and grew less and less interested in them. Nevertheless, when human irresponsibility allowed the dark forces to spread to unaffected corners of unspoilt nature, she could not stand aside any longer. Along with her faithful bear companion, LORRAINE decided to set out to Karak Castle and to rectify the damage people brought about.



GAME VERSION— THE LORD OF KARAK

THE LORD OF KARAK was a sovereign ruler who managed to unify a formerly fragmented country struggling constantly for its territory. His effort required many sacrifices but eventually it was almost done. There was only one last problem to solve—time. The Lord of Karak had never planned to hand over the reign to a successor. Never! He wanted to be immortal and rule forever. Had it not been for the interfering wizards, he would have been successful. However, after a battle, he remained trapped between life and death. Ever since, he has been looking for a way to come back to his throne, which has been occupied by a monstrous lizard in the meantime.

The Lord of Karak is a version that brings more excitement to the game and also maintains the suspense of the game for a longer time. Playing the version of the Lord of Karak is recommended for players who already have experience with the original game—especially with the skills of individual heroes.

During the game, the role of the Lord of Karak is taken over by a player with the weakest hero. The Lord of Karak comes into the game when 5 of Lord Karak's chambers are discovered (*Lord Karak's chambers are battle arenas and cursed chambers*). At that moment, identify the weakest of the heroes, i.e. the one who is:

1. The hero with the least number of treasure items;
2. If it is equal, the hero with the lowest total weapon power;
3. If it is equal, the hero with the lowest number of other items;
4. If it is equal, the hero who rolls the lowest number on a dice.



EXAMPLE 1

The wizard is the only player who has no treasure in his inventory. Thus, the spirit of Karak possesses the wizard, regardless of the other equipment he has.



EXAMPLE 2

A: Both the thief and the barbarian have no treasure. All other players have at least one treasure or more. The thief has *two daggers*, the barbarian has only *a sword*, so the power of their weapons is the same. The thief has *a key*, the barbarian has a *magic shot*, so both of them have the same number of other items.

B: Both players roll a dice. The thief rolled 2, as did the barbarian. The roll is repeated then. On the second roll, the thief rolled 5 and the barbarian 1. Thus, the *spirit of the Lord of Karak* possesses the barbarian.



The player, whose hero was possessed by the spirit of the Lord of Karak, exchanges his hero's pawn and sheet for the sheet of the Lord of Karak. Then:

- His hero is healed to the maximum and any potential curse is removed from him;
- His hero loses his original skills (exception— he keeps them when two players are playing);
- His hero gains the skills of all other heroes currently in play—the Lord of Karak has

absorbed a lot of knowledge and skills over the years of his life.

The same rules as for other players are applied to the Lord of Karak. Thus, he has 4 moves on his turn: he discovers rooms; he fights monsters; he collects and uses items, and it is possible to curse him. The Lord of Karak's objective is also to collect the greatest number of treasure.

The game ends by defeating the dragon.

EXAMPLE

4 players, who have drawn the oracle, the thief, the warrior and the barbarian, are playing the game.

A: The barbarian has not done well so far in the game and he has no treasure or weapon. Thus, he is possessed by the *spirit of the Lord of Karak*. He discovers a room on his turn. Since the oracle is in the game and he has her skills, he can take two tokens out of the bag and choose the one that suits him better.

b: However, the Lord of Karak also has the thief's skills, and he decides to walk around the monster and discover other places. The next discovered tile is also a room. He takes two tokens out of the bag again and this time one of them is a **SKELETON WITH A KEY**.

c: He puts it on a catacomb tile and decides to fight the **SKELETON**. He rolls dice to fight the monster. He rolls two 1s on his dice. Since the warrior is also in the game, he has his skills as well.

D: Thus, he rolls the dice once again. He totals 8 on the dice and has no attack weapons or spells. However, since the thief is in the game and he has her skills, he wins the combat even in case of a tie. Thus, he defeats **THE SKELETON THAT HAS A KEY** and takes the key from him. His turn is over.



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