

# Lords & Ladies of Blackbriar

created by Kendall Byington

## Premise

The Lords & Ladies of Blackbriar is a cooperative Gothic horror survival game with dice chucking. The Victorian-era town of Blackbriar has been cursed by vile Necromancer and his occult magic. The luminaries of Blackbriar have taken up arms to fight back against the threats against their town. Fire your guns, swing your swords, and bolster your companions to survive a harrowing night of supernatural menace.

## Setup

- Put aside the Graveyard, Mausoleum, and Fence hexes. Shuffle the Town hexes and deal them out in a 2 deep X 6 wide pattern (the rows will be staggered with a hex placement). Place the Fence hexes in a row below the Town hexes in a 1 deep X 6 wide pattern. Shuffle the Graveyard hexes and deal them out in a 3 deep X 6 wide pattern below the Fence hexes. For the **normal** game, place the Mausoleum in one of the middle hexes of the center Graveyard row so that it is equidistant from the nearest three Town hexes. For the **easy** game, place the Mausoleum in one of the middle hexes of the last Graveyard row, again equidistant from the nearest three Town hexes. For the **expert** game, place the Mausoleum in one of the middle hexes of the Graveyard row closest to the Fence hexes, following the same equidistant measure to the nearest three Town hexes.
- Place the Church, Factory, Hospital, and Town Hall Building cards near the Town hexes and the Mausoleum Building card near the Graveyard hexes. Place all the game tokens within easy reach.
- Separate the Banshee, Barghest, Hag, Necromancer, Nosferatu, Reaper, and Werewolf cards (heretofore referred to as the Elite Supernatural creatures) from the Supernatural deck; the Health on all Elite creatures is greater than 11. Place the Necromancer face down to start the Necromancer pile. Shuffle the remaining Elite creatures and secretly draw two face down, each starting a separate Elite pile next to the Necromancer. Remove the remaining Elite creatures from the game. Shuffle the Supernatural deck, then deal cards face down to the top of the first Elite pile until it contains three times the number of Townsfolk in cards (including the Elite creature). Then deal cards face down to the top of the second Elite pile until it contains two times the number of Townsfolk in cards (including the Elite creature). Lastly, deal cards face down to the top of the Necromancer pile until it contains the number of Townsfolk in cards (including the Necromancer). Stack the first Elite pile on top of the second Elite pile, then stack that pile on top of the Necromancer pile to form the Supernatural deck for the game. Set the newly formed Supernatural deck near the Mausoleum Building card. Set the remaining Supernatural cards aside for now (they will be used later).
- Players choose a Townsfolk and take all the dice and cards for that Townsfolk. Each player places their small Townsfolk card on any unoccupied Town hex (Buildings do not occupy a hex). Each player puts their starting dice, indicated at the top right of their large Townsfolk card, in the Delayed section. Players put their remaining dice and their Upgrades nearby.

## Sequence of Play

- The game starts with a Supernatural turn, then alternates between the Townsfolk turn and the Supernatural turn until the game is won or lost.
- There are a minimum of six waves (rounds) of Supernatural creatures. During the third and fifth wave, an unknown Elite Supernatural creature will arrive. The sixth wave will herald the arrival of the Necromancer and his minions. More waves **may** follow, depending on how long it takes to defeat the Necromancer.
- **Key Concepts:**
  - **Moving:** Townsfolk and Supernatural creatures cannot move through spaces occupied by other Townsfolk or Supernatural creatures, unless otherwise indicated; Townsfolk or Supernatural creatures cannot move if there are no empty adjacent spaces. Notable exceptions are the Flying and Stacking abilities.
  - **Line of Fire:** Unless otherwise noted, a Ranged attack occurs along a line through a hex facing or a hex corner, and must strike the first enemy or enemy Building in that Line of Fire. The Line of Fire must pass through the center of a hex in order to strike a creature of Building in that hex. Allied creatures and Buildings do not block Line of Fire, but enemy Buildings do.
  - **Attacking:** Unless designated as Ranged, an attack can only be performed on an adjacent hex containing a creature, Building, or Townsfolk. Unless otherwise indicated, creatures, Buildings, and Townsfolk are only adjacent to each other if they are not under a Stack; if a creature, Building, or Townsfolk is under a Stack, it is no longer adjacent (even if it is in an adjacent hex). Unless otherwise indicated, creatures, Buildings and Townsfolk under a Stack are protected from being damaged. Enemies in the same stack can attack each other.
  - **Damage:** Supernatural creatures, Buildings, and Townsfolk gain damage tokens when they are attacked. Each Supernatural creature, Building, and Townsfolk has a Health score indicated in the upper portion of its card. Players lose the game if the damage taken by a Townsfolk equals or exceeds its Health, or if all Town Buildings have been dealt enough damage to equal or exceed their Health. Supernatural creatures are discarded or the Mausoleum is destroyed when their damage equals or exceeds their Health.
  - **Actions & Abilities:** Supernatural creatures only have the move and/or attack actions as indicated on the lower right of the cards. All other abilities listed on a Supernatural creature occur automatically. Townsfolk actions are only limited to the number of dice available to perform them; when there are no more active dice, or players do not wish to use their remaining dice or actions for a Townsfolk, the Townsfolk finishes its activation. Townsfolk abilities that do not require dice to perform occur automatically.
  - **Linked Actions:** Some Townsfolk actions require more than one die to activate. These actions are performed only after all dice are assigned. This includes the LOAD and firing actions of guns and the Explosives action of the Widow.
  - **Sharing Dice:** Unless otherwise indicated, players may share any of their Townsfolk dice with another Townsfolk. When a player does so, those dice can be used to activate another player's Townsfolk actions. However, these dice will be Delayed and will not be available to their respective Townsfolk next turn.
  - **Delayed Dice:** Only the dice in the Delayed area belonging to the Townsfolk are activated at the start of a Townsfolk turn. Any dice not belonging to the Townsfolk are placed on their respective Townsfolk's Delayed area after all players have rolled their dice. Any dice that are removed to a Townsfolk's Delayed area during a Townsfolk turn are not be available until the next Townsfolk turn.
  - **Buildings:** All enemy Buildings block Line of Fire for Ranged attacks. During the Townsfolk turn, a Town Building can be used for its ability by placing any Townsfolk die there; these Building abilities work for any Townsfolk on any Town hex. These dice return to their respective Townsfolk's Delayed area next turn after dice have been rolled. If a Town Building is destroyed with a die on it, return that die immediately to its respective Townsfolk's Delayed area. If a Town Building is destroyed, it is flipped over to the Ruin side; that Building can no longer be activated and no longer blocks Line of Fire. If the Mausoleum is destroyed,







flip it to its Ruin side; Supernatural creatures still arrive in the space of the Ruin, but they can no longer use Stacking and the Ruin does not block Line of Fire.




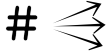








- **Supernatural Creatures:** When a Supernatural creature is defeated, it is placed into a Supernatural discard pile. If there were any dice on the creature when it died, return them to their respective Townsfolk's Delayed area. Tokens that were placed as a result of being attacked by a defeated creature **remain in play**.
- **Supernatural Turn:** A Supernatural card is drawn, one at a time, for each Townsfolk in the game. When drawn, a creature is placed face up and activates at the Mausoleum, according to the following rules:
  - Supernatural creatures must move from the Mausoleum (or Ruin) hex if able. If creatures are unable to move from the Mausoleum hex, they gain the Stacking ability at the Mausoleum until they are able to move in a subsequent turn. If a Supernatural creature cannot move, it will take the attack action, if able.
  - Supernatural creatures move toward and/or attack the nearest Townsfolk or Town Building. If two or more are equidistant, the creature moves towards the Townsfolk or Town Building with the least remaining Health. If remaining Health is equal, the creature moves toward a Townsfolk over a Town Building. Otherwise the players choose which Townsfolk it moves toward.
  - A movement arrow with an attack icon means a Supernatural creature can move **and** attack, in that order. Otherwise, it can only move **or** attack. Creatures **prefer to move and attack** over only moving. Abilities that occur while moving or as the result of an attack activate during the move and/or attack action. Any abilities not listed as part of movement or attacking always trigger during the Supernatural creatures activation, as indicated. Abilities are activated in the order they appear on the creature's card, top to bottom, during or after its movement and/or attacks are resolved.
  - After the first turn, creatures remaining from previous turns activate before new Supernatural creatures arrive at the Mausoleum (or Ruin). Creatures activate starting from highest starting Health to lowest starting Health. Creatures of equal Health that are closest to a Townsfolk or a Town Building activate first (players choose if equidistant). Then draw the Supernatural creatures for this turn.
  - If a Townsfolk or a Town Building is attacked, the Supernatural creature rolls the damage dice indicated in the upper right of the Supernatural creature's card, dealing damage equal to the roll (choose a player to roll the damage). Townsfolk may gain tokens as the result of an attack.
- **Townsfolk Turn:** The players activate their Townsfolk collectively and in whatever order they choose, according to the following rules:
  - Each player removes all dice belonging to their respective Townsfolk from the Townsfolk's Delayed area (and any of their unused dice held for blocking) and rolls them. Delayed dice that do not belong to a Townsfolk are returned to their respective Townsfolk's Delayed area after each player has rolled (these dice are not available this turn). Any dice on a Building or on a Supernatural creature are also returned to their respective Townsfolk's Delayed area. If a Supernatural creature is killed with any dice on it, immediately return those dice to their respective Townsfolk's Delayed area.
  - Each Townsfolk can spend their dice on actions from their own Townsfolk card or share their dice to any other Townsfolk's card to activate those abilities. If a die is spent on a Refresh space, it is removed to the Delayed area of the Townsfolk card it was played on immediately (including any linked dice). If a space does not Refresh, the dice remains locked in place until the end of the Townsfolk turn.
  - Some Townsfolk have helpful actions that they can activate. A Townsfolk with a Ranged helpful action cannot activate that action on themselves or an adjacent Townsfolk. Otherwise, helpful actions can be performed on themselves or adjacent Townsfolk.
  - Each Townsfolk has one free move per turn, moving to an adjacent empty hex. A Townsfolk **cannot move** away from active adjacent Supernatural creatures or while an active Supernatural creature is Stacked with it; a Townsfolk can move if it remains adjacent to all

active adjacent Supernatural creatures, but **not** while it is in a Stack with one. Any additional move a Townsfolk takes during a turn requires spending one of its own Townsfolk dice (a player **cannot** use a shared die from another player).












- A Townsfolk **cannot use Ranged attacks** when active Supernatural creatures are adjacent to or Stacked with them. Ranged attacks follow the Line of Fire rule.
- Players may spend or share dice to Upgrade each other's Weapons according to a Weapon's Upgrade cost; when spending dice on an Upgrade cost, any value spent that exceeds the cost is lost. Replace the Townsfolk's Weapon by covering it with the next Weapon tier. A Weapon tier **cannot be skipped**. Dice remaining on the replaced Weapon are moved to the Delayed area of the Townsfolk card. Only one Upgrade per Townsfolk can be purchased during a Townsfolk turn.
- If an Upgrade adds a new die to the Townsfolk's dice and that die is **not** a D6, that player **must remove** one of their Delayed D6 on their Townsfolk's Delayed area from the game (a player **cannot** use a shared die from another player **nor** take remove one of their D6 from another Townsfolk's Delayed area); an Upgrade cannot be obtained if a player must remove a Delayed D6 and there are no D6 belonging to their Townsfolk in its Delayed area. When an Upgrade is purchased, the newly acquired die is **immediately rolled** and can be used during the turn.
- Any unused active dice can be used for blocking damage. If a Townsfolk has unused active dice during the Supernatural turn and is attacked, they can be spent to reduce damage taken by 1 for each D6, by 2 for each D8, and by 3 for each D10/D12. Place all dice spent on blocking into the Delay area of the Townsfolk card. Townsfolk **can share** dice when blocking, but **must be adjacent** to the attacked Townsfolk to do so.
- At the end of the Townsfolk turn, players move all dice on their Townsfolk card actions (including other Townsfolk shared dice) up to their Delayed area. All other dice are left to reside where they are until the next Townsfolk turn (excepting blocking dice, which can be spent and put into the Delayed area of a Townsfolk on the Supernatural turn).
- **End of Game:** Players win the game if the Necromancer is defeated. Players lose the game if either all Town Buildings are destroyed or a Townsfolk is killed.

## Townsfolk Actions




- ❖  **BLESS:** The next damage dealt by a Townsfolk is multiplied by the number of BLESS icons.
- ❖  **COMPEL:** A Supernatural creature must make an attack on an adjacent Supernatural creature or the Mausoleum. If it cannot do so, the Madame can move that creature in any direction, if able.
- ❖  **DAMAGE:** Attack deals damage equal to the number of icons to a Supernatural creature or the Mausoleum.
- ❖  **DISCOUNT:** Townsfolk adjacent to the Widow (including herself) gain a DISCOUNT on their Upgrade purchases equal to the number of DISCOUNT icons.
- ❖  **FUSE:** An attack with Linked explosives deals collective damage generated by each die to a single creature or Building. Then all creatures, Townsfolk, and Buildings adjacent to the target are dealt fixed damage.
- ❖  **HEAL:** Remove damage that has been dealt to a Townsfolk equal to the number of icons.













- ❖  **LOAD:** Any die value may be used to load a single shot into a Weapon (this action is Linked to firing the Weapon). Once fired, this die is expended.
- ❖  **LOAD (AMMUNITION):** A special action that loads multiple shots into a Weapon. Each time a shot is fired from the Weapon, the die value is reduced by one until it is expended. This type of Linked LOAD does not REFRESH until all its shots have been fired. Unused shots are lost at the end of the Townsfolk turn; return the die to the Delayed area of the Townsfolk card.
- ❖  **LOAD (PIERCING):** Any die value may be used to load a single shot into a Weapon (this action is Linked to firing the Weapon). A special action that multiplies the damage of a shot fired from a Weapon. If the die value matches the value range required for this ability, multiply the damage by the result. If the die value does not match, then the Weapon fires an unmodified single shot.
- ❖  **LOAD (SCATTERSHOT):** Any die value may be used to load a single shot into a Weapon (this action is Linked to firing the Weapon). If the die value matches the value range required for this ability, the weapon fires at a number of creatures equal to the die value along any Line of Fire (including creatures within a Stack). If the die value does not match, then the Weapon fires at a single creature (including any creature within a Stack).
- ❖  **POISON:** The Doctor places POISON tokens on an adjacent Supernatural creature equal to the number of POISON icons. During the Supernatural turn, when a creature activates it is dealt damage equal to the number of POISON tokens on it. Then remove one of the POISON tokens.
- ❖  **RANGED:** This weapon type follows the Line of Fire rules. A Townsfolk's Ranged weapon cannot be used when adjacent to or Stacked with an active Supernatural creature. A Townsfolk's Ranged helpful action cannot be used on themselves or adjacent Townsfolk.
- ❖  **REPEL:** Compel an active Supernatural creature to move a number of spaces away equal to the die value. Each space moved must be farther away than the last space, if possible. If the creature is unable to move, nothing happens.
- ❖  **REFRESH:** When activated, return the expended die, along with any Linked expended dice, to the Delayed area of the Townsfolk card. The action is now free to be used again this turn.
- ❖  **REROLL:** Allows a nonadjacent Townsfolk in a Line of Fire to reroll one of their dice.
- ❖  **SET DIE:** Allows a nonadjacent Townsfolk in a Line of Fire to change one of their dice to any value.
- ❖  **STUN:** The Madame places a Stun token on a Supernatural creature. That creature is no longer active and the **only activation** it can take on its turn is to remove the Stun token; the creature cannot use its actions or abilities.
- ❖  **UPGRADE:** Each Townsfolk Upgrade has a cost associated with it. Each player can pay to Upgrade a Weapon to the next tier by spending dice greater than or equal to the cost. Upgrades can only be purchased once per turn.

## Supernatural Actions

- ❖  **ARC FIRE:** This creature can use its attack action to strike any hex containing a Townsfolk or Town Building with the most Health (instead of the least).
- ❖  **ATTACK:** This creature attacks an adjacent Townsfolk or Town Building, or a Townsfolk or Town Building it is Stacked with, if able. Creatures with the Ranged ability attack a Townsfolk or Town Building in its Line of Fire if no Townsfolk or Town Buildings are adjacent to or Stacked with it. Creatures with the Arc Fire ability attack a Townsfolk or Town Building with the most Health.
- ❖  **AVOIDANCE:** This creature must use its move to avoid being in the Line of Fire of a Townsfolk, if able. If it is unable to move, or if any move it could make still puts in a Townsfolk's Line of Fire, it uses the attack action instead, if able.
- ❖  **FAST:** This creature can take one additional move and/or attack action for each icon.
- ❖  **FLYING:** When this creature moves, it can jump a line of contiguous creatures or Townsfolk if there is a legal space it can move to.
- ❖  **MOVE:** A creature moves to an adjacent legal space in the direction indicated following the movement rules. If no space is available for the directions indicated, the creature cannot move and takes the attack action instead, if able.
- ❖  **MOVE & ATTACK:** A creature moves to an adjacent legal space in the direction indicated following the movement rules, then takes the attack action, if able. If no space is available for the directions indicated, the creature cannot move and takes the attack action instead, if able.
- ❖  **POSSESSION:** This creature must use its move action to Stack with and possess a Townsfolk, if able. The possessed Townsfolk cannot move or attack other creatures while the creature is Stacked with it. Any attacks against the Supernatural creature also damage the Townsfolk it is Stacked with.
- ❖  **RANGED:** This creature can use the attack action at range according to the Line of Fire rules.
- ❖  **REAP:** This creature uses the attack action on all adjacent Townsfolk or Town Buildings.
- ❖  **SAVAGE:** This creature deals an extra D8 damage when it takes the attack action.

## Abilities

- ❖  **ANIMATE:** When first activated, use the Supernatural deck of cards that was set aside during setup to replace the expended Supernatural deck. Draw a Supernatural creature and place it into an empty space adjacent to the Necromancer until all adjacent spaces are filled. These creatures will activate during this turn. Should the Supernatural deck run out and the Necromancer has not been defeated, shuffle the Supernatural discard pile to form a new Supernatural deck.
- ❖  **ARMOR:** Reduce the damage taken from each attack by the number of icons.
- ❖  **BREAK:** A Townsfolk struck by an attack from this creature gains the Repair token. Place the Repair token on one of the Townsfolk's Weapons; that Weapon cannot be activated until a die is spent to discard the Repair token.

- ❖  **CURSE:** A Townsfolk struck by an attack from this creature gains the CURSE token. The Townsfolk cannot share its dice or receive shared dice during their next turn. Remove the CURSE token at the end of the Townsfolk turn.
- ❖  **DODGE:** This creature ignores all damage from an attack that deals less than the number of DODGE icons.
- ❖  **DRAIN:** A Townsfolk struck by an attack from this creature permanently loses its largest value die (even if it's on another Townsfolk's card), then places a discarded D6 belonging to the Townsfolk into its Delayed area.
- ❖  **FEAR:** A Townsfolk struck by an attack from this creature gains the FEAR token. The Townsfolk cannot use any of its Weapons against creatures with FEAR during their next turn. Remove the FEAR token at the end of the Townsfolk turn.
- ❖  **IMMUNITY:** Creatures ignore any abilities that this icon blocks out.
- ❖  **MAGICK:** A Townsfolk struck by an attack from this creature rolls the largest value die in their Delayed area and deals damage equal to the roll to an adjacent Townsfolk or Town Building (even if occupying the Building hex). If more than one option is present, the affected player chooses which the Townsfolk attacks. Otherwise, the Townsfolk will attack themselves.
- ❖  **MESMERIZE:** A Townsfolk struck by an attack from this creature gains the MESMER token. The Townsfolk cannot Upgrade its Weapons or Refresh any dice of its dice during their next turn. Remove the MESMER token at the end of the Townsfolk turn.
- ❖  **REGENERATE:** Once per turn, Townsfolk or Supernatural creatures with this ability remove damage from themselves equal to the number of icons.
- ❖  **ROT:** A Townsfolk struck by an attack from this creature moves the largest value die in their Delayed area to this creature. After all players have rolled their dice during the Townsfolk turn, return all dice on this creature back to their respective Townsfolk's Delayed area.
- ❖  **SICKEN:** A Townsfolk struck by an attack from this creature gains the SICKEN token. The Townsfolk cannot heal during their next turn. Remove the SICKEN token at the end of the Townsfolk turn.
- ❖  **STACKING:** This creature can stack on top of a Townsfolk or a creature. Unless otherwise indicated, creatures and Buildings under a creature with STACKING are protected from being damaged.
- ❖  **WEAKEN:** A Townsfolk struck by an attack from this creature gains the WEAKEN token. The Townsfolk must reduce any rolled dice with values of 4 or greater to 3. The Townsfolk cannot change any dice to a value greater than 3. Remove the WEAKEN token at the end of the Townsfolk turn.