

LAIRS



ADVENTURER'S PACK • RULES REFERENCE



2



10+



40'

Unbuckle the **Adventurer's Pack**! This module transforms your Lairs base game into a deep and rich dungeon-crafting-and-crawling experience.

The Adventurer's Pack introduces game elements slowly; new concepts and content are spread out into a series of boxes and envelopes. Each package (beginning with Box 1) tells you when to open it.

If you are reading this, you have probably played the base game, and you are itching to dive into all the new stuff. Start by finding and opening **Box 1**!



YOU'LL GO IN ORDER FROM PACKAGE TO PACKAGE, ENDING WITH THE VAULT!



EVERYTHING FITS IN THE ADVENTURER'S PACK BOX!

The Adventurer's Pack exterior box is designed to hold all of the materials from the Lairs base game. You can move everything from the base game box to this one, so that your entire Lairs game is contained in just one place! To create even more space, you can store empty boxes and envelopes in your base game box, freeing up room for stuff you actually need to keep handy.



WARNING: ONLY READ PAST THIS PAGE IF YOU HAVE OPENED ALL PACKAGES!



Each package includes rules explanations for the stuff it introduces. The **Boxes** and the **Vault** have rules sheets, and the **Envelopes** have rules printed on their interiors. As you proceed from package to package, you will use those to learn the new elements, and keep them handy for reference.

Once you've opened everything, all those rules fragments will be scattered all over the place; that can be annoying. So, we collected all rules from all packages together into this Rules Reference booklet for your convenience.

If you read them now, you will spoil the surprises for yourself, and probably be a little confused as well. Wait until you've opened everything in the right order. **Trust us.**



CHANGES AND ADDITIONS TO SETUP

JUNK CARDS

These cards represent various items you can find as you explore. Shuffle the deck of Junk cards and keep it face down near the Treasure display.



POWER DICE AND MONSTER DICE

Keep them handy along with your Basic dice.



ENERGY CUBES

Keep all cubes (*Basic and Attribute*) in a supply where both players can reach them. The three new cube colours represent exciting new **Attributes** that introduce game-changing capabilities to your explorer:



KNOW-HOW

Skill at turning the things you find in the lair to your advantage will always come in handy.



BRAWN

This represents your physical strength and fighting skill, and also your health and resilience.



GUILE

This is a sneaky sort of cleverness that can help you avoid traps and get you out of various scrapes.

BEFORE BUILDING LAIRS: HAZARD SELECTION

Take all of your Monster and Trap materials (*cards plus their tokens and tiles*) out of the Vault so that you can choose which to use. There are many more Traps and Monsters than will fit in your lair. That means that you must **select your Hazards** before building your lairs!

Both lairs **must** have identical Hazards. **How** you choose them doesn't matter, as long as you have three Monsters and three Traps. *See the box to the right for some ideas about how to choose.*

Once you have chosen, lay out the selected Monster and Trap cards in a display. Give each player the associated Monster tokens and Trap tiles so that they can build their lairs. Return all other Monster and Trap material to the box.

Friendly: Players agree on the Traps and Monsters to include.

Fully Random: Shuffle the Monster cards and Trap cards face down, and draw three of each.

Drafting: Decide who picks first, then alternate choosing one Hazard each until you reach three of each type.

You could blend methods; for example you might agree to include two specific Traps and then randomly draw the remaining Hazards. It's totally up to you!

STATUS CHITS

Keep all of your Status chits in a supply near your Hazard display.

If you want, you can check your selected Hazards to see which Status effects might come into play for your game, and return any chits you won't need to the box.



AFTER BUILDING LAIRS: CHOOSE YOUR ATTRIBUTES

Each player starts the game with three Basic cubes, and three **different** Attribute cubes of their choice. Place your chosen cubes in the *Spent* basket of your player mat.

THREE BASIC



PLUS THREE DIFFERENT ATTRIBUTES



THE VAULT

Between games, store **all** of your Hazard-selection components in the **Vault**; it's a handy way to keep everything together in one place:

- Monster cards
- Monster tokens
- Trap cards
- Trap tiles
- Status chits



SYMBOL GLOSSARY

MISCELLANEOUS SYMBOLS

- A Basic cube
- A Quickness cube
- A Perception cube
- A Know-how cube
- A Brawn cube
- A Guile cube
- Any cube
- A Basic die
- A Power die
- Any die
- Natural category
- Mechanical category
- Enchanted category
- A special rule
- A Monster's Skull ability
- A Hazard's Strike effect

VARIOUS REWARDS

- Draw a Treasure card from the deck
- Choose a face-up Treasure card from the display. Then refill the display.
- Gain a Junk card from the deck
- Gain 2 VP
Note it on the top left Notes section of your map sheet
- Change any one of your cubes into a Quickness cube. Swap your cube with a cube from the supply.

Musical Instrument (Treasure type)

The Start space

The Exit

A Trap

A Monster

A Chest

VARIOUS PENALTIES

- Fatigue any 2 cubes
- Fatigue 1 Quickness cube
- Spend any 1 cube
- Demote 1 Know-how cube
Swap it with a Basic cube from the supply.
- Discard 2 Junk cards
- Discard 1 Treasure card
- Subtract 4 from your roll
- Add 3 to the Monster's Target
Write the new value in the Monster's space.

Monster Target value

Trap Target value

Monster/Trap Target value

Status chit

NEW CONCEPTS

JUNK CARDS

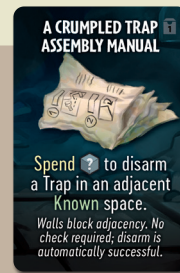
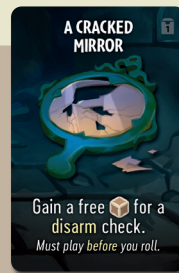
Junk cards are bits of leftover adventuring gear that previous explorers have lost or discarded in the lair.



To play a Junk card, **discard it** (into a common discard pile near the deck) and then do what it says. Each one explains what it does and when you may use it. If it does not specify a timing (or other conditions), you may use it at any time on your turn, unless you are in the middle of something else.

You may hold up to **three** Junk cards at once; if you ever have more than three, you must **immediately discard** the excess before doing anything else. You may not **play** them at that time; use your Junk in a timely fashion to avoid this waste.

If the Junk deck ever runs out, shuffle the discard pile to form a new deck.



Junk timing examples: A Cracked Mirror can only be used when performing a disarm check. A Crumpled Trap Assembly Manual can be used whenever you like... as long as you have a cube to spend and are beside a Known space with a Trap in it. A Map Fragment can be used at any time.

ADAPTATION

You begin the game with only a partial set of Attributes. Luckily, there is a way for you to *adapt* to this challenge.

At the start of your turn when you are refreshing your cubes, if you are moving **at least one** cube from Fatigued to Spent, you may swap **one** of those cubes (of **any** colour) with **any** cube of your choice from the supply.

This lets you develop a set of Attributes over the course of the game to suit your playing style. You **may** have multiple cubes of the same colour.

Adaptation example: you are refreshing two cubes from Fatigued to Spent. You decide to swap a Basic cube for a second Brawn cube from the supply.



POWER DICE

Power dice have much higher numbers on their faces than Basic dice.



MONSTER & TRAP WEAKNESSES

Each Monster card and Trap card displays attributes that the hazard is weak to; those are its *weaknesses*.



Notice that **all** of the Monsters are weak to **Brawn**; it's the best for fighting!



Notice that **all** of the Traps are weak to **Guile**; it's the best for disarming!

As you know, when fighting a Monster or disarming a Trap, you spend cubes to buy dice for the check. For each spent cube that **matches one of the hazard's weaknesses**, you buy a Power die **instead of** a Basic die. Power dice are **much** stronger; exploit a hazard's weaknesses to get more success with fewer cubes spent!

Weakness examples:



This Tanglethorn is weak to Brawn and Perception. If you spend two Brawn, one Quickness, and one Basic cube, you will get two Power dice and two Basic dice for your check.



This Greased Pit is weak to Guile and Quickness. If you spend one Guile, one Quickness, and one Basic cube, you will get two Power dice and one Basic die for your check.



STATUS CHITS

Some game effects inflict a **Status** upon you, creating a lingering effect. When you gain a Status, take that Status chit from the supply and place it in your Fatigued basket. As long as the chit remains on your player mat, you **must** follow its rules [the chit **back** reminds you where to find its rules].

- You **may** have several **different** chits at once, but never two **identical** chits at once. If you gain a Status that you already have, move the existing chit on your mat to your Fatigued basket.
- Chits are **not** cubes; they ignore all cube-related game effects. At the **start** of your turn when you are refreshing your cubes, all chits **also** move one basket to the left.
- When a chit finally moves left from your **Fresh** basket, return it to the supply; you are then free of that Status. *This means that when you gain a Status, it lingers for the rest of that turn, plus your next two full turns.*

Gaining a Status example: You set off the **Maddening Mantle** trap, gaining **Enraging** status. You place that chit in your Fatigued basket. While you are **Enraging**, any **Monster** gains **3** to its  when you enter its space!



STATUS CHIT EFFECTS



All of your cubes count as  when spent for any purpose.

- For **penalty** purposes, your cubes still retain their actual identity; for example if you are instructed to fatigue a **Quickness** cube, you must still do so if you have any.



You may not **Peer** or **Scrounge**. You have mapping difficulties as described below.

- When you enter an **Unknown** space, the **Builder** describes **Features** but not **Walls**, and the space remains **Unknown**. If you attempt to move out of an **Unknown** space by any method and bump into a **Wall**, draw it on your map and remain in the space; the move is wasted.
- When **Dazzled** wears off, immediately learn about the space you are in.



Entering a **Monster's** space by any method adds **3** to its **Target** value.

- Note the new value by writing it in the space on your map. This may affect a **Monster** multiple times if you enter its space more than once.



At the start of your turn (after refreshing), roll one **Basic** die and immediately fatigue that many cubes (of any kind).

- This does **not** count as a check; no items or abilities may influence this roll.
- Since this happens at the **start** of your turn, this Status doesn't harm you on the turn you gain it.



Performing any action that has a cube cost requires you to **first** spend one extra cube of any kind.

- This includes actions stemming from **Junk**, **Treasures**, or other abilities.
- Conserving** cubes and **buying** dice for checks are exempt from this effect.
- Repeatable** actions (such as **Appraising** several times when you open a **Chest**) require one extra cube to be spent per instance.



For fight checks against **Monsters**, you may not spend cubes to **buy** dice.

- Other methods of gaining dice that don't describe their function as **buying** dice (for example the **Charge** or **Improvise** actions or the **Chipped Dagger** **Junk** card) are still permitted.

MONSTER DICE & SKULL ABILITIES



The monsters have a few tricks of their own... every **Monster** has an ability that might activate during a fight!

During a fight check, **after** you have rolled your dice but **before** you determine whether the check is a success or failure, the **Builder** rolls both **Monster** dice to see how the **Monster** influences the outcome of the fight. The effects of the **Monster** roll are applied, and **then** success or failure is determined. Here is what the dice faces mean:



Nothing happens.



Subtract **1** from your roll.



Subtract **2** from your roll.



Apply the **Monster's** Skull ability. **Important:** Resolve the ability **only once**, even if two skulls are rolled.

Monster roll example: You are fighting the **Autoflail** and you roll , totalling **13**.

The **Builder** rolls the **Monster** dice; they get **-2** (reducing your roll to **11**) and  (forcing you to demote a ).

Since the **Target** was **12**, your check fails and you suffer the **Autoflail's** .



THE NEW ACTIONS

SCROUNGE OR

Scrounging is searching the dungeon for lost or discarded bits of junk left behind by previous adventurers.

You must be in an **empty** space that hasn't yet been Scrounged.

Spend   (or ), then draw one Junk from the deck **per Wall piece** bordering your current space (the printed outer border of the lair does **not** count). Choose **one** of them to keep, and discard the others.

Next, fill in the "Scrounged" bubble in that map space, to indicate that you may not Scrounge there again.

Finally, you **may** Creep (for free) out of that space.



Scrounge example: While in this empty space, you spend a  to Scrounge. You will draw **two** Junk cards, since there are two Wall pieces bordering the space (the printed border doesn't count).



You draw **Part of a Scroll** and **A Candle Stub**. You pick the one you want to keep, and discard the other.



Next you fill in the Scrounged bubble; this space is all scrounged out! Finally, you may Creep out of the space; since it's a dead end, you'll have to go back the way you came.

APPRAISE

This action improves your chances to find something you want in the **first part** of the Chest-opening process (where you normally draw one random Treasure from the deck).

To **Appraise**, spend  after you have drawn (and looked at) your random Treasure to draw one extra random Treasure. Choose **one** of them to add to your collection, then discard the other.

- You **may** spend additional  to continue drawing extra Treasures, then choose one of the bunch. You **may** look at each drawn card before deciding to spend more.

Appraise example: You open a Chest and draw a **Guardian Statue**; it doesn't blend well with your collection, so you spend a  and draw a **Moon Shard**. Hoping to do better, you spend another  and draw a **Priest Statue**. Assessing all three, you decide the Shard is your best option to keep, and discard both Statues.



SCAVENGE

The **Scavenge** action gives you the opportunity to extract useful Junk from the aftermath of various lair Features.

Immediately after opening a Chest, disarming a Trap, or defeating a Monster, you may spend  to draw **two** Junk cards from the deck, and keep them both.

- You may only Scavenge each Feature **once**, and only **on the same turn** that you opened/disarmed/defeated it.
- Remember that if you exceed your hand limit of three Junk, you must immediately discard any excess.

Scavenge example: you have just defeated a Monster and decide to Scavenge; you spend a  and draw two Junk. You get **A Bit of Rope** and **A Candle Stub**... hopefully you'll be able to put them to good use!



CHARGE ? ? OR ▲

To **Charge**, spend ? ? (or ▲), then move into an adjacent space as if you were Creeping.

- If there is a **Known** Monster in the new space, you must perform a fight check as usual, but you gain one free **Power die** for that check (adding to any other dice you buy normally).
- If there is an **Unknown** Monster there, it is revealed as usual but you may **completely ignore** its strike.
- If there is **no** Monster there, nothing happens.

Charge example: there is a Known **Tanglethorn** in the space next to you, so you spend a ▲ to **Charge** into the space. You get a free ▲ for your fight check, and can decide how many other dice you wish to buy for the roll.



SNEAK ? ? OR ●

To **Sneak**, spend ? ? (or ●), then move into an adjacent space as if you were Creeping.

- If there is a **Known** Trap in the new space, you must perform a disarm check as usual, but you gain one free **Power die** for that check (adding to any other dice you buy normally).
- If there is an **Unknown** Trap there, it is revealed as usual but you may **completely ignore** its strike.
- If there is **no** Trap there, nothing happens.

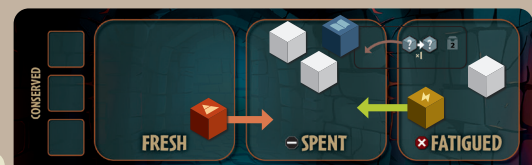
Sneak example: You spend a ● to **Sneak** into a suspicious hallway... and a previously Unknown **Crushing Walls** Trap is revealed! Since you Snuck in, you can ignore its nasty ⚡ and then decide what to do next.



RECOVER ▲

To **Recover**, spend ▲ to move any one cube from your **Fatigued** basket to your **Spent** basket. You may **only** Recover while you are in an Empty space.

Recover example: You have a few cubes in your **Fatigued** basket, and a **Fresh** ▲ cube. You spend it to **Recover** a ▲, moving it to your **Spent** basket.



IMPROVISE ●

During any check, **immediately after** your roll (before **anything** else happens, including rolling Monster dice or determining whether the check succeeds or fails), you may **Improvise**. Spend ● to roll one extra Basic die, and add it to your total.

- The extra die is **Basic**, even if the Hazard is weak to ●.
- You **may** Improvise multiple times during a single check, spending ● for each instance. You **do** roll each extra die before deciding to spend more.

Improvise example: You are fighting a **Hungry Blob**, and you rolled 5 2, totalling 7. You spend a ● to **Improvise**, gaining an extra Basic die. You roll 2, bringing your total to 9... enough to exceed its 8!

Hopefully your victory will persist once the Monster dice are rolled...

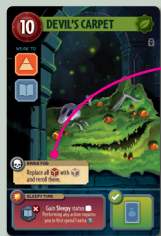




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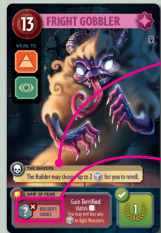
MONSTER EFFECT CLARIFICATIONS



DEVIL'S CARPET

BRAIN FOG

Replace all of your rolled Power dice with Basic dice, and reroll the replaced dice only.



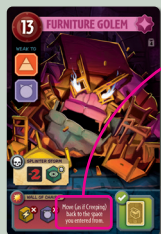
FRIGHT GOBBLER

THE SHIVERS

The Builder chooses up to two of your rolled dice (of any types); you must reroll them.

GRIP OF FEAR

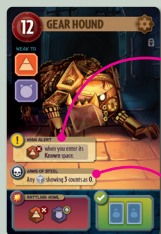
The Builder chooses any one of your cubes of any type (even a Conserved cube); you must fatigue it.



FURNITURE GOLEM

WALL OF CHAIRS

You must move back into the space from which you entered the Furniture Golem's space, and resolve that space as if you had entered with a normal Creep.



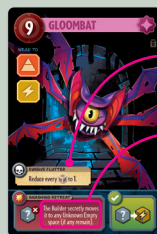
GEAR HOUND

HIGH ALERT

This only occurs when you enter the Gear Hound's space (by any method) while the space is already **Known**. This does **not** count as a .

JAWS OF STEEL

Any die result of 3 (whether from a Basic or Power die) is counted as zero.



GLOOMBAT

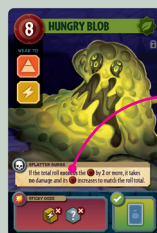
EVASIVE FLUTTER

Every rolled Basic die counts as 1.

GNASHING RETREAT

The Builder secretly moves the Gloombat directly to any Unknown Empty space of their choice. If no such spaces remain, they tell you so, and the Gloombat remains in its current space.

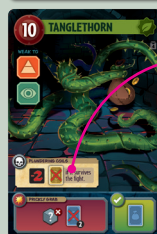
When it moves, erase the  from the vacated space; if its value has changed, track it in your Notes section.



HUNGRY BLOB

SPLATTER SURGE

For example, if the Target is 8 and your total roll is 12, the Hungry Blob takes no damage (so the check fails) and then its Target increases to 12.



TANGLETHORN

PLUNDERING COILS

Note that the Treasure is not lost if you win this fight.



WHISPERING MOB

INVISIBLE

May only be placed in a **dead end** (a space with exactly three walls).

The **only** reason the Builder will reveal this Monster is if you enter its space; it can **not** be **located**, and they should not mention it if you learn about its space any other way.

INTANGIBLE

Subtract 4 from the explorer's roll for each Power die that was **bought** by spending a Brawn cube.

This does **not** affect Power dice gained in other ways, for example with a **Charge** action.

TRAP EFFECT CLARIFICATIONS



BLINK RUNES

"Moving directly" ignores distance, Walls, and other obstacles.



CHAIN SNARES

Spend all of your remaining Fresh cubes. This includes Conserved cubes.



CRUSHING WALLS

This Trap may only be placed in a **hallway** (a space with exactly two walls on opposite sides).

The **only** reason the Builder will reveal this Trap is if you enter its space; it can **not** be **located**, and they should not mention it if you learn about its space any other way.



GREMLIN SWARM

Discard either a Junk card of your choice or a Treasure card of your choice.

Remember to fatigue one cube if you don't have either type of card.



HOWLING BEETLES

The Builder may choose one Unknown Monster (if any remain), and move it directly to any Unknown Empty space of their choice (if any remain).

- The Builder must heed placement limitations specific to the monster (for example a **Whispering Mob** may only be placed in a dead end), but they may ignore the Peril rule from the setup process.

- The Builder does not need to inform the explorer whether they actually did move a Monster.