

CADWALLON

CITY OF THIEVES




THE KING OF ASHES™

Rules of Play

**DUST
GAMES**



TM



“Pay me, and
I’ll take you there.
Don’t pay me and you’ll
be taking a huge risk.
Think about it,
my friend!”

The King of Ashes Stirs!

Thunder splits the sky as dark clouds gather above the free city of Cadwallon. The Mages of the High City mutter prophecies of an apocalyptic catastrophe, and dire rumors fly through the Guild of Thieves.

The most intriguing rumor claims that deep in the darkest depths of the city is a series of long-lost tunnels that lead to the legendary treasure of Sophet Drahas – the King of Ashes! But the rumors also claim that this fabulous treasure is guarded by a terrible creature.

As evening falls, you are summoned to a rendezvous at the Inn of the Lone Assassin. You had best be prepared for an amazing adventure. Avoid the traps, foil the conspiracies, and make your way into the catacombs, if you dare! In this dark and foreboding night, all tricks are fair game!

The King of Ashes is an expansion for *Cadwallon: City of Thieves*. There are a few new rules to learn, a treasure trove of new adventures, characters, equipment, and Arcana, along with many new challenges to face!

The rules in this expansion are all meant to be used together and the included scenarios require that these rules be in play. For information on how to play the base game scenarios using the rules from this expansion see "Old City, New Tricks" on page 15.



Game Components

1 CYCLOPS FIGURE

The Cyclops of Mid-Nor is represented by this new figure.



4 CHARACTER FIGURES

The new Mercenary characters are represented by these new figures.



1 CATACOMBS BOARD



The catacombs board represents rooms and passageways beneath the city of Cadwallon. Characters can enter the catacombs through hidden staircases throughout the city. The green arrows control movement, and the pentacle at the center of the board provides characters a way to return to the surface.

21 EXPERIENCE TOKENS

During the game, a gang can earn experience tokens. These tokens can be used to purchase valuable equipment or reroll dice.



27 EXPLORATION TOKENS

Many surprises await the thieves during the night. These exploration tokens are placed facedown in the rooms of the district at the beginning of the game.



12 RELIC TOKENS AND 6 RUBBLE TOKENS

These special tokens are used for some of the adventures, as described on the adventure sheets.



17 WOUND TOKENS

These tokens are used to indicate when characters are injured and need healing.



6 ADVENTURE SHEETS

These new adventures can be played independently or linked together to form a continuous campaign.



4 GAME AID CARDS

These cards summarize the game turn on the front and a character's available actions on the back.



9 CHARACTER CARDS

This expansion offers new character cards for Valrut and Kornak as well as the mercenaries Sienne and Isabeau. It also introduces 4 new Mercenaries and the Cyclops of Mid-Nor.



32 ARCANA CARDS

These new Arcana cards are shuffled together with those from the base game. Their backs are a different color in order to accommodate new militia movement rules. Though these cards may look different from those in the base game, they function exactly the same.



34 INTRIGUE CARDS

Every gang has its own secret objectives, represented by these cards. Completing these goals earns a gang riches and rewards.



18 EQUIPMENT CARDS

These cards represent useful tools that can benefit any thief. Players can purchase them with experience tokens.



Setup



Follow the setup steps in the base game with the following changes:

- Place the catacombs board **1** on the table next to the main game board.
- Choose one of the *King of Ashes* adventure sheets (Adventures 9-14), and follow any special setup instructions.
- Place the Cyclops in its lair **A**.
- In addition to the chest tokens from the base game, randomly place one exploration token facedown in each of the 24 rooms on the main game board. When the chest tokens are flipped faceup, leave the exploration tokens facedown.
- Shuffle the Arcana cards **2** (from the base game and this expansion) together. Each player draws five Arcana cards.
- Shuffle the Intrigue cards **3**. Each player draws one Intrigue card. Keep the rest of the cards near the game board.



Cyclops Assembly

To assemble the figure, attach the legs, arms, jaw, and head to the torso. The pieces should fit snugly. If you wish to permanently attach them, apply a small amount of super glue to the pegs before attaching.



After attaching the limbs to the torso, insert the figure's pegs into the base (see image below). Apply a small amount of super glue if you wish to make the assembly permanent.



- Place the wound tokens **4** and experience tokens **5** within easy reach. Place the Equipment cards faceup near the board.
- Each player rolls two dice and adds the results together. The player with the highest total is the first player.
- In turn order (proceeding clockwise from the first player), each player **may** replace one of his characters with the Mercenary of his gang's color, or with Sienne or Isabeau.

The King of Ashes Campaign

Dire portents and prophecies have come to pass. A growing darkness threatens to engulf the City of Thieves. But even in these dark times, the brave and the clever can find a way to profit.

The King of Ashes includes four new adventure sheets that can be played independently, just like the eight adventures in the base game, or they can be combined into a single campaign! This expansion also includes two independent adventures that are not part of the campaign: "The Festival Ashes" and "A Duke's Ransom."

To play the campaign, play adventures 9–12 in order, starting with "The Awakening of Sophet Drahas" and building to a climactic conclusion in "The Price of Pride." As usual, follow the setup instructions on the adventure sheet. Any special rules on the adventure sheet apply only to that game.

For a more thematic campaign, it is recommended, but not required, that players use the same gang throughout. A player may replace one of these characters with a Mercenary (see "Mercenaries" to the right) before each adventure.

At the end of each game, record which player won and how many ducats each player collected. Also, record the number of unspent experience tokens each player held at the end of the game. All other treasures and equipment held at the end of the game are lost. Any characters who were killed or imprisoned are available for the next game.

The winner of each game receives a bonus at the start of the next adventure, as detailed on the adventure sheets. Also, all players receive their unused experience tokens from the last adventure, and can use them normally to buy equipment or re-roll dice.

At the end of "The Price of Pride," add up the ducats each player collected during each of the four adventures. The player with the highest total ducats wins the campaign!

Mercenaries

The Inn of the Lone Assassin is a notorious hangout for disreputable thugs. Among these brigands and bandits are mercenaries of all kinds, ready to offer their services to the Guild of Thieves.

Mercenaries are a new class of characters in the game.

At the beginning of the game, each player may replace one of his characters with the Mercenary that matches his gang's color:



Instead of choosing the Mercenary that matches his gang's color, a player may choose one of the grey Mercenaries, Sienne or Isabeau:



Mercenaries are chosen in turn order, beginning with the first player.

When a Mercenary joins a gang, he replaces one of the other characters from that gang. Each gang can have only four characters at the start of the game. Return any unused characters to the box, they do not participate in the adventure.

Guild of Thieves
Rule Number 8

"It's not your
numbers that
matter"

A gang always begins
with four thieves.

Exploration Tokens

Cadwallon is a city of secrets. No two buildings are alike, and no one knows what may hide behind closed doors.

Exploration tokens represent the many secrets that hide in the shadows of Cadwallon. When a character who is not retreating enters a room with a facedown exploration token, he must immediately end his movement and flip over the token.

There are seven different types of exploration tokens:



Magic Gem

This token is a treasure that is inside a locked chest. To obtain the Magic Gem, characters must either pick the lock or bash the chest open, as if it were a normal chest token. Magic Gems can be converted into ducats in the Catacombs (see "The Holy Altar" on page 14).



Trap

A room with this token is booby-trapped! The character who reveals this token must take one wound token and end his activation (see "Wounds" on page 9). The trap token is then removed from the game.



Equipment

Valuable gear has been hidden in this room. The player who revealed this token must choose one Equipment card from those available and give it to the character who revealed this token. If the character already has an Equipment card, he must choose which one to keep and remove the other Equipment card from the game. The equipment token is then removed from the game.



The Emblem of Cadwallon

The spirit of the city is with the thief who is in the presence of this emblem. The player who revealed this token gains one experience token. The emblem token is then removed from the game.



Security

A room with this token has extra security and thieves must be more careful when opening chests. Picking a lock or bashing open a chest costs one extra action point in this room. When the treasure in this room is taken, remove the security token from the game.



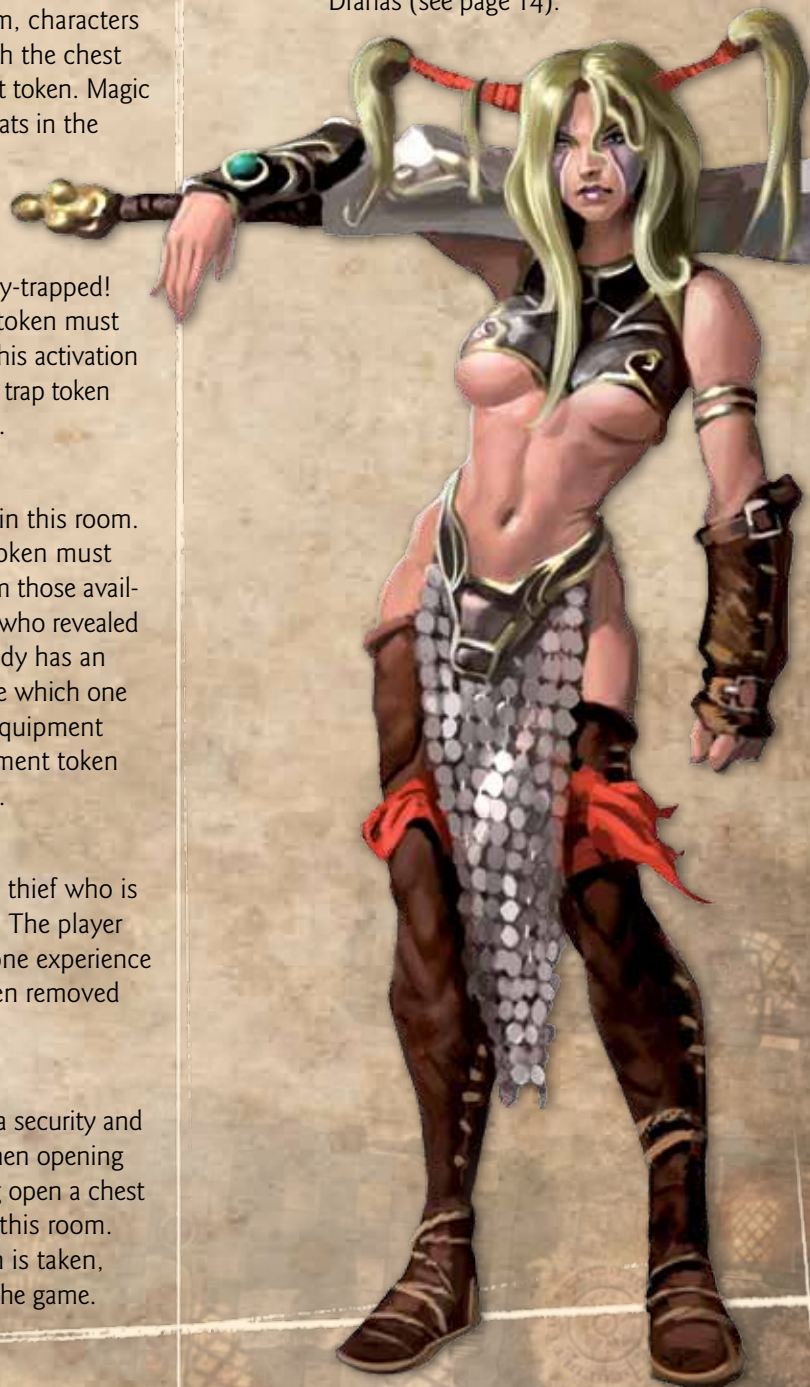
Staircase

This hidden staircase offers a way down into the catacombs. Once revealed, any character can use the staircase to reach an underground room for one movement point (see "The Catacombs of Cadwallon" on page 12). The gang that revealed the staircase gains one experience token. Note: A character who is retreating cannot move down a staircase.



Mechanism

A room with this token has a mechanical device that opens a secret door far away. A character in a room with a mechanism token can allow another character on a staircase token to enter the Treasure Room of Sophet Drahas (see page 14).



Reinforced Patrols

Many months have passed since the Lower City was pillaged, an event that earned vicious ridicule for the militia. Duke Den Azhir has granted his men new powers, demanding that the thieves must be tracked down and thrown in prison!

At the beginning of the game, replace the “Valrut” and “Kornak” militia cards with the “Chief Valrut” and “Captain Kornak” militia cards.

During the “Move a Militiaman” phase, instead of rolling one die to move the militia, the current player activates the militiamen according to the color of the Arcana card that is **on top** of the Arcana deck during this phase of his turn:

- If the Arcana card has a **purple** back, the player can move one militiaman up to **four** spaces.
- If the Arcana card has a **blue** back, the militiamen do not move this turn.

If a militiaman wins a combat, he takes two ducats from the losing player and returns them to the bank as normal. The losing character is also thrown in prison (see “The Prison” on page 13).

Characters cannot attack or wound militiamen, and militiamen cannot be thrown in prison.

Guild of Thieves
Rule Number 9

“It never pays
to provoke the
militia”

Militiamen cannot be
attacked, wounded, or
thrown in prison.



Militiamen Movement



The current player draws his Arcana card for the turn (A). He then looks at the back of the card on top of the Arcana deck (note that the player does not take the card or flip it over). The card has a purple back (B), so he can move either militiamen up to four spaces. He moves Captain Kornak two spaces and attacks a rival gang member (C).

If the card had had a blue back, Kornak would not be able to move this turn.



No Mercy!

The rumors of hidden wealth in the catacombs beneath the city has stirred up old rivalries in the Guild of Thieves. The rules have changed in Cadwallon, and the gangs will do anything they can to get their hands on the treasure of the King of Ashes!

The rules for combat from the base game are modified as follows:

WOUNDS

Characters can be wounded during combat, by a trap, or by the effect of an Arcana card.

- Each time a character is wounded, place a wound token on his Character card.
- If a character is wounded during his activation, his activation immediately ends.
- A character with one or more wounds cannot be activated, but he can defend himself if attacked.
- At any time during his turn, a player may spend action points to heal his characters. Remove one wound token per action point spent. When all wound tokens have been removed from a character, he can be activated as normal.

Wound Example

Lucius has suffered two wounds, so there are two wound tokens on his card.



If the player spends one action point on his turn, he can remove one token.



Two action points would remove both tokens. Until both tokens are removed, Lucius cannot move or take any actions.

FIGHTING TO A DRAW

If the scores in a combat are tied, the attacker does not automatically win the combat. Instead, each player adds together the value of all the dice he rolled. Any bonuses from skills or Arcana cards are added to this total. The character with the higher total wins the combat. If the scores are still tied, the attacker wins.

Combat Example



Shaana has attacked Isabeau in a dark alley. Isabeau plays a “Powerful Blow” Arcana card to help defend herself. Shaana rolls three combat dice and gets 4, 2, and 1. Isabeau rolls two dice and gets 2 and 3.



Shaana’s highest roll is 4, so her combat score is four. Isabeau’s highest roll is 3, but her “Powerful Blow” Arcana card adds +1 to her combat score, giving her a four as well. Since they are tied, each player adds up the value of all their dice. Shaana’s final total is seven. Isabeau’s dice total, plus the bonus from the “Powerful Blow” Arcana card gives her a total of six. Shaana wins the combat and steals a treasure!

BATTLE FURY

Players are no longer limited to using only a single Arcana card during a combat. Each player may play any number of cards. The attacker still plays his cards first.

ADVANCED TRAINING

The Guild of Thieves has been training its members to work together more effectively. When a character moves, he can now pass through a space that is occupied by another character from the **same gang**. However, a character **cannot** end his movement in the same space as another character from the same gang.

When a character passes through a space occupied by another member of the same gang, the two characters may exchange any or all of the treasures and/or equipment they are carrying. At the end of the exchange, neither character can have more than three treasures and one equipment card.



Learning From Experience

In a darkened room, Sanaris is picking the lock on a chest with heavy metal bands. It's not the first time he has faced a lock of this kind, with its damnable security mechanism. This time he won't let it trick him.

When a character attacks, his gang gains one experience token for **each** unmodified he rolls with the combat dice. The defender in the combat cannot gain experience tokens in this way, only the attacker.

Experience tokens can be used in two ways:

- A player can spend one experience token to reroll one of his dice. That die can be rerolled only once, and the player must accept the result of the second roll.
- On his turn, a player may spend two experience tokens to equip a character in his gang. He can choose one Equipment card from those available and give it to a character of his choice.

Experience Example



Siene has attacked Lucius in a passageway of the catacombs. Her combat value is "3," so she rolls three dice and gets and . Her gang immediately gains two experience tokens.



Since Lucius is the defender, he cannot gain experience tokens from this combat, even if he rolls a on his combat die.

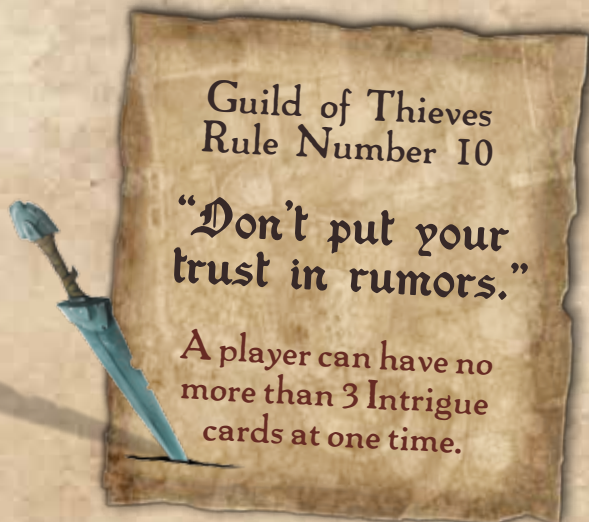
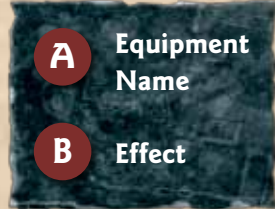
Equipment Cards

Crouching in a back alley, Elise waits for her target to sneak by in the street. Finally, Shaana appears, clutching the magic gem that Kaldern's Gang so desperately desires. It's a good thing Elise has found a new sword – Shaana won't give up her treasures easily.

Equipment cards can provide characters with bonuses to combat, movement, lock-picking, and other necessary tasks of thievery.

Each character can have only one Equipment card at a time. If a character receives a second Equipment card, the player must choose which card to keep. The other Equipment card is removed from the game.

Most Equipment cards can be used an unlimited number of times during the game. However, if an Equipment card says "Discard after one use," it can be used only once. After using one of these Equipment cards, remove it from the game.

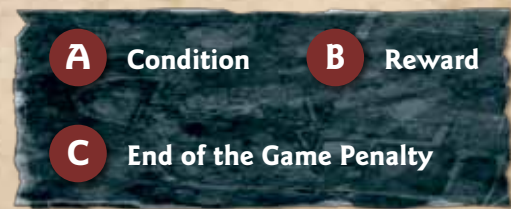
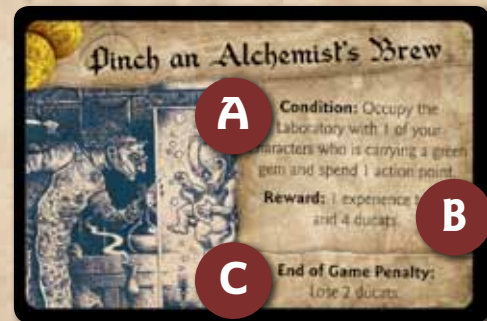


Intrigue Cards

In the heart of the City of Thieves, plots and conspiracies are commonplace. Many back alleys and buildings in the Lower City hide secrets. A clever gang leader knows how to reveal these secrets and take advantage of them!

Intrigue cards are secret secondary missions that a gang can complete. Intrigue cards are kept secret from the other players until they are completed.

Each Intrigue card shows a **Condition** and a **Reward**. When a gang accomplishes all of the conditions on the card, the player reveals the card, takes the reward, and then discards the card.



Be careful! Some Intrigue cards have an **End of Game Penalty**. If the player does not fulfill all the conditions on the card before the end of the game, that player will lose ducats. If a card says "Play this card at the end of the game," determine whether the conditions on the card have been fulfilled **before** that player loses ducats.

A player can spend one action point to draw one Intrigue card if he has a character in any of these locations:



A player can never have more than three Intrigue cards at one time.

The Catacombs of Cadwallon

ENTERING AND LEAVING THE CATACOMBS

When a character moves, he can move from a room with a staircase exploration token to the catacombs for one movement point. The character can move directly to any of the following rooms (note that in order to move to the Treasure Room of Sophet Drahas, another character from the same gang must be in a room with a mechanism token):



The Holy Altar



The Scriptorium



The Tunnel



The Treasure Room of Sophet Drahas



The Torture Chamber

This ends the character's movement for the turn.

The rooms in the catacombs are each marked with a green arrow. Characters can only move in the catacombs by following the direction of the arrows.

If a character reaches the pentacle in the center of the catacombs, he **must** move directly to any pentacle on the

Catacombs Rooms



- A** The Holy Altar
- B** The Lair
- C** The Tunnel
- D** The Prison
- E** The Treasure Room of Sophet Drahas
- F** The Pentacle
- G** The Scriptorium
- H** The Torture Chamber





main game board for one movement point. A character can only move to an empty pentacle space. If all of the pentacle spaces are occupied by other characters, place the character in an empty space adjacent to any pentacle. After moving to the surface, the character may spend any movement points he has left to continue moving.

Movement Into and Out of the Catacombs



Iraem begins his turn in a room that has a staircase exploration token. He spends one movement point to travel into the catacombs and moves directly to the Holy Altar **A**, which ends his move for the turn. On his next turn, he spends one movement point to move to the pentacle at the center of the catacombs (following the green arrow **B** out of the Holy Altar room). He then spends another movement point to move back to the surface **C**, where he can continue moving normally.

SPECIAL RULES FOR THE CATACOMBS

-  The militiamen cannot enter the catacombs.
-  If a character uses a staircase to move into a room that is occupied by the Cyclops, he must spend one action point to attack. The Cyclops does not move.
-  If a character uses a staircase to move into a room that is occupied by an enemy character, he must spend one action point to attack. This combat occurs before the Cyclops moves (see "The Cyclops of Mid-Nôr" on page 14).
-  When a combat takes place in the catacombs, the loser is thrown in prison, and the winner steals one treasure from him, or two ducats if the loser has no treasure.

THE CATACOMB ROOMS

THE LAIR



The feeble light in this room reveals a bed of straw, stained with blood, and piles of bones scattered about.

The Cyclops of Mid-Nôr begins the game in the Lair. When the Cyclops loses a combat, return it to the Lair.

Characters cannot enter the Lair.

THE PRISON


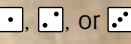

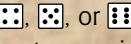


This dark and dusty chamber, hewn from living stone, is where the unfortunate, the unwell, and the forgotten of Cadwallon are sent to rot.

A character can be thrown in prison after losing a combat or due to the effects of an Arcana card. When a character is thrown in prison, move the character's figure directly to this room.

While a character is in prison, he cannot move or perform any actions other than attempt an escape. There is no limit to the number of characters who can be in this room, and they cannot attack each other.

When a character in prison is activated, he can spend one action point to attempt an escape by rolling one die:

-  If the result is a , the escape attempt fails! The character cannot move this turn. He must stay in prison until the next round, and the action point spent to move is lost.
-  If the result is a , the attempt is a success! The character may immediately move from the prison to the pentacle and back to the surface by spending movement points as normal.

If the character is carrying one or more bunches of keys, he may reroll the die once.

Attempting to escape from prison is considered a move action. After a character has escaped and moved a number of spaces up to his movement value, he may take another action as normal, but he may not take an additional move action.

THE TORTURE CHAMBER



The gruesome instruments of torture that lie scattered around this room would strike fear in the heart of even the most stoic thief.






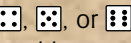
If a character is in the Torture Chamber, he can spend one action point to steal one treasure of his choice from any character in the prison.

THE TUNNEL



Dug by the founders of Cadwallon, these abandoned tunnels provide a shortcut out of the district, but the labyrinthine corridors can confuse even the sharpest thief.

If the alarm has been raised, a character in the tunnel can spend one action point to leave the district. But there is a risk! He must roll one die:

-  If the result is a , the character is lost in the abandoned corridors and does not make it out of the district. Remove his figure and all treasure and equipment he carries from the game. His gang also loses three ducats.
-  If the result is a , the character narrowly escapes the district, but not before losing any two treasures he carries (player's choice).
-  If the result is a , the character makes a clean getaway and leaves the district with all of his treasures.

THE SCRIPTORIUM



This dusty old library holds forbidden tomes penned long ago by Ophidian mages – the reptilian creatures that plot to destroy Cadwallon.

If a character is in the Scriptorium, he can spend one action point to read the forbidden tomes. The player must roll one die:

- If the result is less than or equal to the character's mind value, he can choose three Arcana cards from the discard pile and add them to his hand. His gang also gains one experience token.
- If the result is higher than the character's mind value, he draws two Arcana cards from the deck.

If the character is carrying one or more scrolls, he may reroll the die once.

The forbidden tomes are too well guarded for a character to linger. The character must leave the catacombs and return to the Scriptorium before he can read them again.

THE HOLY ALTAR



To resist the arcane power of the Guild of Mages in the inevitable conflict, the Guild of Thieves must seek out magical gems.

If a character is in the Holy Altar, he can spend one action point to convert any magic gems he carries into ducats.

The player receives six ducats from the bank for each magic gem the character is carrying. The magic gems are then removed from the game.



THE TREASURE ROOM OF SOPHET DRAHAS



Untold riches lie buried deep in the treasury of Sophet Drahas, protected by diabolical traps and wards. Finding a way in is not enough to get rich – one must be very skilled, and lucky, to find a way out.

A character in a room with a staircase token can enter the Treasure Room of Sophet Drahas only if another member of his gang is in a room with a mechanism token.



If a character is in the Treasure Room, he can spend one action point to loot the treasure of the King of Ashes. The player must roll three dice:

- If the result of two or three dice are the same number, the thief is killed on the spot by magical traps! Remove the figure from the game, along with all treasures and equipment he was carrying.
- If the result of all three dice are different, add the value of each die together. The player receives that many ducats from the bank.

If the character is carrying one or more bracelets, he may reroll one of the dice once.

Note: If a character is killed, the gang does not lose three ducats for that character's failure to leave the district.







The magical wards in the Treasure Room are too dangerous to stick around. After looting the Treasure Room, the character must leave the catacombs and return before he can rob the Treasure Room again.

The Cyclops of Mid-Nor

In the darkest chambers beneath Cadwallon, the Cyclops of Mid-Nor stands sentinel over the treasure of Sophet Drahas. This monstrous creature offers little hope of survival to those careless enough to cross its path.

Alerted by the noise, the Cyclops reacts each time a character enters a room in the catacombs. The Cyclops does not move if a character enters the room the Cyclops is in.

When a character enters any room in the catacombs, other than the room the Cyclops is currently in, the player must roll one die to see where the Cyclops appears:

- If the result is a , place the Cyclops figure in the **Holy Altar**.
- If the result is a , place the Cyclops figure in the **Tunnel**.
- If the result is a , place the Cyclops figure in the **Torture Chamber**.
- If the result is a , place the Cyclops figure in the **Scriptorium**.
- If the result is a , place the Cyclops figure in the **Treasure Room of Sophet Drahas**.
- If the result is a , the Cyclops is distracted and does not move.

The Cyclops moves directly to its new location without moving through any passageways in the catacombs or through the central room with the pentacle. Experience tokens can be spent to reroll this die.

If the Cyclops appears in a room that is occupied by a character, combat immediately takes place with the Cyclops as the attacker. If a character moves into a room the Cyclops occupies, he must spend one action point to attack and the Cyclops is the defender. A player who is not involved in the combat rolls the dice for the Cyclops.



The Cyclops is very resilient and cannot be easily defeated:

- If the Cyclops wins the combat, the losing character is thrown in prison.
- If the Cyclops loses the combat, a second combat round begins immediately.
- If the Cyclops wins the second combat round, the losing character is thrown in prison.
- If the Cyclops loses the second combat round, it immediately returns to the Lair.

Arcana cards can be played in both combat rounds, but they only apply for the combat round in which they are played (i.e. Arcana cards played in the first combat round do not apply to the second combat round). Arcana cards cannot be used to aid the Cyclops. The Cyclops cannot be wounded or thrown in prison.

Old City, New Tricks

The rules in this expansion may be played with the eight adventures from the base game by following the rules listed below. It is recommended that players do not use the Catacombs when playing the base game adventures.

- **Militiamen:** Use the base game character cards for the militiamen and move them following the base game rules.
- **Mercenaries:** Ignore the skills printed on mercenaries' character cards.
- Remove these **Arcana cards** from the game:
 - Subtle Watchman
 - Breakout
 - Private Security
 - Spiked Grog
- Remove these **Equipment cards** from the game:
 - Axe
 - Lantern
- Remove these **Intrigue cards** from the game:
 - Map the Catacombs
 - Find a Safe Place to Hide
 - Claim a Bounty
 - Enlist a Magician's Aid
 - Take Your Share
 - Acquire Useful Potions
 - Escape a Slaver's Clutches
 - Slay the Cyclops
- **Exploration Tokens:** Remove the Magic Gems, Mechanisms, and Stairs. Shuffle the rest of the exploration tokens facedown. Each player, in turn order, takes one exploration token and, without looking at it, places it one room of his choice. There can be only one exploration token per room.

ADVENTURES

Adventures 2 and 3 from the base game require the following special rules when playing with the elements of this expansion.

THE RING OF ASSASSINS

- Isabeau must use the base game character card and cannot be chosen as a mercenary for this adventure.

NIGHT OF THE LONG CUTLASSES

- Sienne and Isabeau cannot be chosen as mercenaries for this adventure.
- The Guild of Jewelers must use the base game character cards for Sienne, Isabeau, Kornak and Valrut.
- Kornak and Valrut do not use the Arcana deck for movement. Follow the instructions on the adventure sheet.

Optional Rules

THE INN

This optional rule allows players to begin the game with a number of Equipment cards. However, the gangs will have to pay for them with the loot that they collect during the game!

During setup, before characters are placed on the board, each player has the option of choosing two equipment cards by following these steps:

- Place all equipment cards faceup on the table.
- Beginning with the first player and proceeding clockwise, each player chooses one Equipment card from those available.
- After each player has selected one card, beginning with the last player and proceeding counter-clockwise, each player chooses a second Equipment card from those available.

A player is not required to take an equipment card and may simply skip his turn instead. He may choose to play with only one equipment card, or none at all.

At the end of the game, before the game winner is determined, all players must pay a debt of two ducats for each Equipment card he chose at the beginning of the game.

All equipment cards taken at the beginning of the game must be paid for, even if they were not used during play.

Credits

GAME DESIGNERS

Pascal Bernard and Laurent Pouchain

EXECUTIVE PRODUCER

David Preti

COVER ILLUSTRATORS

Edouard Guiton and Miguel Coimbra

GRAPHIC DESIGN

Goulven Quentel

ILLUSTRATORS

Paul Bonner, Miguel Coimbra, Nicolas Fructus, Edouard Guiton, Florent Madoux, Paolo Parente, and Marc Simonetti

GAME BOARD

Nicolas Fructus

SCULPTOR

Juan Navarro Perez

LOGO

Matthias Haddad

TRANSLATORS

Collin Kelly and Fulvio Cattaneo

EDITORS

William Niebling and Erwan Hascoët

FANTASY FLIGHT GAMES TEAM

PRODUCER

Christopher Hosch

EDITOR

Julian Smith

PLAYTESTERS

David Arimond, Scott Clifton, Frank Darden, John Goodenough, Scott Hankins, Gregg Helmberger, Matt Hosch, Stephen Kalmas, Kalar Komarec, Michael Mathieu, Brian Mola, Christie Mola, Mark Pollard, Lori Richards, Mark Tanis, and Clint Vogel

PRODUCTION MANAGER

Eric Knight

EXECUTIVE GAME DESIGNER

Corey Konieczka

EXECUTIVE PRODUCER

Michael Hurley

PUBLISHER

Christian T. Petersen



FANTASY
FLIGHT
GAMES



© 2012 Dust Games Ltd. Hong Kong, all rights reserved. Cadwallon © Cyanide 2000–2012, all rights reserved. © 2012 Fantasy Flight Publishing, Inc., all rights reserved. No part of this product may be reproduced without specific permission. *Cadwallon: City of Thieves* is a trademark of Dust Games Ltd. Fantasy Flight Games, Fantasy Flight Supply, and the FFG logo are trademarks of Fantasy Flight Publishing, Inc. Fantasy Flight Games is located at 1975 West County Road B2, Suite 1, Roseville, Minnesota, 55113, USA, and can be reached by telephone at 651-639-1905. Retain this information for your records. Not suitable for children under 36 months due to small parts. Actual components may vary from those shown. Made in China. **THIS PRODUCT IS NOT A TOY. NOT INTENDED FOR USE OF PERSONS 13 YEARS OF AGE OR YOUNGER.**