

# ***KALYRA RULEBOOK***

*MEGHAN STRAUS*

*YOU'VE COME TO THIS LAND DURING ONE OF ITS DARKEST TIMES,  
HEROES. KALYRA IS DIFFERENT THAN IT ONCE WAS. ONCE  
PEACEFUL FORESTS ARE CRAWLING WITH TERRIBLE MONSTERS.  
BANDITS PREY UPON TRAVELERS, UNCONCERNED WITH THE  
GUARDSMEN THAT USED TO KEEP US SAFE. SOMETHING MUST BE  
DONE, AND WE CANNOT DO IT ALONE... WILL YOU HELP US?*

*WELCOME TO KALYRA, A GAME OF ADVENTURE, ACTION, AND  
EXPLORATION! CAN YOU SURVIVE THIS NEW LAND AND DEFEAT  
EVEN THE MOST DASTARDLY FOES? GOOD LUCK!*

### TABLE OF CONTENTS

About  
The Heroes  
Components  
Setup  
Basics  
Gameplay  
Card Information

### ABOUT

*Kalyra* is a tabletop strategy game designed for 2-6 players.

The heroes win the game when they have defeated the boss that appears after the "Boss Tile" is revealed.

### COMPONENTS

*Kalyra* contains the following:

6 Hero cards  
Quest, Item, Enemy cards  
World tiles  
Final Quest Cards and Monsters  
Combat Dice  
Character Figures

### SETUP

1. Starting with the oldest player and moving clockwise, players begin selecting heroes from among the available hero cards. If there are less than six players, continue selecting in this manner until all the heroes have been selected. All games will be played with all 6 heroes.
2. Find the inn tile in the world tile deck and place it face up on the table. Place each hero figure on one of the spaces around the inn that is in the center of the tile.
3. Find the boss tile in the world tile deck and set it aside. Divide the world tile deck in half and place the boss tile in one of those piles. Shuffle both piles, and then place the pile with the boss tile on the bottom.
4. Shuffle all the other decks and set them within easy reach of all players. Be sure to set aside the epic weapons (6) and the holy sword (1) from the item deck before you shuffle.
6. Reveal 3 Quest cards from the quest deck and begin the game.

## THE HEROES

### ***ADRIANNA LIGHTRUN***

Trained by her father in the ways of combat, Adrianna is a force to be reckoned with on the battlefield. At the age of sixteen, she was sworn into the order of Light and trained with the paladins of Kalyra to further hone her skills. Now fully trained, Adrianna is a force to be reckoned with on the battlefield. Her allies trust in her shield, and her enemies fear her sword, and with both she seeks to rid Kalyra of its corruption.

### ***GWYN RAVENSHIRE***

As a child, Gwyn learned the art of healing from her mother. As she grew, so did her talents, and eventually she set out to travel the world for those in need of her aid. It was on this journey that she met Adrianna, and through her magic, was able to help the paladin back to her feet after a particularly nasty wound may have cost the woman her life. Adrianna swore to repay Gwyn for her service and the two have been traveling together ever since.

### ***LILITH MISTWALKER***

Lilith quickly became a master of the arcane after years of rigorous study at Kalyra's Institute of Magic. Her spells were extremely potent for someone her age, and she gained the attention of many of the Institute's professors. After completing her training several years early, she was sent out into the world to learn from the land, rather than books. Ever excited and overly headstrong, the Institute assigned her brother to look after her, much to both of their dismay. With a new darkness rising, Lilith is itching to test her magic in ways that she could not before.

### ***VALDER MISTWALKER***

Elder brother to Lilith, Valder was never enthralled with the arcane like his sister. During his time at the Institute of Kalyra, he instead devoted his studies to the art of necromancy. He was unusually gifted, much to the dismay of his instructors. In an attempt to distract him from his darker studies, the Institute assigned him as Lilith's protector as they travel the

land of Kalyra together. Though he is not fond of the idea, he hopes that his exploration might further hone his studies of the dark arts.

### ***EDWIN GREENWALKER***

Edwin was raised in the wilds of Kalyra, among the ever changing flora and fauna. They employ the magic of the world itself, using it to transform themselves into a whole manner of beasts to aid travelers that might get lost in the wilderness. Though young, Edwin knows much more about the world than one might expect. Their words of wisdom have saved the lives of many people traveling in the dangerous wild lands of Kalyra. Now, they travel among the heroes as an equal, protecting their friends from any and all harm.


### ***ODRIC OF THE GALE***

A monk from the far south, Odric is known for his mastery over the four elements. Flickering flames or glistening ice often accompany the strikes of his fist, and he is known to be as fast as a lightning strike when dashing from enemy to enemy. The eldest of the heroes, Odric often offers sound advice, guiding his companions towards a path of strength, balance, and harmony.

## BASICS

### ***ACTIONS***

During each hero's turn, that hero can take three actions. These actions are described below.

***MOVE*** - Move your hero a number of spaces equal to their . Heroes can move in any direction, even diagonally. They cannot move over water tiles or through monster spaces unless specified. If they move off a World Tile, reveal a new one and move the hero onto the revealed tile. See "World Tiles" for additional information on movement across the game board.

***ATTACK*** - If a hero is within range of an enemy, they may attack that enemy. See “Combat” in the Gameplay section for more information on attacking and defending.

***SHOP*** - If a hero is on the central space of a town or city tile, they may shop for an item. See “Towns and Cities” in the Card Information section for more information.

***HEAL*** - If a hero is on a town, city, or inn, they may spend gold to heal.. See “Card Information” for more details on healing.

***TRADE (NO ACTION COST)*** - If a hero is adjacent to another hero, they may trade, give, or take items from that hero. Trades must be agreed upon between players.

***EQUIP (NO ACTION COST)*** - A hero may equip any number of items in his or her inventory.

### ***END OF THE ROUND***

A round ends when all heroes have taken their turns, as well as all enemies. Any “End of Round” triggers occur, and then play begins with the hero that went first in the previous round.

### ***THE FINAL QUEST AND WINNING THE GAME***

When the “Boss Tile” is revealed, all normal play ends and the Final Quest begins. See “Boss Tile” in the Card Information section for additional rules about the Final Quest.

## **GAMEPLAY**

### ***QUESTING***

At the beginning of the game, reveal three quest from the quest deck. These quests make up the “quest pool”. The quest pool will always hold three quests, no more, no less. To earn new quests, heroes must complete one of the quests already in the quest pool.

When a quest’s objectives have been fulfilled, it is considered complete. Players receive the reward from the quest, discard it, and reveal a new one.

When the Final Quest becomes active, normal quests can no longer be completed. Discard all quests from the quest pool, regardless of their state of completion.

### ***QUEST REWARDS***

Quests will always have rewards for the players. These rewards are either items, health, or gold.

### ***ITEMS***

When a quest rewards the players with an item, the players reveal cards from the top of the item deck until they find an item that meets the description on the rewards.

For example, if players are rewarded with one piece of armor, they reveal cards from the item deck until they reveal an armor card. That card is given to one of the hero who’s turn it currently is, and the rest are shuffled into the bottom of the deck.

### ***HEALTH***

Health is restored to either all heroes or one specific hero at the end of a quest. Any hero may be chosen, but players must agree on the chosen hero. If players cannot agree, the hero with the lowest health is healed.



## ***GOLD***

Gold is rewarded both from completing quests and from defeating monsters. Gold is kept in the "Party Loot", a communal pile that all of the heroes can use. Gold can be spent in cities and towns in order to buy items that will help the heroes on their journey, or heal injured heroes.

## ***COMBAT***



To defeat an enemy, a hero must reduce its health (or HP) to 0. In order to do this, they must inflict damage to that enemy by attacking.

When attacking, a hero or enemy chooses an enemy a number of spaces away equal to that character's range. To attack, characters roll a number of combat dice equal to their strength value. The target of their attack then rolls dice equal to their defense value.

A  rolled by an attacker is considered a success, the opposite for a defender. A  rolled by an attacker does not count as a success, the opposite for a defender. A blank side does not count as a success for either an attacker or a defender.

Once all dice have been rolled, the difference between the successes determines how much damage is dealt.

### ***EXAMPLE COMBAT***

*The hero Adrianna is attacking a Skeleton Fighter. Adrianna has a range of 1, which means she can only attack an enemy that is adjacent to her. Adrianna has a value  of 3, which means she rolls 3 combat dice to attack. The skeleton fighter has a  value of 2, which means it rolls 2 combat dice to defend.*

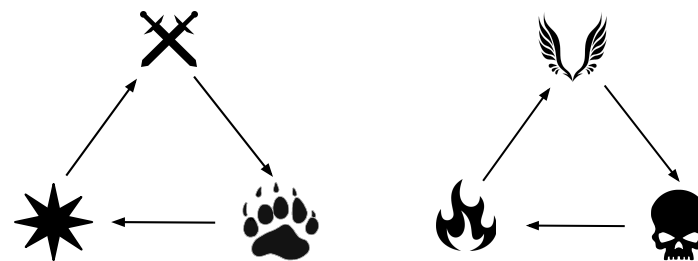
*Adrianna rolls two  and one . The skeleton rolls a  and a blank. Adrianna deals one damage to the Skeleton Fighter!*


## ***TYPES***


All enemies and heroes have types assigned to them. These types offer them additional strengths and weaknesses in combat. Bosses do not have a type.


If a hero attacks an enemy they are strong against, they roll one additional combat die. If an enemy attacks a hero they are strong against, they also gain an extra combat die. Extra combat dice are not assigned or taken away from defenders.


The types are organized into two triangles:



 - **The Martial Type** - Martial creatures are strong against beast creatures and weak against mystic creatures.

 - **The Beast Type** - Beast creatures are strong against mystic creatures and weak against martial creatures.

 - **The Mystic Type** - Mystic creatures are strong against martial creatures and weak against beast creatures.

 - **The Holy Type** - Holy creatures are strong against undead creatures and weak against elemental creatures.



- **The Undead Type** - Undead creatures are strong against elemental creatures and weak against holy creatures.



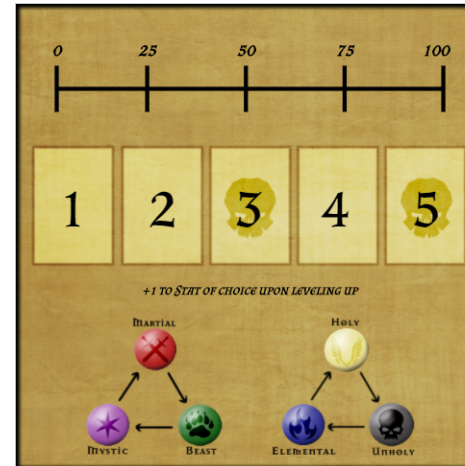
- **The Elemental Type** - Elemental creatures are strong against holy creatures and weak against undead creatures.

### ENEMIES

Enemies act almost identically to heroes in *inn*, though there are a few key differences.

1. Enemies take **two** actions per turn, **and they can only use the Move and Attack actions, and cannot reveal new world tiles.**
2. Enemies will always take their turns **after** all the heroes have completed theirs.
3. When moving, enemies will **always** attempt to get close to and attack the nearest hero (within their range). If there are multiple heroes the same distance from a monster, the monster will always attack the hero with the lowest HP.
4. When moving, like heroes, enemies cannot move over water or through hero spaces unless specified.
5. When an enemy is defeated in combat, its figure is removed from the board and its card is put into the enemy discard pile. If the enemy card pile ever runs out, the discard pile is shuffled and a new deck is created with those cards.

### EXPERIENCE & LEVELING UP



When an enemy dies in combat, regardless of which hero defeated it, all heroes gain experience points. All enemies will yield experience when defeated. If the party gathers enough experience, they will level up. The heroes begin the game at Level 1, and progress through four additional levels as the game continues. All enemies give 25 experience when killed.

When the party gains a total of 100 experience, they will level up. Their level is tracked on the "Party Level" card. The game will get harder as the players level up, offering greater challenges for possibly greater rewards.

When the heroes are at level 1, they use the Tier 1 Enemy Deck. When they reach level 3, the Tier 1 deck is set aside and the Tier 2 deck is used. This deck contains more powerful enemies to challenge the heroes in battle. When the heroes reach level 5, the Tier 2 enemy deck is replaced by the Tier 3 enemy deck, which contains the most dangerous monsters that roam the land.

Each time the heroes level up, they gain several rewards. At all levels, the heroes may increase one of their stats by 1. When new enemy decks are put into play, the players gain 5 party gold.

### HERO DEATH

When a hero is reduced to 0 HP, just like a monster, they are considered defeated. Heroes, however, are not permanently removed from the board when they are defeated unless the players are taking part in the final quest..

When a hero is defeated, their figure is removed from the game board for the rest of the current round and they can take no more actions. They lose all items that were previously in their inventory and equipped to them. These items are shuffled back into the item deck, and any epic items they had are set aside.

At the beginning of their next turn, they expend their first action to revive at the inn, no matter where they were on the map previously. Their levels do not reset, but they do not have any of the equipment they had previously.

When a hero revives, their max HP is permanently reduced by 5. After 3 deaths, the hero can no longer respawn and is out of the game.

### CARD INFORMATION

There are many different cards that players will use in *inn*. Each is explained in detail below.

#### HERO CARDS



Hero cards are distributed to each player at the start of the game. Each hero has different statistics and types.

#### **Character Name & Portrait**

The hero's name and art used to describe the character's appearance.

#### **Health/HP**

The amount of health a character has. When this value is reduced to zero, a character is considered dead.

#### **Strength - Sword**

The character's strength value. Use when a character is attacking.

#### **Defense - Shield**

The character's defense value. Used when defending.

### Range - Eye

The character's range value. Used to calculate how far this character can reach when attacking another character.

### Movement - Runner

The character's movement value. Used to calculate how many spaces a character can move across the game board.

### Type

Shows the hero's type. See "Types" for strengths and weaknesses.

### ENEMY CARDS



Enemy cards (red deck) are shuffled at the beginning of the game and drawn when a hero reveals an enemy tile. Enemy cards share many of the same characteristics as hero cards, except for the following:

### Ability

Some enemies have abilities that alter their performance in combat, or cause effects to happen outside of combat.

## ENEMY ABILITIES

All abilities and their effects will be explained below. Some heroes may share these abilities when they receive certain items.

**AURA: +X**: An enemy with this ability buffs all other enemies that share a tile with it in the way described. For example, an enemy that has "Aura: +1 Strength" gives all enemies on its tile an additional +1 Strength.

**RESURRECT**: Whenever an enemy is defeated adjacent to an enemy with resurrect, that enemy is brought back to life at half health. This can only occur once per enemy.

**FRIGHTENING**: An enemy with this ability has a frightful presence that shakes all in their path. Heroes cannot make more than one attack against an enemy with this ability more than once per turn. Multiple heroes can attack the enemy, however.

**FLANKING**: Enemies with flanking are skilled at taking advantage of their opponent's weaknesses. When an enemy with flanking attacks a hero, they get +1 strength for every other enemy that is adjacent to that hero.

**VENOM X**: When a hero is hit by an enemy with "Venom", they gain a number of venom counters equal to the number listed. For example, an enemy with "Venom 3" gives a hero 3 venom counters. At the end of a hero's turn, they take damage equal to the number of venom counters they have. These venom counters can be healed like normal wounds at towns and cities, but must be removed separately (the hero does not also heal).

**VOLATILE X**: When an enemy with "Volatile" is defeated, they deal an amount of damage equal to the number listed to all adjacent creatures. For example, an enemy with "Volatile 3" deals three damage to all



creatures (enemies and heroes) when it is defeated, before being removed from the board.

**SURGE:** When an enemy with surge is below half health, they gain +2 Strength as they go into a frenzy.

### ITEM CARDS



There are two types of item cards that the heroes can receive throughout the game. They are called **Consumables** and **Equipables**.

Each of these items has a price listed below its name. Heroes must pay this price to purchase these items from a town or city. See "Towns and Cities" for more information on purchasing items.

**Consumables** are items such as potions, which are discarded after they are used. These usually give the players a bonus to certain values, or a small heal. These items can be used at any time.

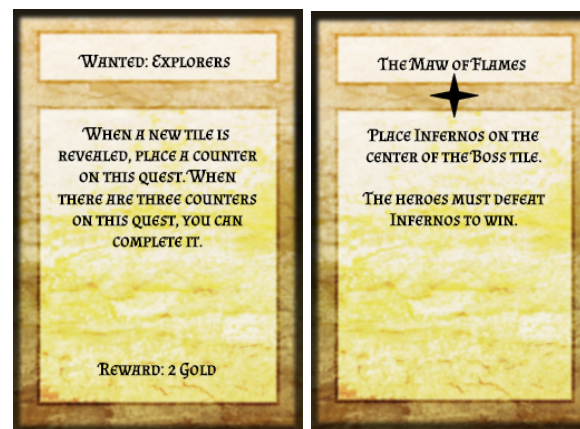
**Equipables** are items that a hero can equip to give themselves a permanent boost to a certain value until the item is unequipped. These items include weapons and armor. (NOTE: The "Epic Weapon" cards are not shuffled into the item deck at the beginning of the game.)

Items that can be equipped sometimes have a limit as to which hero can use them. A hero cannot gain the benefits from an item they are unable to use. A hero can also only equip an item in each hand, and one armor item (with the exception of shields, as these are held in one hand). They can, however, hold as many items in their inventory as they wish, so long as they are not equipped.

### THE BAZAAR

When items are revealed after a hero shops at a town or city, those items are put into the bazaar. Whenever a hero shops at a town or city, they have access to all items in the bazaar. See "Towns and Cities" for more information on shopping for items.

### QUEST CARDS



There are two types of quest cards in the game: Basic Quests and Final Quests.

Each quest has a name, followed by a brief description of the quest that explains what the heroes must do to complete it. After a quest is completed, the heroes gain the reward listed at the bottom of the quest card.

Final Quest cards are the most difficult quests available to the heroes and, like epic monsters, they are not shuffled into the quest deck at the beginning of the game. Instead, they reside in their own deck. When the “Boss” tile is revealed from the world deck, the players reveal the top card of the final quest deck. All other quests are discarded and no more are added to the quest pool after the final quest is revealed.

Like a regular quest, the heroes must fulfill the objectives on the card in order to win. Final Quests yield no reward for the heroes, except victory!

Heroes do not revive and cannot complete any more basic quests when the Final Quest is active.

### WORLD TILES

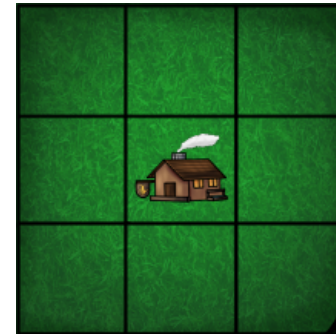
World tiles are made up of 9 squares set in a 3x3 grid. Each square is considered one space of movement. To place world tiles on the board, a hero must move *off* of a world tile they are currently occupying.

When they do, the top tile of the world tile deck is revealed and placed adjacent to the tile the hero just vacated. The hero then moves onto the space, or spaces, that are now adjacent to the one they left on the previous tile, if they are able to. When placing a world tile, heroes must place it so they end their turn on a legal space (they may not land on an enemy space, or a space occupied by water). Players may rotate the world tile as they please, but once it is placed, it cannot be rotated again.

### **HEROES CAN REVEAL ONE WORLD TILE PER TURN, UNLESS THEY REVEAL A WILDERNESS TILE.**

Whenever a world tile is removed from the game board, it is shuffled back into the world tile deck. Players can continue to reveal world tiles during the final quest unless stated otherwise.

### *THE INN*



This tile begins the game in play. When the game begins, heroes can be placed on any space that is not the center one. Heroes can also heal at the inn. If 2 gp and an action are spent, a hero can heal 2 HP or remove 2 venom counters.

### *THE BOSS TILE*



When this tile is revealed, the players discard all of their current quest cards and reveal the top card of the final quest deck. No other basic quests can be completed or earned.

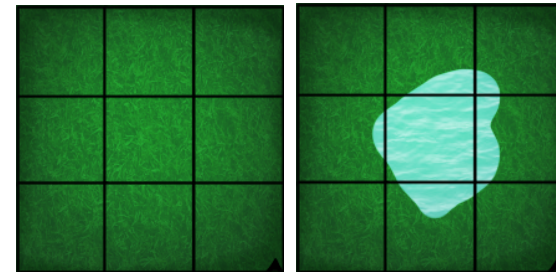
### *TOWNS AND CITIES*



Towns and cities are marked by medieval houses and castles, respectively, and also have their own unique names. In towns and cities, heroes can buy items from a vendor or heal. If a hero expends an action on the central space of one of these tiles, they reveal either one (towns) or three (cities) item cards. These items are placed in the bazaar once revealed and the town or city cannot be used to reveal items again. Players may use the shop action to access the bazaar, even if a town or city has already been used to reveal items. More items are not revealed with consecutive shop actions.

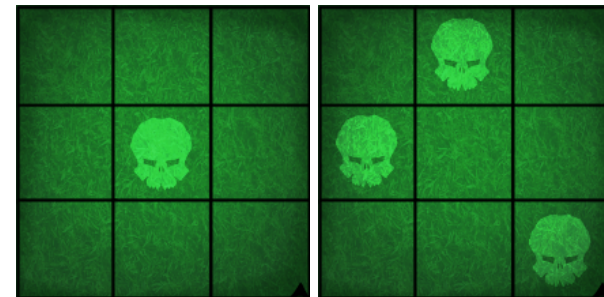
Towns, cities, and the inn can also heal heroes. If 2 gp and an action are spent, a hero can heal 2 HP or remove 2 venom counters.

### *WILDERNESS TILE*



Wilderness tiles are the most common tiles in the world tile deck. Usually, they provide no detriment to heroes moving across them. Some wilderness tiles, however, may have some spaces covered by water. This type of terrain is impassable to all heroes and enemies.

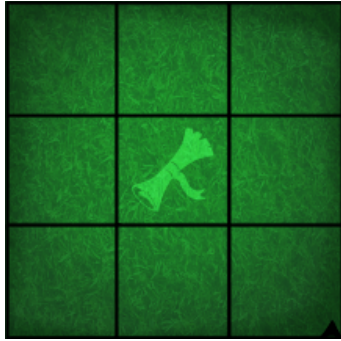
### *ENEMY TILES*



Enemy tiles are indicated by the enemy markers on some of their spaces. When these tiles are revealed and placed onto the board, before the hero moves on to them, a number of enemy cards are revealed from the enemy deck equal to the number of enemy markers on the tile. The corresponding enemy figures are then placed on the tile.

After this has been done, the hero can continue their movement onto a valid space on the enemy tile. Enemies can and will move across world tiles, but they cannot reveal new ones.

### *TROUBLED TRAVELER TILES*



Sometimes, the heroes will find a traveler in need. This is represented by the troubled traveler tile.

These world tiles can be used to exchange one quest in the heroes' quest pool with another (possibly better) one.

The hero can expend an action on the central space to select one quest in their quest pool and discard it. A new quest is revealed and placed into the quest pool to replace the one that has been discarded. After a hero uses this action, this tile cannot be used again.

This tile has no effect during the Final Quest, and acts as a wilderness tile.