

Battle for the Hundred Halls Rules

Setup & Quick Start

- 1 At the start of the game, each person picks a Player Deck and collectively decides the Scenario and Realm decks which are placed in play (one Scenario and one Realm deck). The Player decks should go in front of the players, and the Scenario and Realm decks are best placed central to all players for reading and interaction.
- 2 Each deck has a top card bearing the same name as the deck in the list at the bottom which explains how the deck functions. Some decks will have additional instructions which will require other cards from the deck to be placed in place at the beginning of the game. Follow those instructions to set up the deck properly (i.e. – Captia and Precept for the Diamond Court scenario deck, or Kali for the Pax Nygard player deck).
- 3 Place tokens next to any card with hit points on it. Dice are used for counters which some cards will require (i.e. – The Eater in the Montanhas realm deck, or Faze Field Bracelets for Nandi Musa player deck).
- 4 Decide the order that the Players will go in. This should remain the same throughout the game.
- 5 Players start the game by drawing five cards after all other game start instructions have been followed.
- 6 The Scenario deck goes first. Follow the instructions on the cards that are flipped up, starting with the "Beginning of the turn" effects (i.e. – Flip over a card from the Scenario deck). Resolve all beginning of turn effects (a card must be in play at the beginning of the turn to trigger these effects). At the end of the Scenario turn, resolve all the "End of the turn" effects (i.e. – Aepep does 5 damage to the player with the highest HPs). Cards that were placed in play this turn can trigger end of turn effects. Confirm there are no other effects on the Scenario cards that are triggered (i.e. – 5 or more creatures in play for Aepep).
- 7 The Realm deck goes second. Follow the instructions on the cards that are flipped up, starting with the "Beginning of the turn" effects (i.e. – Flip over a card from the Realm deck). Resolve Resolve all beginning of turn effects (a card must be in play at the beginning of the turn to trigger these effects). At the end of the Realm turn, resolve all the "End of the turn" effects (i.e. – Enraged Boomer does 4 damage to the player with the highest HPs). Cards that were placed in play this turn can trigger end of turn effects. Confirm there are no other effects on the Realm cards that are triggered.
- 8 The first Player goes after the Realm deck. Each turn a player may do three things (the first two can happen in any order): 1) Play a card 2) Activate a card in play (which includes the player deck—both the Five Elements can be activated and any special abilities on the card) 3) Draw a card at the end of their turn. These are separate actions (Players cannot play two cards or activate two cards instead). Cards may allow additional actions based on the text. If the text on the card violates a rule, follow the card text.
- 9 Continue with all other players until the player turns are finished (a player must complete all their actions before the next player goes).
- 10 Return to the Scenario deck, and continue the game in this order until all the Players are dead or the Scenario is defeated.

Additional Rules

- 11 For 2 player games, Players start with an additional 15 hit points and can play 2 cards per turn.
- 12 For 3 player games, Players start with an additional 10 hit points.
- 13 Solo mode – For 1 player games, see additional rules listed below.
- 14 The order of play is Scenario Deck, Realm Deck, then Players (in order chosen by the players).
- 15 Maximum hand size is 7. After all other parts of a Player turn is complete, discard down to 7 cards.
- 16 If two or more players, creatures, objects, etc. are tied for the resolving of an effect, the players decide which target receives the effect.
- 17 Buildings and Bosses go into the Void (not the graveyard) when they are destroyed. They are not shuffled back into decks.
- 18 Quest cards are not affected by enemy damage unless specifically worded that way.

19 Dead players act as an "Inspiring Memory". A dead player may have 1 other player activate a card, play a card, or let another player use the activated ability from their player card during their turn. Additionally, each dead player increases all player damage by 1. All the dead players cards go away (ie – can no longer affect the board), except for the player card which can be used in the way just described. Cards from other players go back to their graveyards , or back to their deck graveyards if they come from scenario or realm decks.

20 Spells are single use and go into the graveyard after playing. If a card references a "Spell" it's describing any card with the description of Spell. Otherwise, cards are referred to as "Cards" which include all types (i.e. – Play a "card" versus play a "spell").

21 All other cards that are not spells (i.e. – trinket, enchantments, soul fragments, etc.) stay in play until they are removed by other means.

22 Unique cards can only have 1 in play. Put duplicates in the graveyard. Player can decide which ones.

23 Artifacts cannot be sacrificed.

24 Five Elements are activated abilities that deal damage to any target. The number listed is the amount of damage. All modifiers unless otherwise specified apply to Five Element damage.

25 The graveyard is the place cards go after they have been played if they are spells, or if they have been destroyed.

26 The Void is a place that some cards like buildings go if they are destroyed. They cannot return to play by any means until it is a new game.

27 If a deck has no more cards, shuffle the graveyard and that will become the deck (this counts for realm and scenario decks too).

28 Only scenario Bosses need to be defeated to win the game (Player or Realm Bosses do not count to win or lose unless specifically mentioned).

29 A card must be in play at the beginning of the turn for a "beginning of the turn" effect to trigger.

30 Hit points cannot exceed the maximum listed on the card (except in games with less than 4 people, but only by the amounts listed in the appropriate rules).

31 When a card is played, it is not in the graveyard until after its effects resolve.

32 HEAD START MODE – If you'd like to play a slightly easier version of the game, have each player start with 6 cards and allow each player to put one card into play at the beginning of the game before the Scenario turn. If a player doesn't have something to put in play, allow them to redraw until they do. This mode is good for groups that want to tackle the more challenging decks without feeling overwhelmed.

33 RULE OF FUN – If you're not sure how to resolve a rule and you've done the best that you can, but still can't figure it out, fall back on the rule of fun. Choose the result that seems more fun for you and your friends. Afterall, it's a game. Have fun!

SOLO MODE

- To play the game as a solo player, the rules are going to be slightly different than normal play. You can either do one scenario using the armory rules, or play campaign style and try to work through all scenarios with a single character.
- Start the game with an additional 20 hit points for your chosen character.
- When playing a single solo game, or at the start of a campaign, gain 30 Armory Points to use in addition to the points earned after picking the Scenario and Realm deck.
- When choosing your Scenario and Realm deck, use the difficulty chart below to get your Armory Points which you'll use to determine how you want to specialize your player. For example, if you pick Black Council (level 2) and City of Sorcery (level 1), you'll have 3 x 10 points to spend in the Armory before your game. The only time you can spend points is in the Armory.
- After beating each scenario, return to the armory and heal up to full.
- If you're choosing to play in campaign mode, the goal is to beat all the scenarios in any order.

- Unspent points carry over to the next round if using campaign mode.
- ARMORY BUY LIST (**Can only choose each one once** unless otherwise specified).
 - 15 pts – Gain an additional activation (Permanent)
 - 15 pts – Gain an additional card to play per turn (Permanent)
 - 10 pts – Gain an additional 10 hit points (Permanent)
 - 15 pts – Gain an additional card draw at the end of your turn (Permanent)
 - 30 pts - Gain an additional activation (Permanent)
 - 30 pts – Gain an addition card to play per turn (Permanent)
 - 20 pts – Gain an additional 15 hit points (Permanent)
 - 30 pts – Gain an additional 20 hit points (Permanent)
 - 20 pts – Start each new game with an enchantment or trinket card from your deck in play (Permanent) – Can choose up to 3 times
 - 30 pts – Start each scenario with an artifact from your deck in play (Permanent)
 - 50 pts – Start each scenario with an enchantment or trinket card from *another* player's deck in play (Permanent) – Can choose up to 2 times
 - 60 pts – Start each scenario with a single activated or static ability from *another* player's player card for your use (Permanent)

Tips

- 1 The game is cooperative. Talk amongst the team, show each other your cards, discuss strategy on how to take down the scenario.
- 2 Certain players are better at different roles like damage, or healing, or control. Try to optimize those roles.
- 3 The higher difficulty decks will require synergy between your players. Choosing which ones are important.

Card Types

Enemies: Cards usually in the scenario or realm deck that must be killed and will cause adverse affects to the players. They will sometimes have an additional sub-type (Boss, creature, maetrie, etc.) that will have additional implications for game play.

Bosses: These are the main enemies that must be defeated to complete a scenario deck.

Subtype: A subtype might be listed after the main card type. Other cards may have interactions with subtyped cards.

Spell: A one-time effect that impacts the game state. After it is played the card enters the graveyard unless otherwise specified.

Enchantment: A type of permanent that stays in play unless otherwise removed providing static or activated effects.

Trinket: A type of permanent that stays in play unless otherwise removed providing static or activated effects.

Artifact: A type of permanent that stays in play unless otherwise removed providing static or activated effects. Artifacts cannot be sacrificed.

Building: A structure that creates a game play state often times, but not always, negatively impacting the players. When buildings are destroyed they go into the Void rather than the graveyard.

Event: An event creates an effect on the game state.

Quest: A quest creates an effect on the game state, or provides an enemy to interact with. Once completed, the players may choose who receives the reward at the bottom of the card (unless the card specifies that it must go to the player that completed the quest). The reward does not come into play unless the quest has been completed.

Virus: A virus attaches itself to a player based on certain conditions listed on the card which include how to destroy it.

Trap: A trap stays in play until the conditions are met after which it triggers and then it placed in the graveyard.

Player Complexity & Playstyle

(1 = Simple / 4 = Most Complex)

<u>Player</u>	<u>Complexity</u>	<u>Playstyle</u>
Aurie	1	Heal / Damage
Pi	3	Support / Control
Zayn	1	Damage
Pax	2	Damage / Control
Mori	2	Damage
Alex	4	Control / Support
Ivan	3	Damage
Nandi	2	Heal / Damage
Claire	3	Support / Damage

Realm Difficulty

(1 = Easy / 4 = Most Difficult)

<u>Realm</u>	<u>Difficulty</u>	<u>Description</u>
City of Sorcery	1	The city in which the Hundred Halls exists
Danir	2	Eco-Jungle
Montanhas	3	Industrial plant in snowy mountainous area
Eternal Realm	3	Home of the maetrie / Ancient ruined city
Caer Corsydd	2	Colorful swamp with treasure-filled ziggurats

Scenario Difficulty

(1 = Easy / 5 = Brutal)

<u>Scenario</u>	<u>Difficulty</u>	<u>Description</u>
Aepop	1	Winged serpent that controls other supernatural creatures
Black Council	2	A notorious gang of thieves and assassins
Diamond Court	3	A maetrie court that exists in the Eternal City

Elosian, Lord of Lies	4	An demonic horde invasion
Citadel of Broken Dreams	2	An interesting dungeon full of creatures and traps
Circle of Scale	5	The council of dragons

Deck Descriptions (Longer)

Players

Aurelia "Aurie" Silverthorne – Aurie is a great player for any scenario with her mix of damage and healing. She is a member of Arcanium Hall and the first book she appears in is Trials of Magic.

Pythia "Pi" Silverthorne – Pi is a more complex deck to play with a drawback/opportunity. She's best played when you're looking for an interesting play experience. She is a member of many halls due to an unusual event that happened to her and she first appears in Trials of Magic.

Zayn Carter – Zayn is a straight-forward damage deck with a small amount of control. If you like playing lots of cards, Zayn is the deck for you. He's a member of the Academy of Subtle Arts Hall, commonly known as Assassins Hall, and first appears in The Reluctant Assassin.

Pax Nygard – Pax adds another dimension to play with her companion which helps with control and damage. Best against decks that have creatures like Aepep. Pax is a member of Animalians Hall and first appears in Wild Magic.

Moriganne Charmer – Mori uses her venota stones and tempest abilities to scale damage late in the game. She's a member of Stone Singers and first appears in Song of Siren and Blood.

Alexandria "Alex" Duke – Alex is a challenging deck with high complexity involving the giving and solving of quests, but when played well can be highly affective against any scenario. She's a member of Gamemakers Hall and first appears in The Warped Forest.

Ivan Charmer – Ivan utilizes potions and the graveyard to fuel his high damage output. This deck is great for a player who wants to carefully consider every turn to maximize their impact on the game. Ivan is a member of Alchemists Hall and is the first secondary character to appear as a deck. He shows up in Song of Siren and Blood.

Nandi Musa – Nandi's focus is on enchantments and demons. She is a great healer and can burst damage late in the game. She's a member of Coterie of Mages and first appears in The Order of Merlin.

Claire Teller – Claire is a fantastic support deck focused on giving other players trinkets while working her forge to add damage. She enables the most combos with other players and creates a lot of interesting play situations. She appears in the serial story Forging a Legacy and is a member of Metallum Nocturne.

Realms

City of Sorcery – This is the introductory realm deck best for new players, or paired with higher difficulty scenarios for a first play through. This is the main city in our modern world where the magical university The Hundred Halls exists. It first appears in the book Trials of Magic and is nearly all other Hundred Halls books.

Danir – This is a jungle realm full of mist and dangerous creatures. Players must manage the supernatural ecology or risk a collapse. This realm first appears in Mark of the Phoenix.

Montanhas – This snowy mountainous realm hides a dangerous secret. Players must race against a clock or deal with an enormous threat that will imperil their chances of victory. This realm first appears in Storm of Dragon and Stone.

Eternal Realm – This is the home of the maetrie, commonly known as city elves. This urban wasteland of high magic and crime presents various challenges for those that dare to enter. This realm is first appears in Web of Lies.

Caer Corsydd – A backwater home of the Fae filled with colorful bogs and treasure filled ziggurats is an interesting mix of challenge and opportunity. This realm first appears in Bane of the Hunter.

Scenarios

Aeep – Introductory scenario. Great for new players and covers the basic concepts of creatures, events, and spells. This creature first appears in the book Bane of the Hunter.

Black Council – Slightly harder scenario involving multiple bosses which requires discussion about targeting and defense. New cards are introduced like viruses and traps. The council appears in the book The Sorcerous Spy.

Citadel of Broken Dreams – A dungeon delve in deck form. Can be more challenging on the first playthrough, but gets easier with additional attempts. A different play experience than the other decks involving an optional deck flip to search for beneficial cards. This dungeon appears in the book Citadel of Broken Dreams.

Diamond Court – Medium difficulty for more experienced players. Play with the Eternal City realm to get the full maetrie (city elf) experience! The Diamond Court plays a major role in The Veiled Diplomat.

Elosian, Lord of Lies – High amount of challenge for players who have survived multiple scenarios and understand what each character brings to the game. Discussion about a balanced team will be important for survival. Don't expect to win every time. Elosian is a major factor in the Order of Merlin trilogy.

Circle of Scale – HARD MODE. This is scenario for people who like games like Eldin Ring or Dark Souls. Meant to be very difficult to beat and requires high amount of coordination from the players from character selection to turn by turn plays. This deck CAN be beat, but it might not feel that way on the first few tries. But keep going, you can do it! If you're too frustrated, try the HEAD START MODE to give you a chance at completing without too many tries. The dragons from this deck first appear in Agent Unraveled.

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