



JURE
GRANDO
RULE
BOOK

H

INTERHUMAN



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Credits and Thanks

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Special thanks to our family, friends, and everyone who helped materially, offered advice, or simply tolerated us throughout the entire process.

A big thanks to our most persistent playtesters: Sandro Blasich, Jeremy Prince, Gregory Reese (GregInPlay), Denis Jalusic, Sasa Milicevic and Rufus (BoardGamePirate).

**And finally, thank you to everyone who supported Jure Grando on Gamefound.
You have helped bring an old Istrian legend back from the grave.**

Historical Sources

Jure Grando: The First Vampire is inspired by the legend of Jure Grando as recorded by Johann Weikhard von Valvasor in *Die Ehre Deß Hertzogthums Crain* (1689), as well as later Istrian folklore and oral tradition. Historical passages in this rulebook have been adapted and condensed for narrative purposes. Some elements, including the Black Cat associated with Jure, derive from later local tradition rather than Valvasor's account.



Get the free STL files for your figurines here:
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3 Welcome to Kringa



The year is 1672.

For generations, the people of Kringa have lived quiet lives among the forests and hills of central Istria.

But strange events have begun to unsettle the village.

Livestock disappears without explanation.

Darkness gathers along forgotten paths.

In the night, doors are marked by unseen hands while a silent Black Cat watches from the shadows.

The townsfolk know the old stories.

They speak of Jure Grando, a man who died years ago, yet the old stories say he did not remain in his grave.

They say he is a štrigun, a restless horror that returns to prey upon the living.

As fear spreads and the signs grow ever darker, the people of Kringa must prepare.

Once Jure awakens, time will be against them.

Only by working together can the townsfolk uncover whom he hunts, protect those he has marked, and complete the final ritual before Kringa is lost.

Objective

You cooperate as ordinary townsfolk preparing Kringa for Jure's return.

Gather useful **items**, complete **town missions**, research forgotten **folklore**, and manage the growing **terror** while keeping **darkness** from overwhelming Kringa.

When the preparations are complete, **Jure awakens**, his victims are revealed (the 3 **knock tokens** are placed on the game board), and **Jure's hunt** begins.

Winning the game

The players immediately win by completing the **endgame ritual** before Jure removes all 3 **knock tokens**.

Losing the game

The players immediately lose if either of the following occurs:

- The **darkness pool** is empty.
- Jure removes all 3 **knock tokens** from the board.

4 Game Components



map of Kringa
(game board, double-sided)



Jure Grando and his Black Cat



folklore board



folklore cards
4 ritual and 3 item lore



3 setup cards



5 endgame rituals



4 Jure hunts cards



13 town mission cards



21 Kringa cards



2 hope /despair tokens
(reserved for a future expansion)

Game Components



13 darkness tokens



13 crossroad tokens



15 folklore tokens



3 knock tokens

Large item tokens



8 torches



4 hawthorn stakes

Small item tokens



3 red threads



3 bags of salt



4 heads of garlic



3 round stones (egg gods)

Large quest item tokens



1 holy cross



3 shrines

Small quest item tokens



1 holy Bible



2 holy water



1 sacred candle



1 wine



1 nails



3 horseshoes



3 bread



3 bells

6 Game Components



Granny

standee, character board,
and 5 action cards



Pop

standee, character board,
and 4 action cards



Woodsman

standee, character board,
and 4 action cards



Blacksmith

standee, character board,
and 4 action cards

The folk of Kringa

Granny



Knows the old
customs, remedies
and stories of Kringa.
When others lose
their nerve, Granny
rarely does.

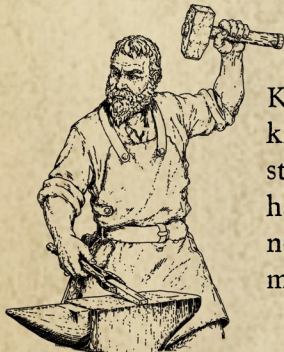
Pop

(a colloquial word for a priest)



Kringa's priest. His
faith may be tested,
but he knows the
prayers and rites that
may help against Jure.

Blacksmith



Kringa's blacksmith,
known for his
strength and steady
hand. When force is
needed, few can
match him.

Woodsman



Knows the woods and
paths around Kringa
better than anyone.
He is accustomed to
travelling them after
dark.

7 The Game Board Explained

Kringa is divided into **locations** connected by **paths** and **shortcuts**.

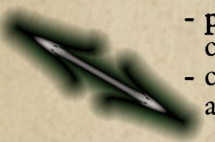


Locations:



- **locations** are the illuminated areas of the map.
- **characters, Jure, the Black Cat, items, and tokens** occupy **locations** unless stated otherwise.
- movement is always from one **location** to another.

Paths:



- **paths** are the visible roads connecting adjacent **locations**.
- characters normally move only along connected **paths**.

Shortcuts:



- **shortcuts** are hidden **paths** marked by footprints.
- only the **Woodsman** and the **Black Cat** may use **shortcuts**.

Locations with crossroads:



- **crossroad tokens** are placed at these **locations** during **setup** and may be placed here again during the game.

Cat's hiding place:



- when the **Black Cat** steals an **item**, place the **Black Cat** and the stolen **item** at the **Black Cat's hiding place**.

8 Game Overview

Set up the game:

- select your characters
- set the game board
- reveal town missions
- draw the **Jure** hunts card and place it face down on the folklore board.



- Explore Kringa:**
- manage terror
 - collect items
 - research folklore

Prepare for Jure's awakening:

- hold back the darkness
- prepare barriers
- manage the Black Cat
- complete town missions



- Jure awakens:**
- Jure rises
 - knock tokens are placed
 - the hunt begins

Jure hunts (endgame):

- protect the knock tokens
- slow down Jure
- complete the endgame ritual and banish Jure



In Kringa, you win or lose together.

9 Reading the Cards

Before setting up the game, familiarize yourself with the three card types below:

The setup cards



Folklore thread symbol

Place the following on the Kringa map as indicated on this card:

- selected characters
- the Black Cat
- items

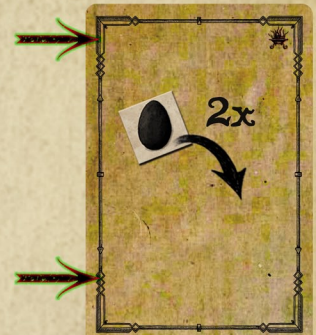
The town mission cards



Folklore thread symbol (if present)

Place items (if any) on the Kringa map

Completion requirement:
use, interact, take



Folklore thread symbol (if present)

Destinations marked on the Kringa map

Completion requirement:
use, interact, take



The endgame ritual cards



Folklore thread symbol

Place items (if any) on the Kringa map,
locations are marked on the Kringa map

Completion requirement:
use, interact, take



Individual **town missions** and **endgame rituals** are explained in detail on **pages 24-27**.

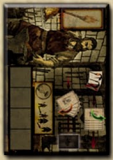
IO Game Setup - Common Steps

All gameplay modes begin with the following setup steps:

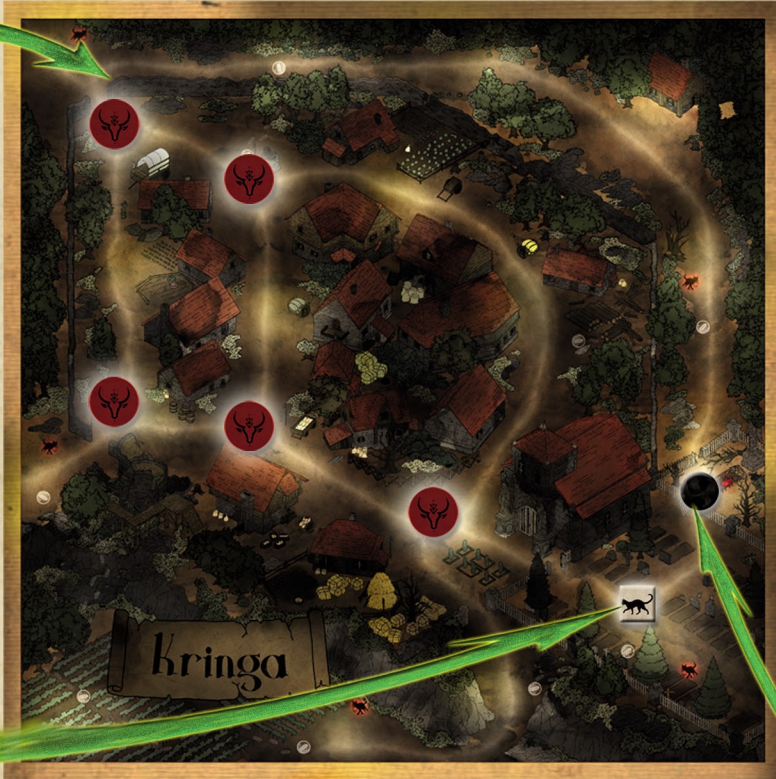
1 Place the map of Kringa on the table.

2 Each player selects a **character** and places their **board**, **action cards** (face-up), and **standee or figurine** in their play area. Place **1 torch token** in each players' **inventory** (bottom locations on their board).

3 Place **5 crossroads tokens** face-down on the **crossroad locations**. Place the remaining tokens near the board (face-down).



4
Place the **Black Cat** on the **graveyard location**

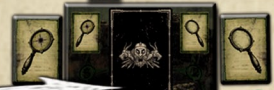


5 Place **1 darkness token** on **Jure's grave** location. Place the remaining tokens near the board as the **darkness pool**.



6 Place the **folklore board** on the table.
Place the **ritual** and **item lore cards** on its sides.
Place the **Jure standee**, **folklore**, and **knock tokens** next to it.

7 Draw **1 Jure hunts card** at random and place it face-down on the **folklore board**.
Return the remaining cards to the game box.



8 Shuffle the **Kringa cards** and place them on the table as a face-down deck



9 Continue setup according to your chosen gameplay mode:
Tutorial on page 11 • Standard game on page 12 • Folklore threads on page 13

II Setup - Tutorial

This setup is recommended for your first game. Additional starting items and selected town missions make learning the game easier while preserving the full experience:

If you are already familiar with the game, skip this page and use the **standard game** instead.

9



Draw 1 **endgame ritual** card at random and place it face-down near the board.
Return the rest to the box.

IO



Do not use the **setup** cards.
Prepare the board as shown below:



II



Select **town mission** cards for your player count instead of drawing them at random. Return the remaining **town mission** cards to the box.

1 player game

- Protect from evil
- Set barriers



For 2 players, add

- Gather herbs



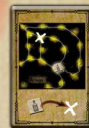
For 3 players, add

- Banish evil
- The gathering



For 4 players, add

- Purify the well



I2 Go to page 14

I2 Setup - Standard Game

This is the recommended way to play.

Randomized combinations create a different experience every game.

9 Select your Difficulty

- Easy: Keep all **darkness tokens** in the game.*
 - Normal: Remove 2 **darkness tokens** from the **darkness pool** to the game box.*
 - Hard: Remove 4 **darkness tokens** from the **darkness pool** to the game box.*
- *Decide if you want to play with or without **player elimination**.

IO



- Draw one **endgame ritual** card and place it face-down near the board (return the remaining **endgame ritual** cards to the box).
- do not reveal the **endgame ritual** card
 - the **endgame ritual** cannot be completed until **Jure awakens**

II



Setup

- draw and reveal one **setup** card at random
- place **items** and **characters** accordingly

I2



Town missions

- draw and reveal **town mission** cards according to the number of players:
 - 1 player - draw 2 **town missions**
 - 2 players - draw 3 **town missions**
 - 3 players - draw 5 **town missions**
 - 4 players - draw 6 **town missions**
- place additional **items** on the game board as depicted on the mission cards (see pages 24-26, **Town missions** for details)

1 player



2 players



3 players



4 players



I3

Go to page 14

I3 Setup - Folklore Threads

Folklore threads: each thread tells a complete folklore-inspired story by pairing one endgame ritual with matching town missions. The recommended difficulty for this mode of play is "Hard".

Select your difficulty

- 9** - Easy: Keep all **darkness tokens** in the game. *
- Normal: Remove 2 **darkness tokens** from the **darkness pool** to the game box. *
- Hard: Remove 4 **darkness tokens** from the **darkness pool** to the game box. *
- *Decide if you want to play with or without **player elimination**.

IO



Select one **endgame ritual** card and place it face-up near the board (return the remaining **endgame ritual** cards to the game box).

- do not setup any **items**
- the **endgame ritual** cannot be completed until **Jure awakens**

II



Take the **setup** card with the matching **thread** symbol and place **items** and all selected **characters** on the game board as depicted on it.

- return all **setup** cards to the game box

I2



Take the **town mission** cards with the matching **thread** symbol and reveal them.

For 3/4-player games draw the extra 2/3 **town missions** at random. Place the selected **town missions** face-up near the game board.

For each **town mission**, place additional **items** on the game board as depicted on them see pages 24-26, **Town missions** for details).

Endgame ritual

Matching town missions
1 player

2 players

Additional town missions
3 players 4 players

Matching setup card



I3

Go to page 14

I4 Gameplay Terms

The following terms are used throughout the rulebook to keep rules and effects short and consistent:

- Active player** - the player currently taking their turn.
- Draw action card** - take an **action** card from your play area and place it in **your hand**.
- Play action card** - place an **action** card from your hand to your playing area and **resolve** one of the **actions** on it.
- Move / moves (X)** - move up to **X locations** away from the **current location**, one at a time, following connected **paths**.
- Place / drop** - put the indicated **item** in the specified **location** or area.
- Gain terror** - for each **terror** gained, flip one of your **action** cards face-down.
- Remove terror** - for each **terror** removed, flip one of your **action** cards face-up.
- Your location** - the **location** currently occupied by your character.
- Adjacent location** - a **location** directly connected to the current **location** by a **path**.
- Share a location** - characters and other components occupying the same **location**.
- Flip** - turn the indicated card or **token** to its other side.
- Use** - use the indicated **item** and **resolve** its effect.
- Interact** - perform an **interact action** with an **item** in **your location**.
- Discard** - remove the indicated card, **token**, or **item** from play.
- Resolve** - carry out all effects of the indicated game element.
- Steal** - Take 1 **item** from the **Black Cat's location** or from a **characters' inventory** in **Black Cat's location** then **place** the **item** and the **Black Cat** at the **Black Cat's indicated hiding place**.
- (Black Cat action)** -
- Darkness (location)-** a **location** containing a **darkness token**.
- Darkness pool** - the supply of **darkness tokens** beside the **game board**.
- Inventory** - the spaces on your **character board** used to carry **items**.
- Lit torch space** - the space on your **character board** where you can **place** a **torch token** to **activate** (lit) it. When you place a **torch** in the **lit torch space** you must place it with the **stronger flame** side face-up.
- Lit torch** - a **torch placed** in the **lit torch space** on your **character board**.
- Dying torch** - a **torch** in your **lit torch space** flipped to the **weaker flame** side.

I Your Turn and Kringa Cards

Whoever most recently watched a vampire movie is the first player.

This section guides you through a complete player turn.

1 Resolve upkeep at the start of your turn:

- if you have a lit torch, flip it to the dying torch side.
- if you have a dying torch, discard it.



2 Take action cards:

Take all your face-up action cards into your hand. Your face-down action cards stay face-down. A face-down action card is unavailable to you until terror is removed (one for each card).

If all of your action cards are face-down, choose one to take into your hand.



3 Playing an action card:

Play an action card from your hand, and place it face-up in front of you. Select up to one icon on the card, and resolve its action.

Free actions:

Item actions (page 18):

- use an item
- place an item
- trade an item

Folklore actions (page 21):

- spend folklore tokens
- use a ritual lore card



4 Resolve a Kringa card:

At the end of your turn, draw a Kringa card from the top of the deck and resolve its effects as explained here. Discard the Kringa card afterwards.



All characters gain 1 terror.



Place 1 crossroad token on the indicated location.

All characters in Black Cat's location gain 1 terror

Jure: Move (2).



Place 1 darkness token on the indicated location.

Black Cat: Move (2).



Move 1 folklore token from the supply to the folklore board.



Place 1 darkness token on the indicated location.

Black Cat: Steal.

Jure: Move (1).



Place 1 crossroad token on the indicated location.

The play proceeds clockwise, with the player on your left now taking their turn.

16 Actions

These are the actions that you can perform during your turn using action cards.

Common actions - actions available to all characters:



Walk

Move (1) your character to an **adjacent location** connected by a **path**.

Immediately, resolve any **darkness**, **crossroads**, or other effects in your new



Interact

Pick up or activate items in your location.

Interacting with items from your **inventory** is a **free** action.



Calm down

Remove 1 terror from yourself by **flipping** one of your **face-down** **action cards** **face-up**.

This action cannot be performed in a **darkness** location.



Research folklore

Move 1 folklore token from the token pile onto the **folklore board**.

Special actions - character-specific actions:



Comfort

Granny only

Remove 1 terror from another character in your location.

This action cannot be performed in a **darkness** location.



Banish

Pop only

If the **Black Cat** is in your location then **Black Cat** move (2).

You choose the movement direction.



Drive him back

Blacksmith only

Move (1)

You may move into **Jure's location** using this action.

Gain 1 terror

Jure move (1) - you choose the movement direction.



Pass unseen

Woodsman only

Move (1) through a **shortcut** to the **connected location**.



I7 Movement and Interaction Examples

Any character



- Pick up stone in your location
- Use stone from inventory to remove crossroad token (free action)
- Move (1)

Woodsman only (Pass unseen)



- Pass unseen to use shortcut
- Resolve crossroad token
- Gain 1 terror

Any character



- Pick up torch in your location
- Use torch
- Move (1) to darkness location (no terror gain)

Granny only (Comfort)



- Comfort to remove 1 terror from another character in the same location
- Research folklore

Pop only (Banish)



- Banish to Black Cat moves (2)
- Place red thread token on path
- Calm to remove 1 terror from self

Blacksmith only (Drive him back)



- Drive him back to:
- Move (1) to Jures location
- Gain 1 terror
- Jure move (1)
- Gain 1 terror (darkness location)

Black Cat move



- Black Cat moves (2)
- 2 characters are at same distance
- Woodsman has more items in inventory
- Black Cat moves to Woodsman

Black Cat steals



- Black Cat steals 1 item from character or location (player choice)
- Black Cat takes item to its indicated hiding place

Jure moves to knock token



- Jure move (1)
- Movement from a darknes location is free
- Remove knock token from the game board

Jure moves - red thread on path



- Jure move (2)
- Red thread stops Jure
- Remove red thread token from the game board

I8 Inventory and Items

Scattered throughout Kringa are **items** you can **pick up** or **interact** with. **Items** can be carried in your **inventory**.



Inventory

Your **inventory** has 3 slots.

The **Blacksmith** has 4 **inventory** slots.

Small items occupy 1 slot.

Large items occupy 2 slots.

When lit, the **torch** is placed in the **lit torch space** **B** and does not occupy **inventory** slots anymore.



Torch

Use: To **light the torch**, place it in the **lit torch space** (B) on your **character board**, showing the **lit torch** side.

Effects: While the **torch** is in the **lit torch space**, you can enter **darkness locations** without gaining **terror**. Other characters entering **your location** also ignore **terror** gain from the **darkness location**.

Duration: Turn when activated (as a lit torch) and the next turn (as a dying torch). **Discard** at the start of your third turn.



Red thread

Use: **Flip** and **place** on a **path** between **your location** and an **adjacent location**.
Effect: The **first time** Jure crosses it, he immediately returns to his **previous location**.

Duration: Remains on the **game board** once **placed** and cannot be **picked up** again. **Discard** after it blocks Jure.



Salt

Use: **Flip** and **place** on your **current location**.

Effect: **Darkness tokens** cannot be placed on this **location**.

Duration: Remains on the **game board** for the rest of the game. Cannot be **picked up**.



Garlic

Use: Can only be **used** on yourself.

Effect: **Remove** up to 2 **terror**.

Duration: **Discard** after use.



Round stone (Egg Gods)

Use: Target the **Black Cat** or a **crossroads token** on an **adjacent location**.

Effect - choose one:

- **Black Cat** move (1), you select the direction.
- **Remove** the **crossroad token** without **resolving** it.

Duration: **Discard** after use.

Hawthorn stake

Use: Carry in your **inventory**.

Effect: When Jure enters your **location**:

- **Gain** 1 **terror**.
- Jure returns to his **previous location**.
- **Ignore** all other effects.

Duration: **Discard** after the effect has been performed once.



I9 Quest Items and the Black Cat

Quest items are used only to complete town missions or the endgame ritual.



Horseshoe and bread

Use: Place on the **target location**, used side up.
Effects: Contributes to the **town mission** objective.
Duration: Remains on the **game board** for the rest of the game.



Wine, nails, holy water, holy cross, candle, holy Bible

Use: Place on the **target location**.
Effects: Contributes toward completing the **town mission/endgame ritual**.
Duration: Remains on the **game board** for the rest of the game.



Shrines and bells

Use: Cannot be **picked up**. **Interact** with and **flip** to its other side.
Effects: Contributes toward completing the **town mission/endgame ritual**.
Duration: Remains on the **game board** for the rest of the game.



The Black Cat



The black cat wandered the town before him. And people learned to fear what followed.
— inspired by later Kringa oral tradition

The **Black Cat's** behaviour is determined by the revealed **Kringa cards** and these special rules:



Greedy

The **Black Cat** always **moves** toward the closest **character**.
If two or more characters are equally close, it moves toward the **character** carrying the most **items**. If there is still a tie, the **active player** chooses the target.
The **Black Cat** stops when it reaches a **character**, and any remaining movement is lost.
The **Black Cat** may **move** through marked **shortcuts** as if they were normal paths.



Steal

The **Black Cat** takes one **item** from its **location** or from a **character** in its **location**. If multiple **items** are eligible, the **active player** chooses which **item** is taken.
The **Black Cat** and the **item** immediately **move** to the indicated **hiding place**.



Feline terror

Every **character** in the **Black Cat's** **location** gains 1 **terror**.

20 Darkness, Terror, and Crossroads

Darkness represents Jure's growing influence over Kringa.

Darkness tokens are placed:

- By Kringa cards.
- During setup (on Jures grave).
- By crossroad tokens.



Effects

- When entering darkness, gain 1 terror.
- Terror cannot be removed while in darkness except by using garlic.
- Jure moves for free from darkness.

Protection

- A torch in your lit torch space prevents terror gain from entering darkness.
- Placed salt prevents darkness tokens from being placed on its location.

End of game trigger:

Players immediately lose if the darkness pool becomes empty.

Terror limits your available actions.

Gaining terror:

- Entering a darkness
- The Black Cat feline terror effect
- Jure
- Kringa cards
- Crossroads token effect

Effects:

- Each time you gain terror flip one action card face-down.

Crossroad tokens are hidden events waiting to be discovered.

Crossroad tokens are placed:

- During setup
- By Kringa cards



Reveal and resolve a crossroad token when:

- Entering its location
- Starting your turn on its location

Effects:



Place a darkness token in that location



All characters in that location gain 1 terror



Move the Black Cat to that location



Nothing happens

After resolving its effect, return the crossroads token to the game box.

2I Folklore

The folklore system rewards your research with useful items, ancient rituals, and the knowledge needed to defeat Jure.

The **folklore board** tracks your research throughout the game.

Gaining folklore

You can **gain folklore** by:

- Using the **research folklore action**
- Resolving a **Kringa card**

When you **gain folklore** place one **folklore token** onto the **folklore board**.



Spending folklore

Folklore tokens are a **shared resource** and can be spent by any player as a **free action** at any time during **their turn**.

To **spend tokens** remove the correct number of tokens and select the desired lore:

- 3 for **item lore**
- 5 for **ritual lore**
- 8 for **Štrigun lore**

Ritual lore

Spend 5 folklore tokens to take one **ritual lore card** and place it next to your **character board**.

- **Ritual lore cards** are a **shared resource** and can be used by any player as a **free action** at any time during **their turn**.
- Once **resolved**, return it to the game box.

Item lore

- Spend 3 folklore tokens to **resolve one item lore card**.
- The selected card is **resolved** immediately and the selected **item** is placed on the **indicated location**.
- Once **resolved**, return it to the game box.



Išššš!!!*
Immediately move (7) the **Black Cat**.

* "Shoo" in Croatian



Bring light
Remove 1 **darkness token** from any **location** on the **game board** and return it to the **darkness pool**.



Hide!
Move one **knock token** up to 2 **connected locations** away from its **current location**.



Call his true name
Immediately move (1) **Jure**.



Select one:

- Place 1 **red thread token** on the **indicated location**.
- Place 1 **salt token** on the **indicated location**.



Select one:

- Place 1 **garlic token** on the **indicated location**.
- Place 1 **round stone token** on the **indicated location**.



Select one:

- Place 1 **torch token** on the **indicated location**.
- Place 1 **hawthorn stake token** on the **indicated location**.



Štrigun lore

Spend 8 folklore tokens to reveal the **Jure hunts card**.

- Do not place **Jure** or the **knock tokens**.
- The **endgame** does not begin.

22 Jure Awakens

The last night is here!

*“For sixteen years after his death, he walked again among the people of Kringa.
Where he knocked, death followed.”*

*“At night he walked through Kringa and knocked upon their doors.
Soon, in every house he visited, someone died.”*

*“They opened the grave and found him untouched by decay.
His cheeks were flushed, and upon his face was a smile.”*

*“They raised the crucifix before him but,
the hawthorn stake could not pierce his skin.”*

Once the last **town mission** is completed, the game enters its final stage.



Reveal the **endgame ritual card**

- unless already revealed if playing the folklore threads mode.

Set up the additional **items** on the board (if any) as indicated on the **edgame ritual card**.



Reveal the **Jure hunts card**

- unless already revealed through **folklore research**.

Place the 3 **knock tokens** on the board as indicated by the **Jure hunts card**.

Place the **Jure Grando standee or figurine** on the location indicated by the **Jure hunts card**.

What remains the same?

- the turn sequence remains the same
- the **Kringa cards** activate the **Black Cat**, **darknes**, **crossroads**, and other effects
- players still lose the game if the darkness pool is empty

What is new?

- the **knock tokens** are on the **game board**
- **Jure** is on the **game board**
- the **Kringa cards** activate **Jure's** movement
- if all **knock tokens** are removed from the board, you lose the game

**Jure walks among the living once more.
The hunt has begun.**

Continue the current player's turn with Jure now on the board.

23 Jure Hunts

Jure moves depending on the **Kringa** card that is drawn at the end of each player's turn. He may move 0, 1, or 2 locations, and the rules below govern his movement.

Master of Darkness

- When moving **Jure** (or determining the distance to the closest knock token) movement from a **darkness** location to a connected location costs **Jure** no movement.

In the example below, the distance from "A" to "F" and from "A" to "H" is the same: 1.

Relentless Hunter

- **Jure** always moves toward the closest knock token.
- If two or more knock tokens are equally close, the active player chooses **Jure's** target.
- When **Jure** reaches a knock token, remove that knock token, and any remaining **Jure** movement is lost.

The knock tokens on "F" and "H" are equally close to **Jure**, so the active player chooses which one is **Jure's** target.

Merciless

When **Jure** enters any character's location:

- If you are playing with **player elimination** that character is immediately eliminated, and any remaining **Jure** movement is lost.

In the example, **Jure** reaches the **Woodsman**.

The **Woodsman** is eliminated, and removed from the game.

Jure stops in that location, and any remaining movement is lost.

- If you are playing without **player elimination**, that character gains 2 terror, must move (2) (controlling players' choice), and any remaining **Jure** movement is not lost.

In the example, **Jure** reaches the **Woodsman**, who gains 2 terror and must move (2).

Jure then continues his movement toward the knock token at "F" or "H".

Ending the game

You win:

- Complete the **endgame ritual**.

You lose if:

- **Jure** removes all 3 knock tokens from the game board.
- or
- The **darkness pool** is empty.

If you have won, read the passage below

*"At last, one of the men descended into the grave, and struck off his head.
With a great cry and a twisting of his limbs, the evil spirit departed."*

*"After that night, Jure Grando troubled the people of Kringa no more.
And since the Štrigun is dead that was the end of it ..."*

24 The Town Missions



The gathering

Folklore thread: *none*

Setup: none

To complete: Gather all **characters** at the indicated **location** (town square)



Banish evil

Folklore thread: *Confront Jure*

Setup: none

To complete: Use the **round stones** two times



Horseshoe charms

Folklore thread: *Call the krsnik*

Setup: place three horseshoe charms on the indicated locations

To complete: Pick up all three horseshoe charms and place them on indicated locations (1 per location)



Wayside shrines

Folklore thread: *Last rites* and *Until dawn*

Setup: place two wayside shrine tokens on the two indicated locations

To complete: Interact to flip the two wayside shrines



Gather herbs

Folklore thread: *Banish Jure*

Setup: none

To complete: Pick up two heads of garlic

25 The Town Missions



Nail it shut

Folklore thread: *none*

Setup: place the **iron nails token** on the indicated location

To complete: pick up the **iron nails token** and place it on the indicated location (marked with “X”)



Set barriers

Folklore thread: *Confront Jure*

Setup: place 1 **red thread token** on the indicated location

To complete: use the **red thread** two times on any two paths



Purify the well

Folklore thread: *Last rites and call the krsnik*

Setup: place the **holy water token** on the indicated location

To complete: pick up the **holy water token** and use it on the indicated location (marked with “X”)



Bread offering

Folklore thread: *Until dawn*

Setup: place two **bread tokens** on the indicated location

To complete: pick up the two **bread tokens** and place them on the indicated locations (marked with “X”)



Return the relics

Folklore thread: *Last rites and Banish Jure*

Setup: place the **holy cross** and **candle tokens** on the indicated locations

To complete: pick up the **holy cross** and **candle tokens** and place them on the indicated location (marked with “X”)

26 The Town Missions



Light at the gates

Folklore thread: *Confront Jure*

Setup: none

To complete: bring a lit or **dying torch** to the two indicated locations (marked with "X")



Spill the wine

Folklore thread: *Call the krsnik*

Setup: place the **red wine token** on the indicated location

To complete: pick up the **red wine token** and place it on the indicated location (marked with "X")



Protect from evil

Folklore thread: *Banish Jure* and *Until dawn*

Setup: place 1 **salt token** on the indicated location

To complete: place the **salt token** two times on any two locations

27 The Endgame Missions



Confront Jure

Setup: none

To complete: share the location with **Jure Grando** two times while you have a lit or dying torch to win.

Note: this might eliminate your character, but you can still win even if all characters are eliminated



Until dawn

Setup: none

To complete: each time a **Kringa** card is resolved place it on this card, once 9 **Kringa** cards are resolved, you win.

Note: you can win even if all characters are eliminated



Last rites

Setup: place the holy Bible token on the indicated location

To complete: all characters (except eliminated characters) must gather at the indicated location (marked with "X") while carrying the holy Bible token



Call the krsnik

Setup: place three bell tokens on the indicated locations

To complete: interact with them to flip all three bell tokens



Banish Jure

Setup: place the holy water token on the indicated location

To complete: reach the indicated location (marked with "X") with the hawthorne stake, holy water and a lit or dying torch.

28 Quick Reference

Your turn:

Upkeep (torch)



take action cards



play action cards



resolve Kringa card



Darkness tokens

Move into



gain 1 terror



Crossroad tokens

Move into or start your turn



resolve



Do not forget:

Lit or dying torch



Prevent terror when entering darkness

Placed salt



Prevent placement of a darkness token

Round stone



Remove crossroad token

Garlic



Remove terror

The endgame (standard game):

When all town missions are completed



Draw and reveal the endgame ritual



Reveal the Jure hunts card



Place Jure and the knock tokens



To win you must complete the endgame ritual

You lose if the darkness pool is empty or all 3 knock tokens are removed.

When in doubt, remember: in Kringa, you win or lose together.