

I undertook the re-visioning of Citadel of Blood by Eric Lee Smith because I felt the game had some groundbreaking design elements for its time, and deserved to be re-introduced to a new audience. Among the things originally included in Citadel of Blood that are now becoming quite popular in board games: co-operative game play supporting 1-6 players (with group and individual player win conditions), a tile driven board which creates a different game each time, a mix of RPG and boardgame elements, and the ability to play campaigns for longer games.

My re-vision keeps the existing rules of the game with the following exceptions:
- 'chits' were re-named 'dungeon tiles' on the player aid sheets
- created a Combat Board to track march order of the characters and monsters (*with space on the left side of the board for component organization*)
- added Mage Armor, Lock and Talisman of the Mind tokens to track their usage
- on the larger monster counters - eliminated the "1:1" abbreviated style dice codes and written them out instead (ex. 1D6 for 1:1)
- also eliminated the 'W' code referred to in the rules for some of the monsters, instead listing any weapons or spells they use on the counter

I've also created character tracking sheets and player aid sheets which will use eurocubes and spell cards (*players can align the spell cards to the left hand side of the character tracker*), rather than pencil and paper, and have also scaled up all the components for easier readability. The size of the components also allows the use of miniatures if desired.

To PnP craft the game you will need to print up (and mount on card stock):
- 2 sheets of character counters
- 2 sheets of monster counters
- 2 sheets of spell cards (suggested: print the spell card sheets 3 times - multiple players may wish to use the same spells)
- 1 sheet of magic items (suggested: print this sheet 2 times to have enough magic items on hand)
- 1 sheet with two character trackers (print 3 copies of this and cut each into 2 tracking sheets for a total of 6 character trackers for the game).

The last page of the counters file includes a back side sheet for making all counters/character tracking sheets double sided if desired.

You will also need to print:
- the 6 pages of player aid sheets and it is recommended these be made into 3 double sided sheets
- the 14 pages of rules + covers
- the 1 page combat board (mounted on card stock) which is where the square character and monster counters are placed for their march order during combat. This board is placed between all players during the game and the map of dungeon tiles are laid out next to it
- the 14 pages of dungeon tiles (mounted on card stock) which should be made into 7 sheets of double sided tiles (100 dungeon tiles in total) + one Citadel of Blood tile (see below) [note the 2nd page of each tile set has extra bleed added for alignment issues]
- and about 60-70 wooden eurocubes to mark the character trackers, predominant sun and dungeon level on the combat board and remaining spell turns on several of the spell cards

Some have asked why I do not re-write the rules. This game is the intellectual property of Eric Lee Smith and the copyright is, I believe, held by Hasbro/Wizards of the Coast. I felt it best to leave that aspect of the game alone. The rules as they stand are well written, if in a style modern board games no longer use. As mentioned in the rules, players may decide what they wish to add/remove from the rule set. The rules are guidelines for play.

In the original game you drew the dungeon chits from a cup. I recommend, for the larger dungeon tiles included in my re-vision of the game, that players blind shuffle the tiles and place them on the tabletop with the included Citadel of Blood tile on top, drawing the tile directly under this each time.

My thanks to Eric Lee Smith for his support of my re-design and also to him for a great game.

CHARACTER COUNTERS FOR MARCH ORDER / CHARACTER MARKERS FOR TRACKING AID SHEET, PRINT 1 SHEET



CHARACTER COUNTERS FOR MARCH ORDER / CHARACTER MARKERS FOR TRACKING AID SHEET, PRINT 1 COPY

Maytwist	Maytwist	WP 7 RV 2 CB 0 B(+2), T NE (+3)	Elf B	Elf B	WP 5 RV 2 CB 0 B(+1) NE (+1)		
Dalmilandril	Dalmilandril	WP 5 RV 3 CB 2 B(+2), D NE (+2)	Elf C	Elf C	WP 5 RV 2 CB 0 B(+1) NE (+1)		
Gilith	Gilith	WP 8 RV 3 CB 4 B(+2), D NE (+2)	Dwarf A	Dwarf A	WP 6 RV 2 CB 0 A(+1) DT (1)		
Gwaigillion Elengal	Gwaigillion Elengal	WP 7 RV 3 CB 4 B(+2), D NE (+1)	Dwarf B	Dwarf B	WP 6 RV 2 CB 0 A(+1) DT (1)		
Linfalas	Linfalas	WP 9 RV 2 CB 5 B(+2), S NE (+3)	Dwarf C	Dwarf C	WP 6 RV 2 CB 0 A(+1) DT (1)		
Elf A	Elf A	WP 5 RV 2 CB 0 B(+1) NE (+1)	Gerudirr	Gerudirr	WP 6 RV 2 CB 6 A(+3), D DT (1)		
Zurik	Zurik	WP 6 RV 2 CB 3 A(+2), D DT (3)	Gislan	Gislan	WP 10 RV 3 CB 4 A(+2), H DT (3)		

(15.6)
Hydra
0/3/9 1D6+1
CB+ J

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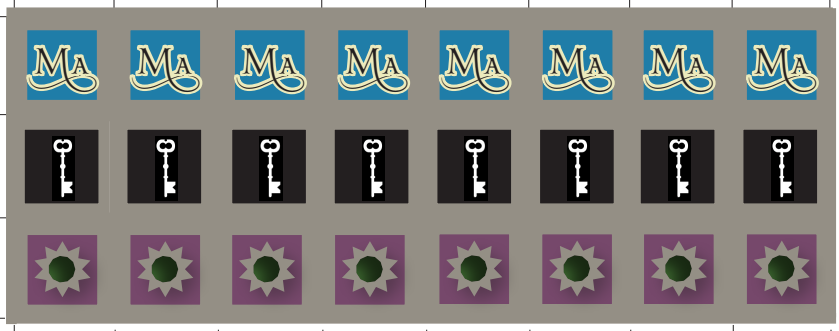
0/3/9 1D6+1
CB+ J

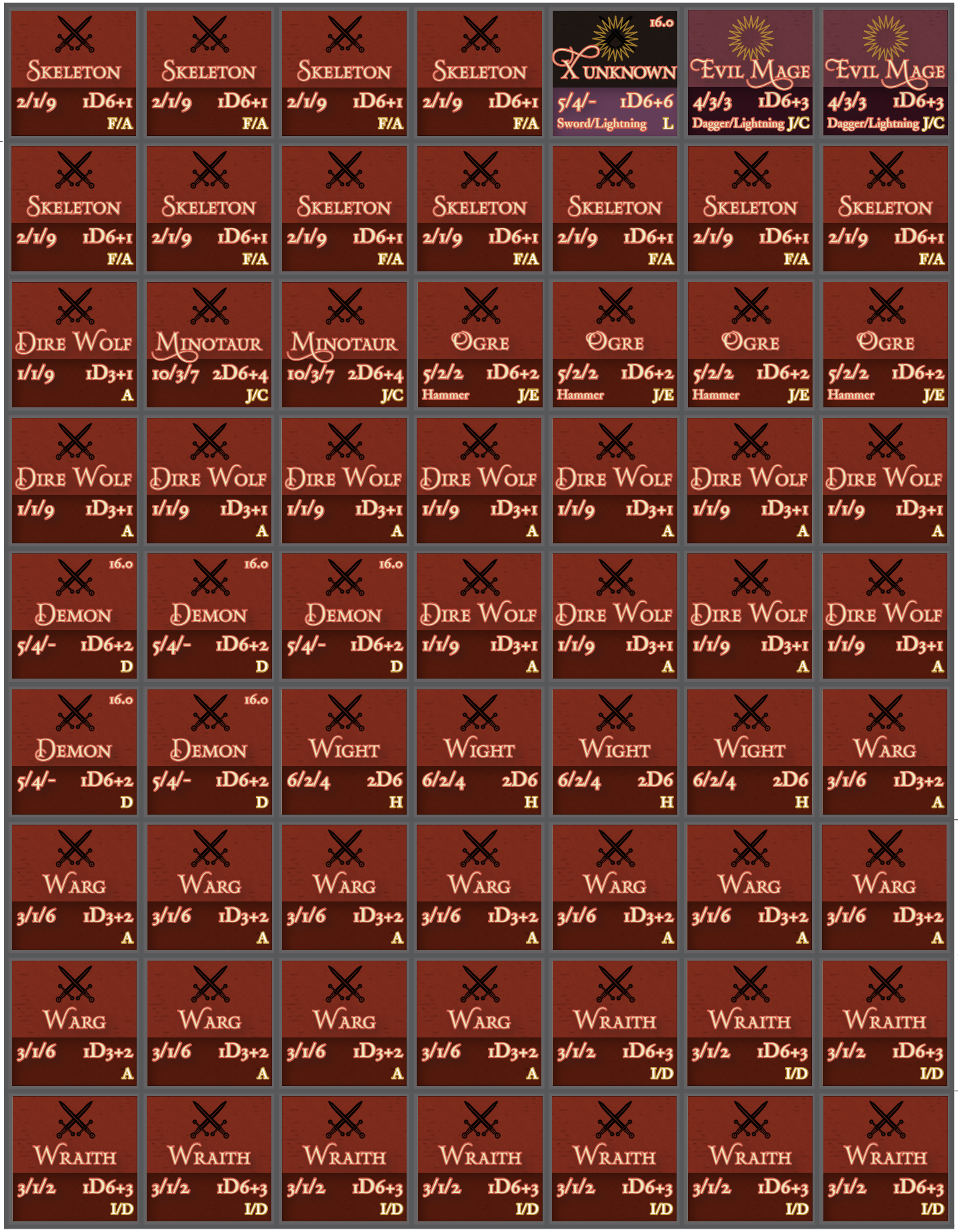


TOKENS FOR MAGE ARMOR SPELL

TOKENS FOR LOCK SPELL

TOKENS FOR THE TALISMAN OF THE MIND

MONSTER COUNTERS FOR MARCH ORDER / DUNGEON TILES, PRINT 1 COPY



Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A
Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A	Harpy 0/1/5 1D3 A
Harpy 0/1/5 1D3 A	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B
Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B	Cronk 4/1/9 1D6+1 Stench E/B
Cronk 4/1/9 1D6+1 Stench E/B	Gargoyle 9/3/4 3D6+1 G	Gargoyle 9/3/4 3D6+1 G	Gargoyle 9/3/4 3D6+1 G	Gargoyle 9/3/4 3D6+1 G	Chimera 7/2/7 2D6+2 Firebreath I	Chimera 7/2/7 2D6+2 Firebreath I
Chimera 7/2/7 2D6+2 Firebreath I	Chimera 7/2/7 2D6+2 Firebreath I	Troll 6/3/4 2D6+3 Regenerate J	Troll 6/3/4 2D6+3 Regenerate J	Medusa 2/2/5 2D6 Flesh/Stone G	Medusa 2/2/5 2D6 Flesh/Stone G	Vampire 11/4/6 3D6 Charm J
Vampire 11/4/6 3D6 Charm J	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B
Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Evil Hero 5/2/5 1D6+4 +1D6 Sword J/C
Orc 3/1/0 1D6 Sword H/B	Orc 3/1/0 1D6 Sword H/B	Gateway	Hellgate	The Party	Evil Hero 5/2/5 1D6+4 +1D6 Sword J/C	