

Creature Caravan

Veteran Solo Mode

Story

Things have gotten deadly in Arzium. Reaching Eastrey is no longer an option but the only way to survive and lingering for too long on our way will certainly mean our end. But we can't just rush there and leave others behind!

General

All rules from the base game stay the same except for the changes mentioned in this variant. However, this completely replaces the solo mode mentioned in the rules and the victory condition. The automa will not use any resources or cards but will move over the map, place camps, and compete for market trades and zombies. The variant will likely also work for 2-3p games and with an arbitrary number of automa, but I have so far only tested it solo against two automa. I also haven't tested it with the expansion yet.

Remember: the normal limit for your caravan (12 creatures) applies unless a card modifies it and as usual no creature can be removed/replaced once it is placed into the caravan. Also keep in mind the game allows you to do a re-roll at the start of each turn.

Winning The Game

In order to win the game, you will now need to achieve two things:

1. Reach Eastrey: If you don't have at least a single camp on Eastrey, you automatically lose.
2. Reach 100VP: If after scoring you have less than 100VP, you lose. You likely didn't pick up enough creatures or they didn't work well together.

Only if both conditions are fulfilled does it count as a win. Victory points are tallied as described in the normal rules. Automa do not count VP and cannot win.

Setup

Set up the game as usual but do not use any player/automa boards for the automa. Instead just take the tents and cubes of two non-player colours and place them somewhere off the board. These represent the two rival caravans that compete with you. Automa don't get any starting resources or cards.

After you have chosen your starting position, roll a single D6 for each automa and place their caravan token in the respective row, counting from top to bottom.

Turn

You are always first in turn order and perform your turn as normal. Once you're done, for each automa roll 4D6 to figure out its movement for that round. From their current position, count one space per die and place a tent on the target space after applying all four dice:

Value	Movement
1	One step up
2	One step up & one step to the right
3	One step to the right
4	One step down & one step to the right
5	One step down
6	No movement for this die



Example: 4, 3, 6, 1 results in going two squares to the right (the upward-movement of the 1 is canceled by the downward movement of the 4).



Most of the time, it doesn't matter in which order the dice are counted. If the path would however lead the automa over the top or bottom edge of the board, try to change the order of dice so the path stays within the bounds of the board. If the path still moves outside the

board, clamp it against the edge (e.g. a 2 over the upper edge becomes just a move to the right instead of up and right). For now, still keep the caravan token on the square where it started the turn.

Re-roll: Count the distance between the start and target square in horizontal and vertical (not diagonal) movements. If the distance is greater than 4, remove the newly placed tent and re-roll all dice. Also if the target tent isn't at least one step closer to Eastrey (e.g. automa would move only up or down), re-roll all dice.

Now check the shortest path between the start and target square. If it passes through (or stops on) at least one red canyon, it will place a single cube on the lowest available coin trade. If it passes through (or stops on) at least one blue mountain, it will place a single cube on the lowest available bag trade. If it passes through (or stops on) a zombie square, it will fight the lowest available zombie. If there are multiple shortest paths, the automa will try to maximise the number of cubes it places, followed by the lowest VP cube it can place. If there still should be an ambiguity, roll a die to choose between the available options. If the automa runs out of cubes, it will no longer place any for the rest of the game.



Finally, move the automa's caravan token to the target square and proceed with the next automa.

End of Turn

Important: you (and the automa) ignore board effects for squares that already have a tent in them from a previous round. So if there is a tent on a zombie square, moving through it neither causes the player to get a zombie token nor allows it to battle one. Same for towers, chests, etc. However, card effects (e.g. "gain three food when passing through a water square") still apply.

Zombie Squares

Trying to rush through zombies has become more challenging. If you enter a zombie square and do not fight it, put the zombie token with one of your cubes on top of it (as a marker) on the zombie board. Place it underneath the column of the lowest still available zombie (i.e. that doesn't have a cube on the lowest of the three spaces in that column and you have not fought yourself already). This counts as that many negative VP at the end of the game.

Credits

Solo Mode Design: Alex Klein
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