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Game: **CUTTHROAT CAVERNS**	**v2**
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Print on card (ensure you are printing at 100% scale) laminate and trim to size.

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Cut/hroat CAVERNS

Setup

Shuffle **Initiative cards** equal to the number of players (remove high cards first) and fan them face down on the table. Shuffle the remaining cards and place them facedown on the table as the **draw deck**. Each player draws **7 cards** as their starting hand. Shuffle the **Encounter cards** and deal 9 facedown on the table to form the **Encounter deck**.

Each player takes a **Character Sheet** and places a green bead on the 100 **Life Points** number. Place the **Monster Life Tracker** on the table. One yellow bead tracks the Life Points of creatures, while another tracks the number of Encounters faced.

Sequence of Play

1. Begin a New Encounter

a. Reveal the top card of the Encounter deck

One player reads the card aloud. Place a yellow bead on the Monster Life Tracker equal to its starting Life Points (depending on the number of players that *started* the game)**.**

Players take any Potions they wish to use before or during this encounter.

Draw Initiative. Each player draws an Initiative card and places it faceup beside their character sheet.

2. Combat Round

a. *Set* Attack Cards

Each player places 1 **Attack card** facedown in front of them (it may be changed before the first Attack card is revealed, but never after).

If you have no Attack cards, *set* an Action card as a bluff; it is discarded without effect when revealed. A *set* Attack card not played for any reason is discarded at the end of the round.

b. Player Turns

Each player takes a turn in order of Initiative, starting with Player 1.

On a player's turn he flips his *set* Attack card and inflicts damage or follows the rules on the card. Place *successfully* played Attack cards in a **damage stack** beside the Encounter card so the top-most damage number of all cards is visible.

When facing a **token-based** encounter, spread out the tokens and have players place their Attack cards on the specific token they wish to hit. Unless otherwise noted, only the last token qualifies for bonus Prestige in a Bonus Round.

Check to see if the player has killed the creature or completed the encounter after each Attack card is played. If not, the next player in Initiative order takes his turn. When all players have had a turn, the party's combat **round** is over.

c. Total Attack Damage

Total the damage of the Attack cards in the damage stack and adjust the creature's Life Points on the Monster Life Tracker. If the creature is not killed, it may attack or act according to the rules on the Encounter card.

d. *Specific* Creature Attacks

Consult the rules and Attack Matrix on the Encounter card to see who is attacked and for how much damage.

When a creature attacks a **specific player,** the damage is assigned immediately. When determining the victim, all damage comparisons refer to damage done *this round*.

e. Discard Attack Cards

Discard the Attack cards on the damage stack.

f. Draw Initiative for Next Round

g. *Random* Creature Attacks

When a creature attacks a **random player,** the number of the player refers to the player who drew that number on the *new* Initiative draw. Once that new Initiative is set, resolve the attack.

h. Draw a Card

Each player draws 1 card from the draw deck. Do not draw until all creature attacks (specific and/or random) have been resolved.

i. Begin a New Round

Rounds continue until the creature is dead or the Encounter card conditions are met.

3. End of Encounter

The player who landed the final blow and killed the creature is awarded the **Prestige Points** listed; he places the card or creature token in a scoring pile next to his character sheet, plus any additional Prestige tokens due to special rules or bonuses.

Players may discard any number of cards from their hand.

Players draw new cards to their maximum hand size (normally 7 cards). If at any time you have more than your maximum hand size, immediately discard cards of your choice that exceed that number.

Advance the yellow bead on the Monster Life Tracker to the next Encounter and begin the new Encounter.

Cards

If more than one player wants to play a card at the same time, the player with the Initiative card closest to 1 takes priority.

Attack Cards (Red combat icon)

Standard Attack cards show the damage inflicted this turn. *Half/halving* damage means rotating the card to the next lowest damage value; *double/doubling* means rotating it to the next highest value. If there is no higher value, it cannot be doubled further.

Some Standard Attack cards have **Special Attacks** with higher attack values for the character pictured only. Special attacks are *protected:* once revealed, it cannot be affected by unwanted Action cards. Using the special attack is never mandatory.

Enhanced Attack cards have additional abilities that affect yours or other players' attacks.

Tactical Maneuvers are other strategic moves and do not hit or inflict damage.

Feint cannot be made to hit or inflict damage by other cards and effects.

Stand In *(Double Strike, Opportunity Fire)* cards are immediately replaced with new cards when revealed. Only the actual Attack card that results can be affected by other cards or effects.

Edge Out can target any *set*, facedown Attack card, but not a card that replaces a *Stand In* card. The exception is the second attack card resulting from *Opportunity Fire*, as it sends up *set* facedown.

Riders *(Focus Strength, Slip Behind)* cause subsequent Attack cards to be modified. When played they 'stand-by' in front of that character's character sheet until they modify an Attack card, when they are placed on the damage stack along with it. This is always considered a single attack. If an Attack card with a rider is further modified, rotate both cards. A single Attack card may have multiple additive Riders, but only one multiplicative Rider. Apply effects in the order played.

Action Cards (Blue oval icon)

Action cards are not *set* for combat, but always played directly from your hand, and sometimes out of turn or at a specific time.

Not So Tough/Tougher Than He Looks may be played for *either* of its effects.

Item Cards (Jewel-shaped icon)

When you draw an Item card, immediately place it faceup beside your character sheet. It does not count as a card in your hand and may stay there until you are ready to use it. To use an item, state you are doing so.

Potions are 'tipped to drink': rotated 90º clockwise (once tipped, they may not be stolen or affected by other game effects). *Healing Potions* can be used to aid other *willing* players, granting Prestige Points if used in this way (place the card on your Prestige pile).

Potions and *Alchemist Fire* are one-use Items and are removed from play after use. They can also be used in negotiations between players.

Winning the Game

When then last encounter is defeated, the game is over. The player with the most **Prestige Points** wins.

If there is a tie, draw a random Encounter card from the cards set aside at the beginning of the game and begin a new encounter. Continue until the tie is broken at the end of an encounter.

Dead Players

If a player dies they are out of the game. Remove the highest Initiative card from the game. If the player died with an **item**, their body may be looted: at the end of the Encounter, draw Initiative. In Initiative order, players may choose an item from the dead player.

Expansion 1: Deeper & Darker

Character Abilities

Each character has a unique **Character Ability**. To use an ability, state you are doing so; it immediately takes affect.

In non-bonus rounds, any associated attacks linked to that ability are immediately immune to 'unwanted' Action cards. From Round 7, the attack may be targeted by Action cards as normal.

If *Talon* and *Orn* try to use their ability at the same time, the first one to speak gets priority, or the player with the Initiative card closest to 1 takes priority.

Expansion 2: Relics & Ruin

The Event Deck

Shuffle the **Event cards** (those with a *star* are particularly deadly) and place them facedown on the table near the Encounter deck.

Whenever an Encounter card is revealed, check the **type** of encounter. If the encounter is *creature-based*, draw an Event card and place it faceup next to the Encounter card. Note what **number** encounter you face (on the Monster Tracker) and if that number appears on the **Activation track** of the Event card, the Event is *activated*: read it aloud. Otherwise, discard the card without effect.

As a general rule, **Events!** activate immediately and **Treasures!** are resolved at the end of the encounter.

Relic Cards

Relic cards are *Items* that can only be earned through the Event deck. They can be affected by cards that interact with Items. Relic cards are placed faceup next to a player's character sheet and can be used any time, subject to the limitations on the card.

Poison

When poisoned, a player places a **poison token** on their character sheet. At the end of every round, players with a poison token are **damaged for 5 points** for each poison token they have. They also have all their **attacks modified by -10 damage** for each token. The effect of these tokens is cumulative.

A player may only remove one Poison token at the end of every encounter. A poison attack can be redirected, but once poisoned, the damage cannot be.

Encounters

Vampyre

Players who have become **Vampyres** are not *creatures*; they are still players and act on their regular turn in Initiative order. They do not play Attack cards, but select a player without a Vampyre token to damage for 5 points. They can play Action cards normally.

When the Vampyre dies, all 'turned' players revert to their natural state (keeping the LP and negative Prestige Points they gained).

Wereboar

A player turned into a **Wereboar** at the end of the game does become a *creature*; he is no longer a player and can no longer win the game by having the most Prestige. He cannot have his Items taken, nor can he use them.

A player who is now a Wereboar can win the game by killing the rest of the party.

Gluttony

Amulet of Mentalism: Adjusts your maximum hand size to 8 cards; you may still draw up to 14 cards.

"We fight in too close a quarters" Event: You may still draw up to 14 cards, though Gluttony will be powered up even more.

"A blessing of daylight" Event: Increases your maximum hand size by one; therefore to 15 cards. The first card drawn to increase your hand size is free and does not trigger Gluttony's effect.

"Bring the chest. We'll solve the riddle later" Event

Only Attack cards with Attack values in the red burst are used; discard any other cards. If an item is discarded in this way, it is not removed from the game. To count as a match, only the Attack value of played Attack cards is considered, not the name of the card.

Expansion 3: Tombs & Tomes

The Adventure Modules

Each **Adventure Module** is a one-shot, self-guided, RPG-style story; basic game play has not changed.

If you wish to replay an adventure module, allow other players who have not played it to make all the decisions. If you must make a decision, do so at random.

Quest Cards

Without an adventure module, **Quest cards** can add to the winning conditions of the standard game.

Encounters

Emperor Lich

Emperor Lich should be treated as a Boss encounter.

This encounter is resolved in 3 phases:

1. The players who have survived to this final encounter must battle a skeleton token for every player.
2. The players who died *prior* to this encounter engage the party in battle; they are considered **creatures** (they do not get dealt Initiative cards and attack at the end of the round). They must discard and redraw any Action cards or Items they draw other than *Critical Miss* or *Trip*. You may *Counter Strike* them.
3. Finally, the party must fight the Lich. Killing the Lich is the only part of the encounter that grants Bonus Prestige.

Hivemind

If the **Hivemind** attacks in a round where a player has played *I think he called you ugly too,* the specific token that was attacked with that card splits off from the group and attacks the named player (it does not redirect the entire swarm).

Thantigist

When you physically switch seats, you effectively become the other character and now hold their hand, Life Points, Prestige and Items.

Ragnarok

You can't pick and choose whom to bring back, and you don't *have* to bring anyone back to life, but you may need their help ...

Barrier Magus

Knocking down the barrier is not a *creature attack*, so you can't play *Counter Strike*. If his barrier is up, the **Magus** attacks; if the barrier is down, he raises his barrier instead of attacking.

"T'is the fog of war" Event

All cards are played hidden; tell other players what it is without actually showing it. Move the bead on the Monster Track as the damage is announced in this particular case. Skip this event if it comes up with a creature that plays havoc with the damage stack!

If you lie and are challenged, the card is countered and you lose 3 Prestige (if you didn't lie, they lose 1 Prestige).

New Main Deck Cards

Shuffle the 13 new **Main Deck** cards into the main deck.

'Strike and Evade' Protected Attack Cards If your character portrait appears on the bottom of the card, you may play the card for double damage and Protected. When a creature is hit by a 'strike and evade' it will not attack you that round. If it would attack multiple players, it will continue to do so (only you are ignored). Players may redirect damage through *My Hero* and *Human Shield* as normal.

Strike of Destiny A Protected Attack that any character may use. However, the attack cannot be rotated to a value higher than 35. All modifications that do not rotate the card modify the attack normally. Playing *Edge Out* on this card is legal and prevents the attack from hitting, but at a cost to the player that played *Edge Out*.

If I Can't Have It Makes sure you get another shot next turn.

Impressive Move 'Single attack' means a 'separate attack'.

Snicker-Snackt Provides for an attack of 60 damage or more. Only Attack cards with an attack value printed are considered; those without an attack value are not used and discarded.

Takin' One For The Team Another way to gain Prestige, by taking a creature attack due another player. The damage and effects of that attack may not be redirected by any means.

Unwitting Assist You can change their Attack card (it remains their attack, not yours).

New Relics Cards

The 11 new Relics can be used in isolation or shuffled into your deck.

New Event Cards

When you are ready to use a full Event deck, shuffle these into your Event deck. Should a *Trap* activate, it is resolved before the Encounter begins, rather than modify the Encounter itself. *Summoning Gate* is intended for the larger set of Encounters and Events from all expansions.

New Characters

Players should decide whether to use the pre-generated characters or draft **Reputation** cards to customize their own characters. Character reputations are not secret, and it is never mandatory to take them. When using character Reputations, do not use the one-use abilities from *Deeper & Darker*. If you are playing a new character, place a character token of a base game character not being used on your character card as a reminder of which Attack card Character Portraits you will use for Protected Attacks.

Pre-Generated Characters

The pre-generated character side of a Character card has a set of themed Reputations. Take the matching Reputation cards and place them faceup beside your character card. Each of your Reputations has a cost that lowers your LP total (the LP tracks have already been adjusted). A player cannot gain Life greater than his starting LPs. To select a character, draw Initiative and have players choose one, starting with Player 1; or choose randomly.

Custom Characters

Quick Draft Shuffle the **Reputation** cards and deal 5 facedown to each player. You may choose any number of these for your character, but there is a cost in LPs for each you take (Build Points). You may never heal yourself higher than your starting LP total.

Standard Draft Shuffle the **Reputation** cards and deal 5 facedown to each player. Look at your 5 cards and choose one. Choosing a card in the draft does not necessarily mean you must use the card or pay its cost; you must participate in the draft, even if you have no intention of using any of the Reputation cards.

Pass the remaining 4 cards to the player on your left. Players then choose one of these 4, passing 3 to the left, and so on until all have been chosen. Each player will end up with 5 Reputation cards. Players each then decide which of the drafted cards they will use, if any.

Negative Effects A **negative** card is any card that acts on a player in an unwanted or damaging way. Cards like *Twist the Knife*, *Not So Tough* and *Rally* do not count, unless they have been played to draw an attack from a creature which targets players who swing hardest in a round. *Tougher Than He Looks* and *Crowd* only qualify if you would have scored a kill otherwise or if it was played to draw the attack of a creature targeting the lightest swing and you are hit as a result. *Alchemist Fire* does not target you directly and is not counted. Nor is simply playing a standard Attack card that scores another player the kill before you.

New Encounters

Endless Horde of Dead When an Undead is put into play, place the Undead token with the *Approaching* side faceup showing that it will not attack in the first round it appears. At the beginning of the following round flip the token to the *Attacking* side.

During the actual encounter, a player may attack any Undead token in play, even those in front of other players. On subsequent encounters, a player may attack the current encounter *or* an Undead token, if one is in front of them. A player may not ignore the current encounter to attack an Undead in front of another player, unless that player asks them for help. Once the current encounter is defeated, all remaining Undead must be killed and a player may attack any Undead in play. If you run out of tokens, use +1 Prestige tokens instead.

Arena of Souls Attacks from other players directed at you, even in spirit form, are not creature attacks. When the battle goes down to 2 players facing off, *Human Shield*, *My Hero* and *I Think He Called You Ugly* cannot be played to redirect an attack back upon the attacker.

Rebeast When damage is reflected back on you from an 'overkill', you may not redirect that damage to another player. If Rebeast drops to exactly 0 LPs and still has counters on it, it respawns with 1O LP + 2 x the value of the killing attack. When the last Prestige is removed, the encounter is over. No overkill damage applies to the final blow.

Crumbling Caverns/Portals & Portents If you are playing only the encounters from **Fresh Meat,** use only one of these so they don't both come up in a single game.

In *Crumbling Caverns*, players may not specifically state what their card was, but may influence the vote of the party with a strong warning or encouragement to move forward, based on the card they drew. In *Portals & Portents*, the encounters are read to everyone before your 1 minute debate on how to build your 3 piles begins.

East Flow Dragon If you get another match immediately in your redraw of cards, you may use them right away. *Matching* refers only to whatever appears in the card's title (inside the Red burst, Blue Oval Gem). It must match exactly. Things outside of the title don't matter.

Goblin Bomber Multiple bombs may be in front of a single player.

Death Drinker Boss encounters, when revealed before the final encounter of the game, do something bad to the party and then drop to the bottom of the Encounter stack to be faced as the final Boss encounter. There is only ever one Boss in a game. If you encounter others, fight any subsequent Boss encounters as they are revealed, using only the text of how they function as a 'final' encounter.

If the Boss, after being placed at the bottom of the deck, ends up being reshuffled, repeat its nasty effect if re-encountered before the final encounter. *Arrogance* is not a Boss Encounter.

Humility & Shame When the creatures look for which player did the most or least damage to a creature, they look overall at all attacks done, regardless of which creature you had swung at.

Blink Dogs Blink Dogs attack players immediately when they are first put into play. They do not attack at the end of a round, but only when they move to a new player. *I Think He Called You Ugly Too* allows the player to send the dog to a player he or she chooses.

Cursed Naiad/Spitting Drake 6 Hold/Strike cards are used for these encounters. As you set your attack, hide the Hold/Strike card underneath your set attack, with your choice faceup. When you reveal your attack, your choice to Hold or Strike is revealed.

Treasure Spore

The Treasure Spore encounter is distinct from the Protospore creature tokens and they attack differently. The Treasure Spore attacks the last player to damage it. Then, if there are any Protospores in play at the end of the round, the tokens remove any damage on themselves. In addition, each token heals the Treasure Spore for 30 LP each. Protospores all attack Player #1 in the next Initiative draw.

If the Treasure Spore is 'killed' while Protospores are still in play, the Treasure Spore does not die. Instead, discard all Protospore tokens and heal Treasure Spore 30 LP for each discarded. Killing Treasure Spore not only gains Prestige, but a Relic as well, in addition to any Treasure Event card that may be active at the time.

Rock Elemental If all players lose their turn, players draw a card before the Elemental attacks again immediately.

Shadowmancer The first round of attacks go through without problem. When Initiative is drawn for subsequent rounds, the new Player #1 must beat the previous Player #1's attack.

Cutthroat CAVERNS

1. Begin a New Encounter

a. Reveal and Read the Top Encounter Card

Mark starting **Life Points** (LP) on the Monster Life Tracker depending on the number of players that *started* the game**.**

Players take any Potions they wish to use before or during the encounter.

Each player draws an Initiative card.

2. Combat Round

a. *Set* Attack Cards

Each player places 1 **Attack card** facedown in front of them.

If you have no Attack cards, *set* an Action card as a bluff; it is discarded without effect when revealed. A *set* Attack card not played for any reason is discarded at the end of the round.

b. Player Turns

Each player takes a turn in order of their Initiative.

On a player's turn he flips his *set* Attack card and inflicts damage or follows the rules on the card. Place *successfully* played Attack cards in a **damage stack** beside the Encounter card.

When facing a **token-based** encounter, spread out the tokens and have players place their Attack cards on the specific token they wish to hit.

Check to see if the player has killed the creature or completed the encounter after each Attack card is played. If not, the next player in Initiative order takes his turn. When all players have had a turn, the party's combat **round** is over.

c. Total Attack Damage

Total the damage of the Attack cards and adjust the creature's LP.

d. *Specific* Creature Attacks

If the creature is not killed, consult the rules and Attack Matrix on the Encounter card to see who is attacked and for how much damage.

When a **specific player** is attacked, damage is assigned immediately. All damage comparisons refer to damage done *this round*.

e. Discard Attack Cards on the Damage Stack

f. Draw Initiative for Next Round

g. *Random* Creature Attacks

When a **random player** is attacked, the number of the player refers to the player who drew that number on the *new* Initiative draw.

h. Each Player Draws 1 Card from the Draw Deck

i. Begin a New Round

Rounds continue until the creature is dead or card conditions are met.

3. End of Encounter

The player who landed the final blow and killed the creature is awarded the **Prestige Points** listed.

Players may discard any number of cards from their hand.
Players draw new cards to their maximum hand size (normally 7 cards).
Advance the Encounter Number and begin a new Encounter.