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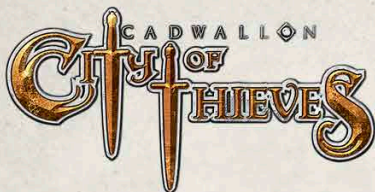
# v2

**Oct 2015**

Print on card (ensure you are printing at 100% scale) laminate and trim to size.

ANOTHER GAME AID
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## Setup

Characters belong to 4 **gangs** with colored bases: **Executioners, The Nocturnis Gang, Kaldern's Gang** and **The Cursed Ones**. The 2 **militiamen** (black bases) and 2 **heroes**, *Isabeau* and *Sienna*, (grey bases) do not belong to any gang.

Choose an **Adventure board** (or pick one randomly) and place it next to the main board. Place the **round counter** on square 1.

Players each choose a gang; the 4 **miniatures** of the gang's color and their corresponding **Character cards**; and 7 **Action Point (AP) tokens**.

Place the 2 **militiamen** miniatures; one in the **Guardroom** and one in the **Treasury**. Mix the **Chest tokens** (treasure side down) and randomly place one in each room on the board. Then flip the tokens faceup to reveal the treasures.

Shuffle the **Mission cards** and place 3 cards faceup on the Adventure board. When a Mission card is used, it is discarded and a new mission card drawn to replace it; there are always 3 missions available. Shuffle the **Arcana cards** and deal 5 cards to each player. The remaining Mission and Arcana cards form facedown decks.

Players each roll 2 dice. The highest roller is the **first player**. Starting with the first player, players take turns placing their characters, one at a time, on any **deployment space**, until all players have placed all 4 of their characters. There can be only one character in each deployment space. The first player now starts the first game round.

## Characters

Characters have 3 ability values: **Combat** is used when fighting. **Movement** is the number of spaces the character can move each turn. **Mind** is used when trying to pick the lock on a chest, or to succeed at certain special tasks.

Each character also has one unique **skill**; using a skill does not count as an action, though some skills require that the player spend an AP token to use them. A character can take an action, move, and use his skill all in the same turn.

Some skills can be used only when the character is activated; others are in effect all of the time.

Your ducats are kept hidden from the other players.

## The Game Round

**Spent AP tokens are returned to all players.**

**Move the round counter 1 square** on the Adventure board. When it lands on an **event square**, read out and apply the event.

Each gang takes 1 turn during each round. The first player takes a turn first, then the other gangs take turns in clockwise order. A gang's turn is divided into 4 phases, played in order:

### 1. Draw 1 Arcana Card

Draw one Arcana card and add it to your hand.

### 2. Move a Militiaman

Indicate which militiaman you wish to move and roll a die: if you roll a 6 he does not move. Otherwise, the militiaman may move up to the number of spaces rolled.

### 3. Activate Characters

Activate your characters one at a time. Characters spend APs to move, open chests, attack other characters, and use skills.

You may also choose to play Arcana cards and/or use a Mission card. **Using a Mission card costs 3 APs.**

**Arcana cards cannot be played to help a militiaman.**

### 4. Announce the End of the Turn

When you have activated all of the characters you wish, your turn is over and the player to your left can begin.

## Move a Militiamen

The militiamen move and attack without spending any APs, but otherwise follow the same rules for movement as characters. You do not have to use all of a militiaman's movement, and they will never leave the district.

When a militiaman enters a space occupied by another character there is a **fight**. The player who moved the militiaman controls him during the fight.

**If a militiaman wins** he takes 2 ducats from the loser (returning them to the bank) and forces him to run away 3 spaces (chosen by the player who won the fight).

If the fight ends in a tie the militiaman wins.

**If a militiaman loses** he runs away 3 spaces (chosen by the player who won the fight).

After the fight is over, the militiaman is finished moving for the turn; any remaining movement is lost.

A player may not use a militiaman to attack a member of his own gang. Militiamen never attack each other.

## Activate Characters

Characters must be **activated** in order to move and take actions. Each time a character moves or acts, the player must spend **Action Points** (APs). A player normally has 7 AP tokens each turn to spend with his characters. You usually take all the tokens back at the beginning of the next round.

**Activate your characters one at a time** in any order you choose, spending any APs you wish to with that character before activating the next. You do not have to use all of your APs, but unused points are lost.

**A character may only be activated once per turn.** When you are finished with one and activate another, you cannot go back to the first character. You do not have to activate all your characters.

**Each character is limited to one movement and one action each turn.** These may be taken in either order. Characters do not have to move *and* take an action when they are activated; the character can do one, or the other, or both.

Each character can also use his **skill** during his activation. Some skills cost APs to use, as described on the character cards.

All of a character's movement must be completed at the same time (though some skills are used during movement).

### Movement

To move, a character must spend 1 AP; he may then move a number of spaces *up to* his **Movement value**.

A space must be adjacent and cannot be occupied by any other character. 2 spaces are adjacent if separated by a white line or a green arrow. Red lines are solid walls and block movement, as do portcullises. White lines allow movement. Green arrows indicate doors or windows which allow characters in and out of a room space. Characters cannot move onto the roof of any building.

A character may only enter a space occupied by another character when **attacking**.

A character **running away** after losing a fight may pass through a space occupied by another character, but he must end his move in an unoccupied space.

A character may only leave the district if the alarm has been sounded. A character may leave the district from any deployment space that is not blocked by a portcullis, at a cost of 1 Movement point. A player can only move his *own* characters off the board.

## Opening a Chest

**Lock-Picking a Chest** costs 1 AP. A character in the same space as a chest may attempt to lock-pick it open: roll 1 die.

**If he rolls less than or equal to his Mind value, the chest is opened.** If he fails, the chest remains locked.

**Bashing Open a Chest** costs 2 APs. A character in the same space as a chest may automatically bash it open. **A treasure token showing the chest side faceup can only be robbed by bashing open the chest.**

## Treasures

When a chest is opened, the token is collected and placed faceup on the character's card (subject to the character's carry limit). The player also takes 1 ducat from the bank.

A character only drops a treasure when forced to.

**Red Gems** Each red gem is worth 2 ducats.

**Green Gems** The total value of is determined by the number collected by the gang: one gem is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

**Bunches of Keys** The total value is determined by the number collected by the gang: one bunch of keys is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

**Scrolls** The total value is determined by the number collected by the gang: one scroll is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

**Bracelets** The total value is determined by the number collected by the gang: one bracelet is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

**Purses** When a purse is found, roll one die: the result is the number of ducats you immediately take from the bank. The purse is then removed from the game.

**Chest Full of Ducats** A chest only earns ducats if the character manages to carry it out of the district. Once it is safe, roll 1 die and add +3: the result is the number of ducats you take from the bank.

## Carrying Limits

When a character acquires a treasure, the token is placed on the character card. **A character may only carry up to 3 treasures at a time.**

If he exceeds this limit, he must immediately choose a treasure and drop it in any room of his choice that does not currently house a treasure. This treasure chest can be opened again in the normal way.

## Attacking

Attacking is an action costing 1 AP.

The attacker must move into his victim's space during his normal movement. This always ends his movement.

A thief can never attack a militiaman.

A character's **Combat value** is the number of dice the player rolls when the character is involved in a fight.

1. Attacker announces his Combat value; may play 1 Arcana card.
2. Defender announces his Combat value; may play 1 Arcana card.
3. Attacker and the defender roll dice. The highest single die a character rolls is his combat score.
4. The character with the highest score wins. If scores are tied, the attacker wins the fight.

**The winner steals one of his opponent's treasures** (or 2 ducats if the loser has no treasure). If the winner end up with a number of treasures over his carrying limit, he must drop one.

**The loser runs away 3 spaces.** He is moved 3 spaces by the winner of the fight. If it is not possible to move 3 spaces, he must move as far as possible.

As he runs away, he may cross a space occupied by another character, but he must end up in an unoccupied space. A fleeing character cannot move onto the same space more than once during this movement.

## Arcana Cards

Each round, each player draws 1 **Arcana** card at the beginning of his turn and adds it to his hand.

During his turn, each player may play as many Arcana cards as desired. When a card is played, read the text and follow the instructions. When a card contradicts the rules, follow the card.

Each Arcana card can be played only once, and is discarded after use. There is no limit to the number of Arcana cards a player can hold in his hand.

## Mission Cards

**Missions** give players an opportunity to earn bonus ducats. To use a Mission card, a gang needs to hold at least one token with the treasure indicated on the card and spend **3 APs** during its turn. The characters must still be on the board.

A gang may only use 1 Mission card per turn. You cannot hold or save the Mission card to use later.

The ducats immediately received from the bank are equal to the full value of the treasure shown, plus the bonus indicated:

**+0 bonus:** take 0 extra ducats per treasure.

**+1 bonus:** take 1 extra ducat per treasure.

**+2 bonus:** take 2 extra ducats per treasure.

Add the value of all the matching treasure tokens that your characters still on the board are currently carrying to the Mission bonus, then receive the total in ducats from the bank.

You keep your treasures after completing the mission. You may be able to earn ducats for these treasures again, either by using another Mission card or by removing them from the board.

Once a Mission card is used, it is immediately discarded and replaced by a new one from the deck. Add the new Mission card to the Adventure board. If the deck of Mission cards runs out, do not reshuffle them.

## End of the Game

Each Adventure board describes when the game ends, usually when the round counter reaches the end of the track.

At this point, all players must convert the treasures they carried out of the district into ducats. Any treasures carried by characters that are still in the district are worth nothing.

Each player loses 3 ducats for each of his characters that failed to leave the district before game end. **The player with the most ducats wins the game.**

# Cadwallon: City of Thieves
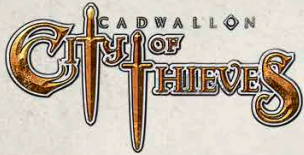
## The Game Round

**Spent AP tokens are returned to all players.**

**Move the round counter** on the Adventure board, applying any event on an **event square** immediately.

**In clockwise order, each gang takes a turn:**

### 1. Draw 1 Arcana Card

### 2. Move a Militiamen

Choose a militiaman and roll a die: he may move spaces up to the number rolled (on 6 he does not move).

If he enters a space occupied by another character there is a **fight**.

**If a militiaman wins** the loser returns 2 **ducats** to the bank and must run away 3 spaces (chosen by the winner). On a tie the militiaman wins.

**If a militiaman loses** he runs away 3 spaces (chosen by the winner).

### 3. Activate Characters

A player normally has 7 AP tokens each turn to spend with his characters. **Activate your characters one at a time** in any order, spending APs with that character before activating the next. Unused APs are lost.

**Each character may only be activated once per turn and is limited to one movement and one action each turn** (any order). He may also use his **skill**.

You may also choose to play any number of Arcana cards (discard after use) and/or use one Mission card.

#### Movement (1 AP)

Move a number of spaces *up to* your **Movement value** through adjacent, unoccupied spaces.

You may only enter a space occupied by another character when **attacking**. If **running away** after losing a fight you may pass through an occupied space, but you must end your move in an unoccupied space.

For 1 Movement point a character may leave the district from any deployment space not blocked by a portcullis.

#### Action: Open a Chest

**Lock-Picking a Chest** (1 AP). A character in the same space as a chest may roll 1 die:

**If he rolls less than or equal to his Mind value, the chest is opened.** If he fails, it stays locked.

**Bashing Open a Chest** (2 APs). A character in the same space as a chest may automatically bash it open. A treasure token showing the chest side faceup can only be robbed by bashing open the chest.

#### Treasures

When a chest is opened, place the token faceup on the character's card and take 1 ducat from the bank.

**A character may only carry up to 3 treasures at a time**.

**Red Gems** Each is worth 2 ducats.

**Green Gems, Bunches of Keys, Scrolls, Bracelets** The total value of each is determined by the number of each type collected by the gang: eg, one scroll is worth 2 ducats, two are worth 5, and three are worth 8 ducats.

**Purses** Roll 1 die for the number of ducats you take from the bank. Then remove the purse from the game.

**Chest Full of Ducats** If you manage to carry it out of the district, roll 1 die +3 for the number of ducats you take from the bank.

#### Action: Attack (1 AP)

You must move into your victim's space during your normal movement, ending your movement. You can never attack a militiaman.

The number of dice a character rolls in a fight is equal to his **Combat value**.

First the attacker, then the defender, may play 1 Arcana card. Both then roll dice; your highest single roll is your Combat score. The highest score wins. On a tie, the attacker wins.

**The winner steals one of his opponent's treasures** (or 2 ducats if he has no treasure). **The loser is moved 3 spaces** by the winner, and cannot move onto the same space more than once during this movement.

#### Play a Mission Card (3 AP)

To use a Mission card, you must hold at least one token with the indicated treasure and spend **3 APs**.
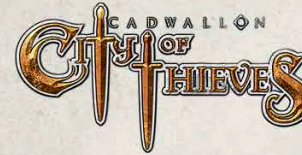
The ducats received from the bank are equal to the full value of the treasure shown, plus the bonus indicated (per treasure). Keep your treasures.

You may only use one Mission card per turn and you cannot hold or save the card to use later. Discard a used Mission card and replace it with a new one.

## End of the Game

When the round counter reaches the end of the round counter track, all players convert the treasures **they managed to carry out of the district** into ducats. Each player loses 3 ducats for each of his characters that failed to leave the district before game end.

**The player with the most ducats wins**.

# CADWALLON CITY OF THIEVES

## The King of Ashes

### Setup

Set up the base game with the following changes:

Place the **catacombs board** next to the main board.

Choose one of the *King of Ashes* adventure sheets (adventures 9–14), and follow any special setup instructions.

Place the **Cyclops** in its lair.

In addition to the chest tokens from the base game, randomly place 1 **exploration token** facedown in each of the 24 rooms on the main board. When the chest tokens are flipped faceup, leave the exploration tokens facedown.

Shuffle the **Arcana cards** (from the base game and this expansion) together. Each player draws **5 Arcana cards**.

Shuffle the Intrigue cards. Each player draws **1 Intrigue card**. Keep the rest near the board.

Place the **wound tokens** and **experience tokens** within easy reach. Place the **Equipment cards** faceup near the board.

Each player rolls 2 dice and adds the results. The player with the highest total is the **first player**.

In turn order (going clockwise from the first player), each player may replace one of his characters with the **mercenary** of his gang's color, or with *Sienne* or *Isabeau*.

### The King of Ashes Campaign

Four of the new adventure sheets can be played independently, or combined into a single campaign.

To play the campaign, play adventures 9–12 in order, starting with *The Awakening of Sophet Drahas* and building to the conclusion in *The Price of Pride*.

For a more thematic campaign, it is recommended (but not required) that players use the same gang throughout. A player may replace one of this characters with a mercenary before each adventure.

At the end of each game, record which player won, how many ducats each player collected, and the number of unspent experience tokens each player holds. All other treasures and equipment are lost. Any characters who were killed or imprisoned are available next game.

The winner of each game receives a bonus at the start of the next adventure, as detailed on the adventure sheets. Also, all players receive their unused experience tokens from the last adventure, and can use them normally to buy equipment or reroll dice.

At the end of *The Price of Pride*, the player with the highest total ducats wins the campaign.

### Mercenaries

At the beginning of the game, each player may replace one of his characters with the **mercenary** that matches his gang's color.

Instead of choosing the mercenary, a player may choose one of the grey mercenaries, *Sienne* or *Isabeau*.

Each gang can have 4 four characters at the start of the game (return any unused characters to the box).

## Exploration Tokens

When a character who is not retreating enters a room with a facedown **exploration token**, he must immediately end his movement and flip over the token.

**Magic Gem** To obtain the gem, characters must either pick the lock or bash the chest open, as if it were a normal chest token.

**Trap** The character who revealed this token must take 1 wound token and end his activation. Then remove the trap token from the game.

**Equipment** The player who revealed this token must choose 1 Equipment card from those available and give it to the character who revealed this token. If the character already has an Equipment card, he must choose which one to keep and remove the other from the game. Then remove the equipment token from the game.

**The Emblem of Cadwallon** The player who revealed this token gains 1 experience token. Then remove the emblem token from the game.

**Security** Picking a lock or bashing open a chest costs 1 extra AP in this room. When the treasure in this room is taken, remove the security token from the game.

**Staircase** Once revealed, any character can use the staircase to reach an underground room for 1 movement point. The gang that revealed the staircase gains 1 experience token. A character who is retreating cannot move down a staircase.

**Mechanism** A character in a room with this token can allow another character on a staircase token to enter the *Treasure Room of Sophet Drahas*.

## Reinforced Patrols

At the beginning of the game, replace *Valrut* and *Kornak* militia cards with *Chief Valrut* and *Captain Kornak* militia cards.

During the Move a Militiaman phase, instead of rolling 1 die to move the militia, the current player activates the militiamen according to the color of the Arcana card that is on top of the Arcana deck during this phase of his turn:

**If the Arcana card has a purple back**, the player can move 1 militiaman up to 4 spaces. **If the Arcana card has a blue back**, the militiamen do not move this turn.

If a militiaman wins a combat, he takes 2 ducats from the losing player and returns them to the bank as normal. The losing character is also thrown in **prison**.

Militiamen cannot be attacked, wounded, or thrown in prison.

## No Mercy

### Wounds

Characters can be **wounded** during combat, by a trap, or by the effect of an Arcana card. Each time a character is wounded, place a **wound token** on his Character card. If a character is wounded during his activation, his activation immediately ends.

A character with 1 or more wounds cannot be activated, but he can defend himself if attacked.

At any time during his turn, a player may spend APs to **heal** his characters. Remove 1 wound token per AP spent. When all wound tokens have been removed from a character, he can be activated as normal.

### Fighting to a Draw

If the scores in a combat are tied, the attacker does not automatically win the combat. Instead, each player adds together the value of all the dice he rolled. Any bonuses from skills or Arcana cards are added to this total. The character with the higher total wins the combat. If the scores are still tied, the attacker wins.

### Battle Fury

Players are no longer limited to using only a single Arcana card during a combat. Each player may play any number of cards. The attacker still plays his cards first.

### Advanced Training

When a character moves, he can now pass through a space that is occupied by another character from the same gang. However, a character cannot end his movement in the same space as another character from the same gang.

When a character passes through a space occupied by another member of the same gang, the 2 characters may exchange any or all of the treasures and/or equipment they are carrying. **At the end of the exchange, neither character can have more than 3 treasures and 1 equipment card**.

## Learning From Experience

When a character attacks, his gang gains 1 **experience token** for each unmodified 6 he rolls with the combat dice. The defender in the combat cannot gain experience tokens in this way, only the attacker.

**You can spend 1 experience token to reroll 1 of his dice**. It can be rerolled only once, and you must accept the result of the second roll.

On your turn, **you may spend 2 experience tokens to equip a character in your gang**. You can choose 1 Equipment card from those available and give it to a character of your choice.

## Equipment Cards

Each character can have only 1 **Equipment card** at a time. If a character receives a second Equipment card, you must choose which to keep; the other card is removed from the game.

Most Equipment cards can be used an unlimited number of times during the game. However, an Equipment card that says *Discard after one use* can be used only once and must then be removed from the game.

## Intrigue Cards

**Intrigue cards** are secret secondary missions that a gang can complete. They are kept secret from the other players until they are completed.

**You may never have more than 3 Intrigue cards at one time**.

Each card shows a **condition** and a **reward**. When you accomplish all of the conditions on a card, reveal it, take the reward, and then discard the card.

Some Intrigue cards have an **end of game penalty**. If you do not fulfill all the conditions on the card before the end of the game, you lose ducats. If a card says *Play this card at the end of the game*, determine whether the conditions on the card have been fulfilled before you lose ducats.

You can spend 1 AP to draw 1 Intrigue card if you have a character in any of these locations:

| | |
|---|---|
| The Guardroom | The Magician's Chamber |
| The Treasury | The Dormitory |
| The Library | The Laboratory |

## Old City, New Tricks

Follow these rules to play the rules in this expansion with the 8 adventures from the base game. The catacombs are not used.

Use the base game character cards for the militiamen and move them following the base game rules.

Ignore the skills printed on mercenary character cards.

Remove these Arcana cards from the game: *Subtle Watchman, Breakout, Private Security, Spiked Grog*. Remove these Equipment cards from the game: *Axe, Lantern*.

Remove these Intrigue cards from the game: *Map the Catacombs, Find a Safe Place to Hide, Claim a Bounty, Enlist a Magician's Aid, Take Your Share, Acquire Useful Potions, Escape a Slaver's Clutches, Slay the Cyclops*.

Remove the magic gem, mechanism, and stair exploration tokens and shuffle the rest facedown. Each player, in turn order, takes 1 exploration token and, without looking at it, places it 1 room of his choice. There can be only 1 exploration token per room.

Special rules apply to adventures 2 and 3 from the base game:

**The Ring of Assassins** *Isabeau* must use the base game character card and cannot be chosen as a mercenary for this adventure.

**Night of the Long Cutlasses** *Sienne* and *Isabeau* cannot be chosen as mercenaries for this adventure. The Guild of Jewelers must use the base game character cards for *Sienne, Isabeau, Kornak* and *Valrut*. *Kornak* and *Valrut* do not use the Arcana deck for movement. Follow the instructions on the adventure sheet.

## Optional Rules

### The Inn

During setup, before characters are placed on the board, each player has the option of choosing 2 equipment cards. Place all equipment cards faceup on the table. Beginning with the first player and proceeding clockwise, each player chooses 1 Equipment card from those available. After each player has selected 1 card, beginning with the last player and proceeding counter-clockwise, each player chooses a second Equipment card from those available.

You are not required to take an Equipment card and you may skip your turn instead. You may choose to play with only 1 equipment card, or none at all.

At the end of the game, before the game winner is determined, all players must pay a debt of 2 ducats for each Equipment card he chose at the beginning of the game. All equipment cards taken must be paid for, even if they were not used during play.
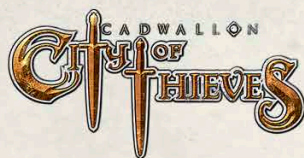
## The Catacombs of Cadwallon

### The Lair

The Cyclops begins the game in the lair. When the Cyclops loses a combat, return it to the lair. Characters cannot enter the lair.

### The Prison

When a character is thrown in prison, move the character's figure directly to this room.

While a character is in prison, he cannot move or perform any actions other than attempt to escape. There is no limit to the number of characters who can be in this room, and they cannot attack each other.

When a character in prison is activated, he can spend 1 AP to attempt an escape by rolling 1 die:

**1-3:** The attempt fails. The character cannot move this turn. He must stay in prison until the next round, and the AP spent to move is lost.

**4-6:** The attempt succeeds. The character may immediately move from the prison to the pentacle and back to the surface by spending movement points as normal.

If the character is carrying 1 or more bunches of keys, he may reroll the die once.

Attempting to escape from prison is a move action. After a character has escaped and moved a number of spaces up to his movement value, he may take another action as normal, but he may not take an additional move action.

### The Torture Chamber

If a character is in the torture chamber, he can spend 1 AP to steal 1 treasure of his choice from any character in the prison.

### The Tunnel

If the alarm has been raised, a character in the tunnel can spend 1 AP to leave the district, but he must roll 1 die:

**1:** The character is lost. Remove his figure and all treasure and equipment he carries from the game. His gang also loses 3 ducats.

**2-3:** The character narrowly escapes, but not before losing any 2 treasures he carries (player's choice).

**4-6:** The character makes a clean getaway and leaves the district with all of his treasures.

### The Scriptorium

If a character is in the scriptorium, he can spend 1 AP to read the forbidden tomes. Roll 1 die:

If the result is less than or equal to the character's mind value, he can choose 3 Arcana cards from the discard pile and add them to his hand. His gang also gains 1 experience token.

If the result is higher than the character's mind value, he draws 2 Arcana cards from the deck.

If the character is carrying 1 or more scrolls, he may reroll the die once.

The character must leave the catacombs and return to the Scriptorium before he can read them again.

### The Holy Altar

If a character is in the Holy Altar, he can spend 1 AP to convert any magic gems he carries into ducats. Take 6 ducats from the bank for each magic gem the character is carrying. The magic gems are then removed from the game.

### The Treasure Room of Sophet Drahas

A character in a room with a staircase token can enter the treasure room only if another member of his gang is in a room with a mechanism token.

If a character is in the treasure room, he can spend 1 AP to loot the treasure. The player must roll 3 dice:

If the result of 2 or 3 dice are the same number, the thief is killed on the spot by magical traps. Remove the figure from the game, along with all treasures and equipment he was carrying.

If the result of all 3 dice are different, add the value of each die together. The player receives that many ducats from the bank.

If the character is carrying 1 or more bracelets, he may reroll 1 of the dice once.

If a character is killed, the gang does not lose 3 ducats for that character's failure to leave the district.

After looting the Treasure Room, the character must leave the catacombs and return before he can rob the Treasure Room again.

## The Catacombs of Cadwallon

### Entering and Leaving the Catacombs

A character may move from a room with a staircase exploration token to the catacombs for 1 movement point. The character can move directly to any of the following rooms:

| | |
|---|---|
| **The Holy Altar** | **The Scriptorium** |
| **The Tunnel** | **The Treasure Room** |
| **The Torture Chamber** | **of Sophet Drahas** |

This ends the character's movement for the turn.

Note that in order to move to the *Treasure Room of Sophet Drahas*, another character from the same gang must be in a room with a mechanism token.

Characters can only move in the catacombs by following the direction of the green arrows.

If a character reaches the **pentacle** in the center of the catacombs, he *must* move directly to any pentacle on the main board for 1 movement point. A character can only move to an empty pentacle space. If all of the pentacle spaces are occupied by other characters, place the character in an empty space adjacent to any pentacle.

After moving to the surface, the character may spend any movement points he has left to continue moving.

### Special Rules in the Catacombs

Militiamen cannot enter the catacombs.

If a character uses a staircase to move into a room that is occupied by the Cyclops, he must spend 1 AP to attack. The Cyclops does not move.

If a character uses a staircase to move into a room that is occupied by an enemy character, he must spend 1 AP to attack. This combat occurs before the Cyclops moves.

When a combat takes place in the catacombs, the loser is thrown in prison, and the winner steals 1 treasure from him, or 2 ducats if the loser has no treasure.

## The Cyclops of Mid-Nôr

When a character enters any room in the catacombs, other than the room the Cyclops is currently in, the player must **roll 1 die** to see where the Cyclops figure is placed.

Experience tokens can be spent to reroll this die.

**1:** The Holy Altar.

**2:** The Tunnel.

**3:** The Torture Chamber.

**4:** The Scriptorium.

**5:** The Treasure Room of Sophet Drahas.

**6:** The Cyclops is distracted and does not move.

The Cyclops moves directly to its new location without moving through any passageways in the catacombs or through the central room.

If the Cyclops appears in a room that is occupied by a character, combat immediately takes place with the Cyclops as the attacker. If a character moves into a room the Cyclops occupies, he must spend 1 AP to attack and the Cyclops is the defender. A player not involved in the combat rolls the dice for the Cyclops.

**If the Cyclops wins the combat**, the losing character is thrown in prison.

**If the Cyclops loses the combat**, a second combat round begins immediately.

**If the Cyclops wins the second combat round**, the losing character is thrown in prison.

**If the Cyclops loses the second combat round**, it immediately returns to the Lair.

Arcana cards can be played in both combat rounds, but they only apply for the combat round in which they are played. Arcana cards cannot be used to aid the Cyclops.

**The Cyclops cannot be wounded or thrown in prison**.