

# **ATTACK**THE**DARKNESS** **RULE BOOK**



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# INTRODUCTION

Attack the Darkness is a dungeon-exploration game in which players control characters represented by customized decks of cards that determine their capabilities. Each player's character participates in tactical combat in order to defeat monsters, find treasure, and advance their abilities while progressing through a dungeon made up of a number of encounters.

In a typical game, players collaborate in order to take on a randomly generated dungeon together. Rules variants also support single-player games, games with one player acting as a game master while others play as characters, and player-versus-player games.

## GAME PIECES

The contents of this game includes:

- 600 Player Cards
- 80 Dungeon Cards
- 36 Advancement Cards
- 80 Monster Tokens
- 7 Character Tokens
- 7 Character Stands
- 1 Rulebook

Many of the cards provided with this game come in pre-constructed decks to allow for quickly starting your first game. These pre-constructed decks are described more in detail in **Character Creation**, starting on page 27.

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# CHARACTER OVERVIEW

Each player in *Attack the Darkness* controls a character that is represented by the following:

- A single class card
- A number of advancement cards
- A number of equipment cards
- An action deck made up of action cards
- A resource deck made up of resource cards
- A token for use in tactical combat

Details on these concepts and on character creation can be found later in these rules.

## CHARACTER CLASSES

Characters in *Attack the Darkness* belong to a character class. This represents the character's specializations and abilities, what types of actions the character can perform, and how much physical punishment the character can absorb. There are seven character classes to choose from.

The **Champion** is a hard hitting melee brawler, performing best at soaking up damage and wreaking havoc on the front lines.



The **Assassin** is a highly maneuverable master of combos whose attacks build to a slashing finish.



The **Magician** is the peak spell caster, a versatile glass cannon that rains down fire from a safe distance.



The **Samurai** is a second-line fighter who makes calculated attacks, striking with unmatched power at the perfect moment.



The **Templar** is a defensive front-line fighter with crowd control and healing abilities that increase in power over the course of combat.



The **Inquisitor**'s mantra is control, control, control. A master of ranged combos and damage over time, the enemy is left no option but defeat.



The **Psion** is the ultimate hybrid, the changeling, with something wild and unexpected for every tactical eventuality.



# HEALTH AND STATUS CONDITIONS

The health of characters in *Attack the Darkness* is measured in *hit points* (often abbreviated "HP"). Characters begin play with a number of HP determined by their class card, and as they take damage, they lose HP.

If a character reaches 0 HP, they are *unconscious*. When this occurs, the player must discard all cards in their hand and all cards they have in play (not counting their character's class card, advancement cards, or equipment). An unconscious character cannot be attacked. The player's character token remains in play, but the player otherwise takes no actions. If the character gains HP in any way, they immediately regain consciousness, and act as normal at the start of the next turn.

If a player's action deck or resource deck is empty when they need to draw a card, the player's character is *fatigued*. When this occurs, the player must discard all cards in their hand and all cards in play just as if they were unconscious.

The only actions a fatigued character can take are movement (based on their class card's speed) and the use of equipment. At the next point when the player would normally draw cards on their turn, the player first shuffles their discarded cards back into their action deck and resource deck respectively, then draws cards as normal, ending the fatigue.

Like characters, monsters measure their health in HP. However, if a monster's HP reaches 0, it is *dead*, and removed from play.

Certain cards or abilities can cause monsters to become *immobilized*. An immobilized monster can take actions normally, but it cannot voluntarily move. Effects or abilities used upon an immobilized monster that push the monster can still cause the monster to move.

There are also cards or abilities that can cause monsters to become *stunned*. A stunned monster can take no actions until it ceases to be stunned. The circumstances that will end a stun effect will be detailed on the card that caused it.

Some cards or abilities can *dominate* a monster, allowing a player to control them. Dominated monsters can be forced to move, attack, and use special abilities by the player dominating them. For the duration of the domination, the monster counts as an ally to the player, and can be made to hurt other monsters.





# SAVING AGAINST DAMAGE

Whether it is a character or a monster, whenever damage is dealt to a combatant, there is the possibility of preventing some of the damage. This is referred to as *saving* against the damage. The amount of damage prevented will be specified by a number, followed by the word Save. This indicates that the damage taken is reduced by an amount equal to the number specified. For example, "2 Save" would reduce the damage taken from an attack by 2 HP.

In some extraordinary circumstances, an ability might be able to prevent an infinite amount of damage. When this is possible, the amount saved is specified as "INF".

# MOVEMENT

During an encounter, combatants move within a square-based map. Movement is possible through any open, unoccupied square that is adjacent to a combatant (whether in a straight line or diagonal). Additionally, combatants can move through allies freely, though movement must end in an unoccupied square. Enemies cannot be moved through unless the combatant is flying.

There are two ways for characters to move.

First, each character's class card has a *speed* listed (for example, "Speed 4"). Once per turn, a character may move as many squares as their speed.

Second, some action cards allow a character to move a specified number of squares. Players can utilize as many such cards per turn as they can legally play.

Monsters have a move rating on their monster card that allows them to move each turn, similar to a character's speed.

Regardless of the method of movement, it is never required to use the full allowed move distance unless a card explicitly states such a requirement.

# PUSHING

There are some cards or abilities that can move a combatant against its will. This is referred to as *pushing*. Whenever an ability allows for this, it is specified by a number, followed by the word Push. For example, a card might say "1 Push". When such an ability is used, the target can be moved up to the number of squares specified, so long as the squares it is moved through (and the square it ends in) are legal moves.



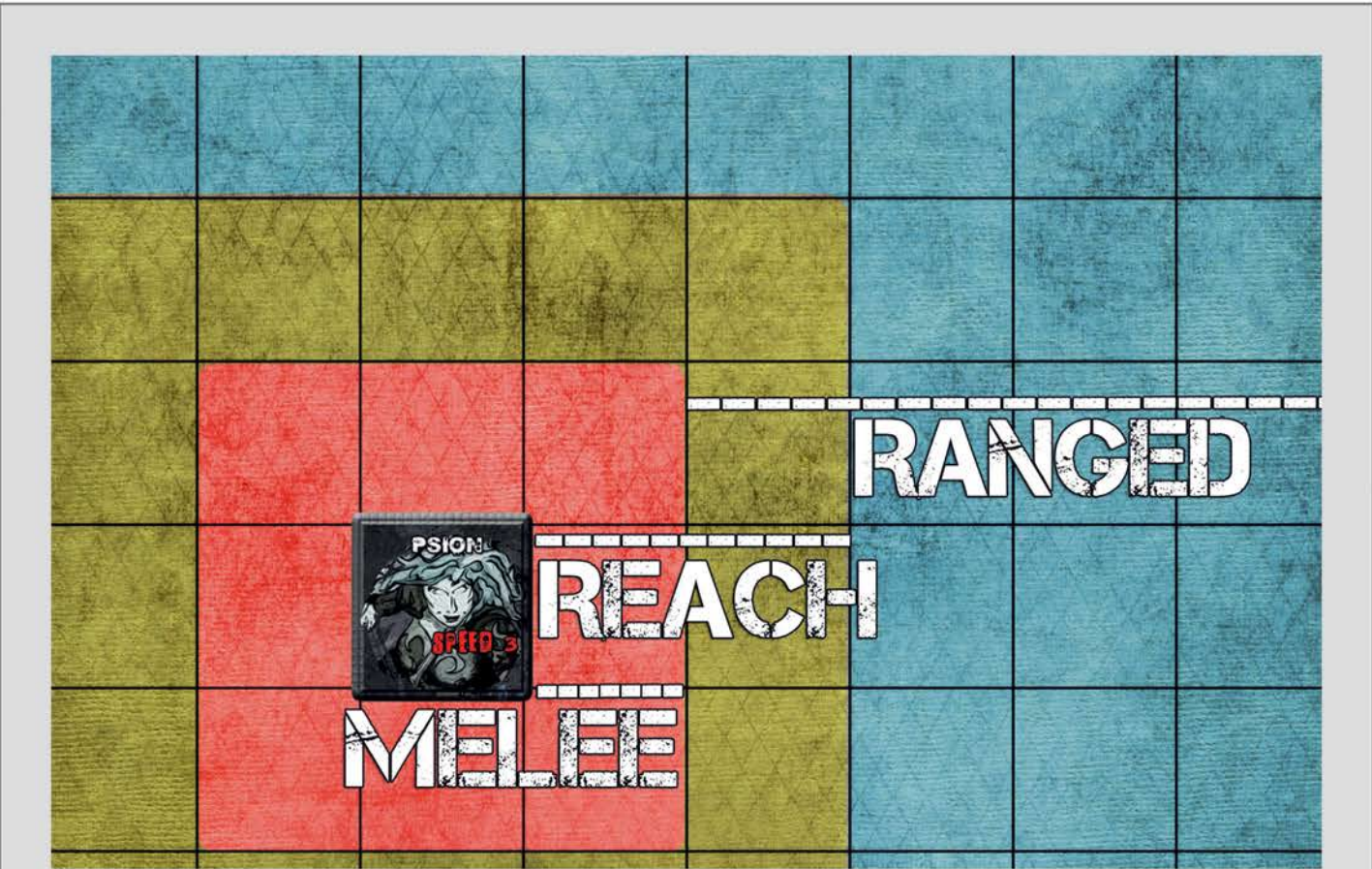
# DISTANCES

Cards and abilities that affect other combatants will specify the distance at which they are able to do so. There are three possible options.

Effects with a distance of *melee* can only affect targets directly adjacent to the combatant.

Effects with a distance of *reach* can affect targets up to 1 square farther away than melee distance.

Effects with a distance of *ranged* can affect any target within line of sight of the combatant, but not targets directly adjacent to the character.



Aidan is playing a Psion, a class with a wide variety of abilities that can affect enemies at all possible distances. As he looks at his options, he considers the distance specified for each. The shaded grid in the diagram above shows how a particular distance will modify what squares a chosen effect can target.

An effect with a distance of *melee* can affect the red-shaded squares.

An effect with a distance of *reach* can affect the red-shaded and the yellow-shaded squares.

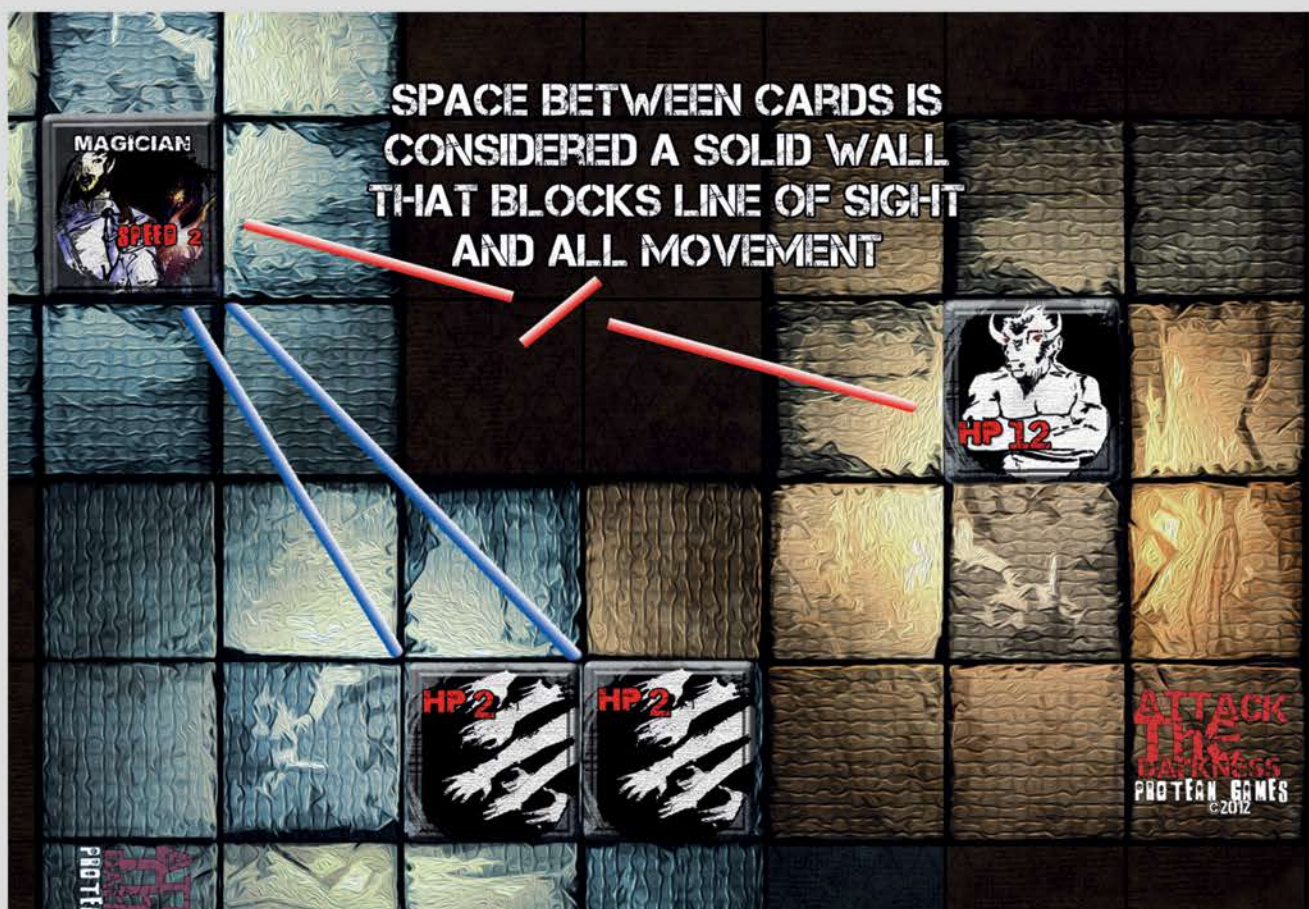
An effect with a distance of *ranged* can affect the yellow-shaded and the blue-shaded squares.



# LINE OF SIGHT

*Line of sight* (often abbreviated “LOS”) represents what portions of the encounter map a combatant can see. It is an important concept when determining whether an action can affect a potential target; if the potential target isn’t within LOS, it typically can’t be affected.

To determine LOS, mentally draw a line from the center of the square occupied by the combatant to the center of the square occupied by the target. If the line is broken by a wall of any sort, the target is not within LOS. Details on **Creating an Encounter Map** and what is considered a wall can be found on page 21.



*In the above example, Gavin is playing a Magician, and his character is in the midst of an encounter with multiple enemies. In the upper left of the map is Gavin's Magician. On the right side of the map is a fearsome Minotaur, while nearer the bottom of the map are two Zombies.*

*The lighter colored squares shown make up the playable map (which is made up of face-down dungeons cards; more on that starting on page 21). The darker squares are unplayable areas, considered to be walls within the dungeon. For the sake of this example, the area that Gavin's Magician has LOS to is shaded blue.*

*Gavin's character has a clear line of sight to both of the Zombies, as demonstrated by the blues lines which can connect the two of them to the Magician. However, his character does not have line of sight to the Minotaur, as demonstrated by how the red line is broken by the intervening wall.*

*Either Gavin's character or the Minotaur will have to move to bring the two into LOS.*



# PLAYER CARD TYPES

Players in *Attack the Darkness* use five different types of cards during play.

*Action cards* (often abbreviated "AC") represent actions that characters can take during tactical combat. You can think of them as verbs and nouns which describe a character's actions.

*Resource cards* (often abbreviated "RC") represent the resources that a character has at their command, and are used to power action cards. You can think of them as adverbs and adjectives which modify action cards.

*Class cards* represent a character's specialization, and grant a character a powerful special ability. They also determine what types of ACs and RCs a character has access to, and specify basic statistics for the character.

*Advancement cards* represent bonus abilities that a character gains in the course of exploring dungeons. They are acquired by successfully completing encounters.

*Equipment cards* represent items that the character has gained in the course of exploring dungeons. Because they are actually part of the dungeon deck, they are explained in **Dungeon Cards**, starting on page 17.

## CLASS CARDS

Class cards contain a number of sections that detail the abilities of a character. Each player keeps their character's class card in front of them at all times. It is not shuffled in with either of their character's decks of cards.

Directly underneath the name of the class, the resource section indicates the types of resource the class uses, while the core card section indicates the core card of the class. Both of these concepts affect the construction of a character's action and resource decks, and they are explained fully in **Character Creation**, starting on page 27.

The special ability section describes an ability that only this class has. It contains details regarding when the ability can be used, and what it does when it is used.

In the lower-left of the class card, the speed of the class is listed.

Lastly, in the lower-right of the class card, the starting HP for characters of this class is listed.



The Magician's class card.

# RESOURCE CARDS

Resource cards generate *resources* which are required in order to play most action cards in the game. There are three different resources which can be generated.

**Stamina** represents a character's physical reserves and strength.

**Focus** represents a character's mental prowess and sense of clarity.

**Mana** represents the mystic energies that a character has at their command.

Resource cards have four sections.

The title of a resource card provides a narrative description of how the card modifies an action card it is used to power. For example, the action card Cleave might be modified by a resource card called Brutish, making it a Brutish Cleave. The combination of resource cards and action cards gives combat direction, and provides a descriptive narrative to the game.

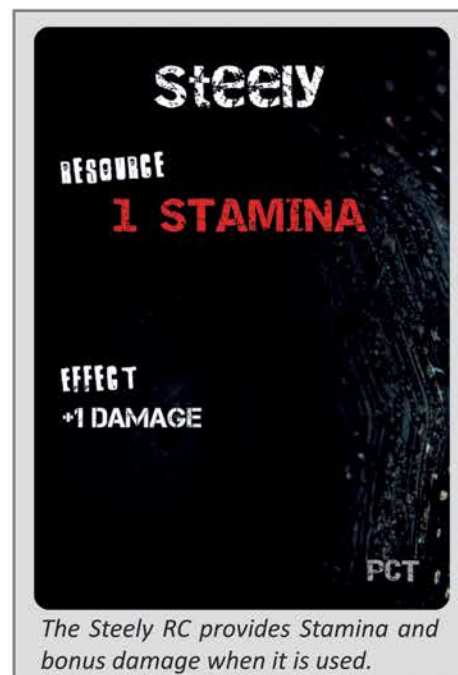
The condition section of a resource card indicates any requirements that must be met when the card is played (for example, it might be required to discard a card when a particular resource card is played). Not all resource cards have a condition section.

The effect section of a resource card indicates something that happens after the condition section has been resolved (for example, adding to the damage dealt by an action card that the resource card is powering). Not all resource cards have an effect section.

The resource section of a resource card indicates the type of resource it provides, and how many of that resource it provides. Some resource cards provide no actual resources (typically because they instead provide only an effect). Others provide multiple types of resource simultaneously, or allow the player to choose between different types of resource.

Resource cards can be played at any time that an action card they are powering or modifying can be played. Resource cards cannot be played without an accompanying action card, unless this ability is noted on the RC itself. Unused resources are not carried over between turns.

Multiple resource cards can be played to power and/or modify a single action card, but any given resource card can only apply to a single action card unless noted on the card itself.





# ACTION CARDS

Action cards allow characters to perform maneuvers, make attacks, cast spells, or use other powers in combat. They have five sections.

The title of an action card provides a description of what kind of action the card represents. For example, a character might perform a Cleave or a Dodge.

The type of an action card defines when it can be used, what players or enemies it can target, and what restrictions apply to its use. The full list of action card types is described in **Action Types** on page 11.

The cost of an action card, which appears in the upper-left of the card, determines what resources are required in order to play the action card. The number specified is the amount of resources required to play the card. The color indicates the type of resource required, as follows:

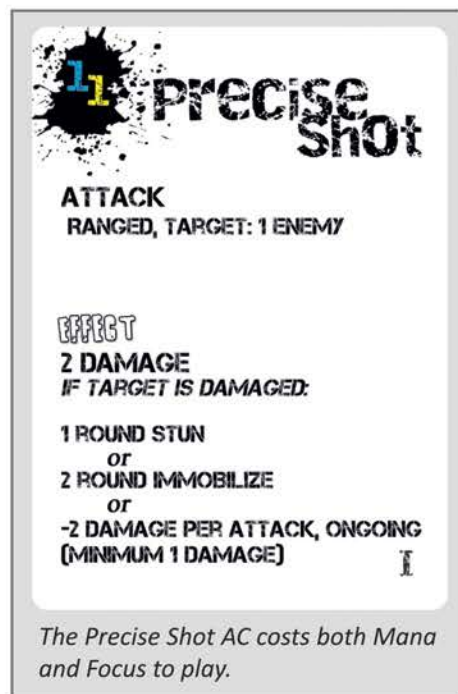
**Red** indicates **Stamina**  
**Yellow** indicates **Focus**  
**Blue** indicates **Mana**  
**Orange** indicates **Stamina** or **Focus**  
**Purple** indicates **Stamina** or **Mana**  
**Green** indicates **Focus** or **Mana**  
**White** indicates any resource

The condition section of an action card indicates any requirements that must be met when the card is played (for example, playing an AC may require a discard). Not all action cards have a condition section.

The effect section of an action card indicates something that happens after the condition section has been resolved (for example, damage may be dealt to an enemy).

If an action card has more than one effect, the character is not obliged to use all of the effects when playing the card unless the card specifically states so. For example, if an AC both deals damage and allows the character to move, the damage could be dealt without moving, or the movement could be performed without dealing damage.

In order to play an action card, a player must first identify what resource cards they will use in conjunction with it. The sum total of the resources provided by the RCs must meet or exceed the cost of the AC (any excess resources are wasted, and zero-cost ACs can be played without the use of an RC). Then, the player should declare the action they are taking.



# ACTION TYPES

An action card's type affects when it can be used, and what restrictions exist on its use.

*Attack* cards are played during the player's turn, and typically deal damage to one or more enemies.

*Maneuver* cards are played during the player's turn, and typically move their character within the encounter.

*Recovery* cards are played during the player's turn, and typically allow a character to regain lost hit points or end harmful ongoing effects.

*Command* cards are played during the player's turn, and typically have an effect on the abilities of monsters or other characters.

*Defense* cards are played during an enemy's turn, and typically prevent damage or other harm from affecting a character.

Action cards can have more than one type. When they do, the types are listed separately, with action distance and target information specified for each type. Action cards with more than one type can be played at any time that is appropriate for any of its types, so long as any conditions are met and the card has no added restrictions on use.

When a multi-type action card is played, any of the action types that are valid at the time it is being played can be resolved simultaneously. For example, an AC that is both an attack and a maneuver can be played in the player's turn to both move and attack in a single action.

Specific cards may override a restriction imposed by an action type. For example, an attack card might state that it can be used outside of the player's turn in certain circumstances. Whenever this is the case, it will be stated clearly on the card.

## 4 Kata

### ATTACK

REACH, TARGET: UP TO 2 ENEMIES  
MANEUVER

### EFFECT

2 ATTACKS, 2 DAMAGE EACH

4 PUSH

4 MOVE

PS

The Kata AC is both an attack and a maneuver.

## 22 Deadly Turnabout

### ATTACK

MELEE, TARGET: 1 ATTACKER

### DEFENSE

VS MELEE ATTACK ONLY

### CONDITION

MUST BE ATTACKED IN MELEE

### EFFECT

6 DAMAGE

BLOCK 1 MELEE ATTACK

S

The Deadly Turnabout AC is both an attack and a defense.



# ACTION TARGETS

Whenever an action type is specified on an action card, the card will also contain information regarding what it targets.

The number of targets specified for an action is the maximum number of targets that can be affected. There is no minimum number of available targets required. The valid target types are *Self* (the player's character), *Ally* (a friendly target, including the player's character), and *Enemy* (a hostile target). If no target type is specified, *Self* is assumed.

Some action cards do not affect a specific number of targets, and instead affect a number of squares on the encounter map. These actions will simply state they affect an *Area*. Such cards always affect a box that is 3 squares by 2 squares in size, and are designed with a grid pattern on their face, so that they can be held above the map to easily see what squares they affect.

When choosing the squares to be affected by an area-effect action, all affected squares must meet the requirements of the action's distance.

For example, ranged area attacks cannot affect squares adjacent to the character. When determining LOS for an area-effect action, only one of the affected squares needs to be in LOS for the whole area to be affected.

Everything within the affected area is targeted by the action. This means that area-effect attack cards can hurt allies (including yourself), and area-effect recover cards can heal enemies.





# ADVANCEMENT CARDS

Advancement cards represent capabilities that characters gain over the course of their adventures. They are gained by completing encounters (see **Character Advancement** on page 25).

Underneath the title of the card can be found a description of how the card modifies the character's capabilities. For example, an advancement card might allow a character to hold more cards, or increase a character's maximum HP. Any limitations on the use of the card will also be detailed.

At the bottom-right of an advancement card there is a danger value specified. How this affects the game is explained in **Populating an Encounter Map** on page 22.



## CARD DURATION

There are some cards that have a *duration*, and stay in effect for some length of time after being played. Typically, the duration is described in terms of combat rounds. When a card has a duration, it will be mentioned at the bottom of the card.

When a card with a duration is played, it should be kept face-up in front of the player. Once the specified duration of time passes, the card should be discarded into the appropriate discard pile.

Some cards do not specify a duration, but instead specify effects that occur on a number of successive rounds. For example, a card might say, in its effects section, that it deals differing amounts of damage on the second, third, and fourth round after being played. This type of card should be treated as having a duration of as many round as there are specified effects for, and should be kept in play just like any other card with a duration.

There are also some cards which have an indefinite duration, and specify "Keep In Play" instead of listing a defined duration. Once played, these cards stay in play until their target dies, an end condition specified on the card is met, or the current encounter is completed.





# VALUES OF X

Some cards have either a cost or an effect that varies depending on special factors described on the card itself. Whenever this is the case, the variable portion of the card is referred to as "X". How to calculate X will be specified on the card.

Whenever X is a resource cost, at least one of the required resource must be provided (unless otherwise stated on the card).

Whenever a value of X on one card refers to a value of X from a second, unplayed card, the value of X on the second card is always 1. For example, if an action card allowed you to discard an attack card and move a number of squares equal to the damage of the discarded attack card, discarding an attack card that had a damage of X would result in 1 square of movement.

# MULTIPLIERS


Some cards multiply the numeric effects of other cards (for example, they may double damage). Whenever more than one multiplier is applied to the same card, do not apply the multipliers separately. Instead, add the multipliers together, and then apply them. For example, if a card was affected by two multiplier cards, one that doubled damage and the other that tripled damage, the end result would be a 5x multiplier.

# ORDER OF RESOLUTION

Whenever a card has a condition section, it must be resolved completely before any other portion of the card is acted upon. If it cannot be resolved, the rest of the card is ignored, and has no effect.

Whenever a card requires that a number of cards be discarded, the discard must occur before any other aspects of the card are resolved. (For example, if a card requires discarding cards and also allows drawing cards, the discard happens prior to the draw).

Whenever a card requires that a number of cards be drawn, it is always the last aspect of the card that is resolved. (For example, if a card grants a bonus to an action and also allows for drawing cards, the drawing happens after resolving the rest of the action).

**Siphoning**

**ATTACK**  
RANGED, TARGET: 1 ENEMY  
**RECOVERY**  
RANGED, TARGET: 1 ALLY

**EFFECT**  
TARGET ENEMY :  
**DEAL X DAMAGE**  
TARGET ALLY OR SELF :  
**GAIN HP EQUAL TO UNSAVED  
DAMAGE DEALT** **M**

*The Siphoning AC varies in effect  
based on how much Mana is spent.*

# PLAYER CARD EXAMPLE

In the following example of using player cards, Zelda is playing a Champion, a class which depends on Stamina to power its abilities. As you can see, there are currently 5 squares between her character and a nearby enemy (a Zombie, in fact!).



In her hand, Zelda is currently holding the following cards:



Zelda wants to close the distance in order to attack the Zombie before it has a chance to run away. Her Champion has a speed of 2, and so she uses that to move 2 squares closer to the Zombie.



Zelda's Champion has closed the gap somewhat, but there is still a ways to go. She has used her one free maneuver at her character's speed for the turn, so she'll need to find another way to get closer.



Looking at her cards, Zelda decides to combine *Hearty* (an RC which provides 2 Stamina) with *Feint* (an AC which costs 1 Stamina and allows a maneuver of 2 squares) into a *Hearty Feint*.

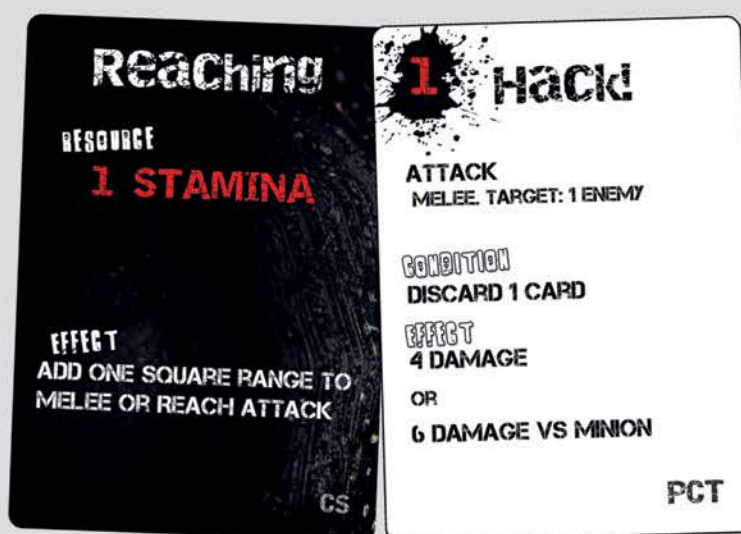
Zelda declares her intent to play a *Hearty Feint*, and plays both cards. This allows her to move closer to her goal of annihilating the Zombie.



Zelda's character is almost there, but not quite. The Zombie is outside of range for a melee attack, and her only attack option is *Hack!*, which affects 1 target at melee distance.

However, as luck would have it, Zelda is also holding *Reaching*. *Reaching* is an RC that provides 1 Stamina, which is actually unnecessary; her previously-played *Hearty* has a special condition that allows its provided Stamina to be split among 2 actions, and she only used 1 of that Stamina for her *Feint*.

More importantly, though, *Reaching* allows a melee or reach attack action to affect targets 1 square farther away than it usually would. She combines her cards into a *Reaching Hack!*.



In order to play *Hack!*, Zelda must discard one card. She chooses to discard her extra *Hack!* card, allowing the attack to succeed. The Zombie takes 4 damage -- more than enough to kill it.

Victory!

# DUNGEON CARD TYPES

The *dungeon deck* represents the different things that characters will encounter while making their way through a dungeon. It is comprised of three different types of cards.

Equipment cards represent gear that characters can acquire over the course of their adventures. These cards typically give characters added options during combat.

Monster cards represent the various enemies that characters will encounter as they make their way through a dungeon. These cards describe monster statistics, abilities, and tactics.

Mysteries represent a variety of special scenarios that characters might encounter, including possibilities such as unexpected combat encounters or chances to gain new abilities. Handling mysteries is described in more detail in **Playing The Game**, starting on page 20.

## EQUIPMENT CARDS

Equipment cards provide characters special abilities that can be used on their own, or in conjunction with action cards. Any equipment cards that a player has are kept in play at all times, similar to their character's class card. They are not shuffled into either of their character's decks.

Beneath the title of an equipment card is the effects section, which details how often it can be used, what conditions exist on its use (for example, discarding cards), and what effect it has when used.

If an equipment card is used without an action card, using it counts as taking an action of the appropriate type for the purposes of other cards that depend on an action having been taken. For example, cards that require that a character has just made an attack action could be used after using a piece of equipment that allows an attack to be made. However, equipment cards cannot be modified by resource cards or any other means when used on their own.

At the bottom of an equipment card is an indication of how many equipment slots it requires. Characters have only 2 equipment slots, and can only pick up as much equipment as they have available slots to contain. When gaining new equipment cards, characters may choose to discard ones they already have to make room.

Characters can give away or trade equipment between themselves, typically between encounters. Details on how to do so can be found in **Playing The Game**, starting on page 20.





# MONSTER CARDS

Monster cards represent enemies that the characters encounter while exploring a dungeon. They have a title that describes the monster or monsters they represent, and a portrait that indicates an appropriate token to use to represent them in tactical combat. They also list a type, which may be referenced by some cards.

In the upper-left of the card is the behavior for the monster. This describes how the monster acts if there is no game master controlling it. The listed actions are in order of priority.

On the right-hand side of a monster card are basic statistics about the monster.

The number listing indicates how many individual monsters appear when the card is drawn during combat. Each of these is treated as a separate combatant during the battle.

The attacks listing indicates how many attacks each individual monster can make per turn, the distance the attacks are made at, and the damage that they inflict.

The maneuver listing indicates how many times each individual monster can maneuver per turn, and how far they move during each maneuver. It also indicates the mode of travel for the monster (walking or flying).

The defenses listing indicates how many attacks each individual monster can defend against per round, the distance of the attacks it can defend against, and how much damage will be saved each time the monster defends. Note that defenses that work against melee attacks also work against reach attacks.

If a monster is listed with INF defenses, they save their full amount against all attacks each round.

At the lower-right of the monster card is listed how many HP each monster created by the card starts with.

At the lower-left of the monster card is listed the total danger added to the encounter by the monster card. This value applies to an encounter only once, not once per individual monster created by the card.

**Behavior**

- 1) Attacks Closest enemy available in Range, lowest HP if tied
- 2) Flees from Closest enemy within 6 squares otherwise moves toward closest until an enemy is in range
- 3) Ends turn outside Reach if possible

**KOBOLD CROSSBOWS**

**NUMBER 2**

**Attacks 1** Ranged **2** Damage

**Maneuver 1** Walk **4** Move

**Defenses 1** Melee **2** Save Ranged

**Type**  
**VERMIN**



THUNK...  
THUNK...  
THUNK...

**DANGER 5**

**HP 4**

The Kobold Crossbows monster card represents a pair of kobolds that attack at range while trying their best to stay out of melee combat with characters.

**Behavior**

- 1) Attacks Highest HP player available in Melee
- 2) Moves toward Highest HP player if outside Melee
- 3) Ends turn in Melee if possible

**Aura Knight**

**NUMBER 1**

**Attacks 1** Melee **4** Damage

**Maneuver 1** Walk **4** Move

**Defenses INF** Melee **1** Save Range

**Type**  
**MINION**



"His sword dripped with malice, his face hidden inside a black helmet."

**DANGER 3**

**HP 5**

The Aura Knight monster card represents an enemy intent on getting into melee with a character. Its defenses do not prevent a large amount of damage per attack, but they can be used against all attacks in a round.



# BOSS CARDS

*Boss cards* are a special type of monster card that represent extremely powerful enemies, referred to as *bosses*. The powers and abilities at the command of these enemies are so great that they are not contained on a single card. Instead, each boss is split across 2 or more cards, each of which is numbered. For example, the Salt Dragon is comprised of 3 cards, numbered "1 of 3" through "3 of 3". The combined group of cards that represent a boss is referred to as a *boss card set*.

A boss card set contains a number of pieces of information that is similar to a normal monster card. For example, it will contain information on attacks, defenses, and maneuvers. Additionally, a boss card set will contain details on any special abilities or rules that apply to the boss.

Boss card sets require some special handling when drawing monster cards to populate an encounter. Specifically, boss card sets have no effect on an encounter unless the entire set is drawn. If a card from a boss card set is drawn, but you haven't already drawn all of the other cards in the set, simply put the card aside. Do not count the boss card set's danger value towards the encounter, and do not place any tokens related to it within the encounter map. Only when the entire set is drawn is it treated like any other monster card.

Because it is required that an entire boss card set be drawn to have any effect, it is quite possible to draw only part of a boss card set before the encounter's danger value is met by other monster cards. When this happens, simply place the boss cards on the bottom of the dungeon deck and continue on with the encounter as normal.

Regardless of how many cards are in a boss card set, the danger value listed on any one of the cards represents the danger value for the whole set. Do not add each card separately.

Because bosses represent an epic level challenge, it is recommended that they not be included in the dungeon deck in normal games unless you are intending for there to be a high degree of difficulty.

**High Order Master**  
Type **BOSS**  
CARD 1 OF 2

**Behavior**  
1) Attacks closest enemy available in Range, lowest HP if tied.  
2) Flees from Closest enemy within 8 squares, otherwise holds position.  
3) Ends turn outside Reach if possible.

**Summoned Servants:**  
When the **High Order Master** is placed, randomly draw a **MINION** or **OUTSIDER** monster card; place the card's complement of monsters adjacent to him. Repeat this every Monster Phase the **High Order Master** is alive except the first. If no **MINION**s or **OUTSIDER**s remain in deck, draw from discarded monsters.

**DANGER 30 HP 20**

**High Order Master**  
Type **BOSS**  
CARD 2 OF 2

**Attacks 2** Ranged **3** Damage  
**Maneuver 1** Fly **7** Move  
**Defenses 2** Melee **INF** Ranged

**Incorporeal:**  
The **High Order Master** is immune to Actions that originate further than 5 squares away.

"Rush him! He's an old lunatic and he's alone!"  
"Oh, but he's not alone," I slowly replied. The figure turned and a maniac gleam was in his eye. The air around him started to take shape.

**DANGER 30 HP 20**

The High Order Master is a boss that is represented by 2 separate boss cards. He is a fearsome enemy, capable of summoning additional monsters to aid him in his fight, as described on the first of his boss cards. His second boss card details additional special abilities, as well as his more normal statistics.



# GAME MODES

There are three different ways to play *Attack the Darkness*.

In Adventure mode, 1-7 players cooperate as allies against a randomly generated dungeon that is controlled entirely by the dungeon deck.

In Tabletop mode, instead of a randomly generated dungeon, one player acts as a game master, and constructs encounters that another 1-7 players cooperate to defeat.

In Arena mode, two or more players fight each other in a contest of skill.

The rules laid out in this chapter generally apply to all modes of play. Details on Tabletop and Arena modes are listed on page 24 and 26, respectively.

## UNITS OF PLAY

A game of *Attack the Darkness* involves the players making their way through a dungeon made up of a number of combat encounters. The standard number of encounters for a dungeon is four, but players can decide to play through a shorter or longer dungeon if they so desire. Typically each player enters the dungeon with a new character, and after the dungeon is finished the character ceases to exist.

If players would like to have a long-running series of games using the same characters, they can group a number of dungeons together into a campaign. Between dungeons within a campaign, characters are restored to full health, and any advancement and equipment cards gained are kept by the characters.

## PREPARING TO PLAY

In preparation for playing a game of *Attack the Darkness*, each player should create a character. If this is your first game, or if you are teaching the game to a new player, it is suggested that you use one of the pre-generated characters described in **Character Creation**, starting on page 27.

It should be decided ahead of time how many encounters will be in the dungeon you plan to play through. For quicker setup, there are a number of sample dungeons with pre-defined encounters in **Dungeons**, starting on page 30. The dungeon "The Tavern Cellar" is a good option for your first game.

Players should also determine the order in which players will act during the game. This is referred to as the *marching order*, and does not change during a dungeon.

Playing the game requires enough table space for players to keep their action and resource decks, and for an encounter map to be laid out. Monster tokens should also be kept close at hand. Prior to playing, each player should shuffle their action and resource decks. The dungeon deck should also be shuffled.

# CREATING AN ENCOUNTER MAP

The maps which encounters are played on are made up of dungeon cards, the backs of which have a grid pattern that defines the usable areas of the map. When used this way, dungeon cards are referred to as a *map tiles*, and each tile comprises a grid of squares. These squares are the only passable portions of the map. Spaces between tiles are impassable walls.

The first tile to be placed in any encounter is the *stairs* card. This is a special tile that will be the starting location for the characters.

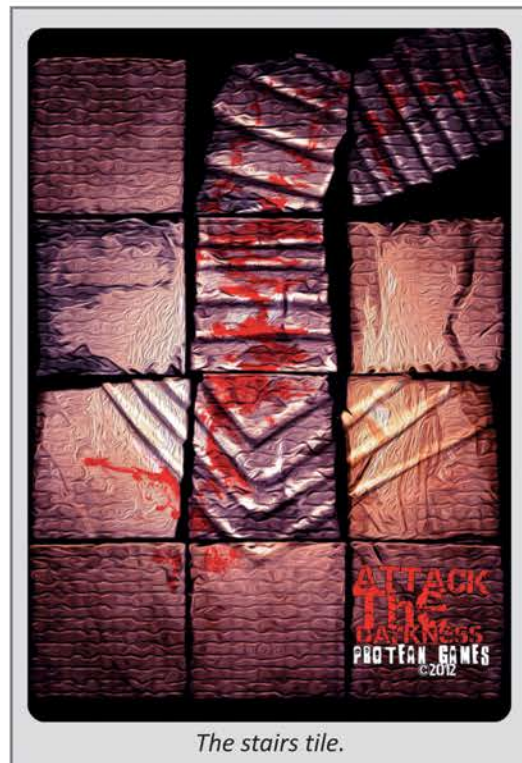
If you are using a pre-defined encounter from the **Dungeons** chapter of this rulebook, creating the map is as simple as placing the stairs tile, drawing the required number of dungeon cards, and arranging them as shown in the map for the encounter.

If you are not using a pre-defined encounter, after placing the stairs tile you should draw the appropriate number of dungeon cards and then collaborate amongst the players to create an interesting and thematic map. Tiles can be placed horizontally or vertically. The only requirement is that at least one square within the tile is adjacent to (and thus able to be moved into from) a square within an already-placed tile.

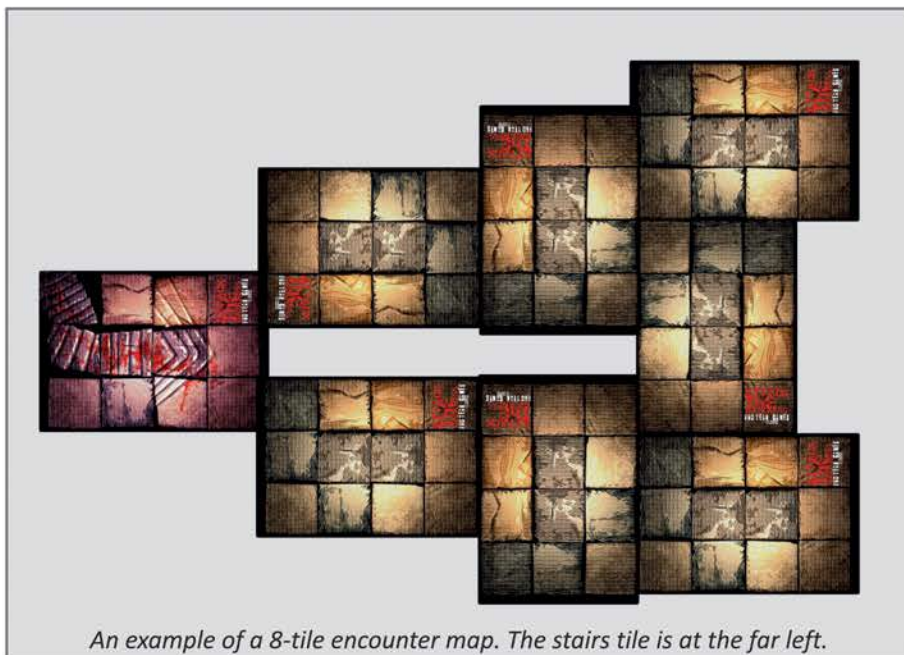
The first encounter within a randomly generated dungeon should be made up of 7 tiles (including the start tile). Each encounter after the first should add one more tile (i.e. 8 for the second encounter, 9 for the third, etc).

In a multi-dungeon campaign, the count of the tiles per encounter should be kept between dungeons. For example, if the first dungeon was 4 encounters, and thus the final encounter of the first dungeon was 10 tiles, the first encounter of the second dungeon will be 11 tiles.

Once an encounter map is completed, players should place the tokens representing their characters in any open square of their choice on the stairs tile.



*The stairs tile.*



*An example of a 8-tile encounter map. The stairs tile is at the far left.*



# POPULATING AN ENCOUNTER

The number of enemies in an encounter is limited by the encounter's *danger level*. Calculating the danger level is quite simple: simply multiply the number of players times the number of tiles in the encounter, and add in the danger value of any advancement cards that players have. For example, 3 players with new characters in a 7-tile encounter would be facing a danger level of 21.

Once the danger level of the encounter is known, reveal the top card from the dungeon deck. If it is equipment or a mystery, discard it and draw again. If it is a monster card, place the card on the table next to the encounter map. Determine how many of the monster have been created (based on the monster card's text), and gather the appropriate tokens to represent them. This is known as a set of monsters.

Place the tokens for the set of monsters together in the empty tile that is farthest from the players. If there is a tie when determining which is the farthest away, the players may choose which of the eligible tiles to use.

The first token should always be placed in the square with the **Attack the Darkness** logo. Additional tokens should be placed in a clockwise arrangement going around the card, spiraling in to the center.

This process of drawing monster cards and placing tokens repeats until the sum of the danger values on all revealed monster cards meets or exceeds the danger level of the encounter. Each monster card that is drawn should be placed to the left of the one drawn prior to it, creating a line of cards that will be used when determining the order in which the monsters act.

Sets of monsters are never placed on the stairs tile. In the unlikely circumstance that there is no empty tile in which to place a set of monsters, start again with the tile farthest from the players and add any additional sets to the least full, farthest away tile.

Boss cards require special handling when drawn. See **Boss Cards** on page 19 for more details.



**ZOMBIES!**

**NUMBER 6**

**Attacks 1** (Melee) **Damage 1**

**Maneuver 1** (Walk) **Move 1**

**Defenses 0** (Melee Save 0, Ranged 0)


**Type UNDEAD**

**Danger 3**

**HP 2**

*"They shambled towards them, gobbets of flesh dropping off, eyes glowing with mindless menace in the dark."*

The Zombies! monster card represents a half-dozen individual zombies, with a total danger value of 3.



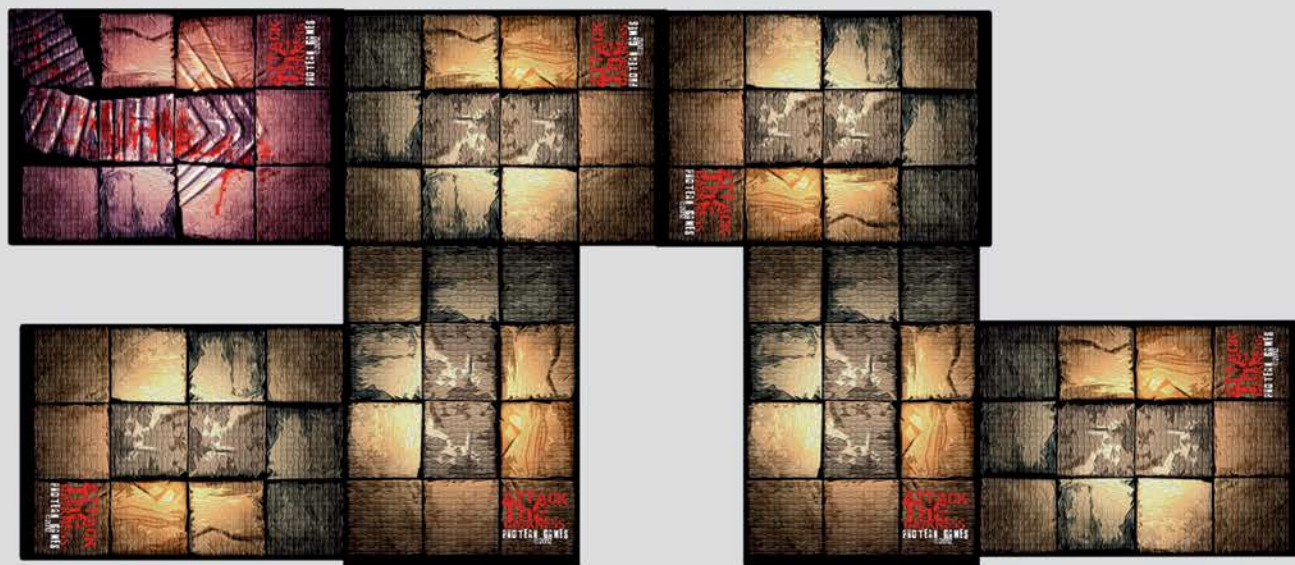
A 3x3 grid of tiles. The top-right tile (1,3) contains the 'Attack the Darkness' logo and is labeled '1'. The middle-right tile (2,3) is labeled '2'. The bottom-right tile (3,3) is labeled '3'. The bottom row of tiles (3,1), (3,2), (3,3) are labeled '6', '5', '4' respectively. Each of these three tiles contains a zombie token labeled 'HP 2'.

In the above example, the Zombies! monster card was drawn, and thus 6 Zombies need to be placed within a tile. The logo square for the tile is in the upper right, and the first Zombie token is placed there. The remaining tokens are placed going clockwise around the tile.

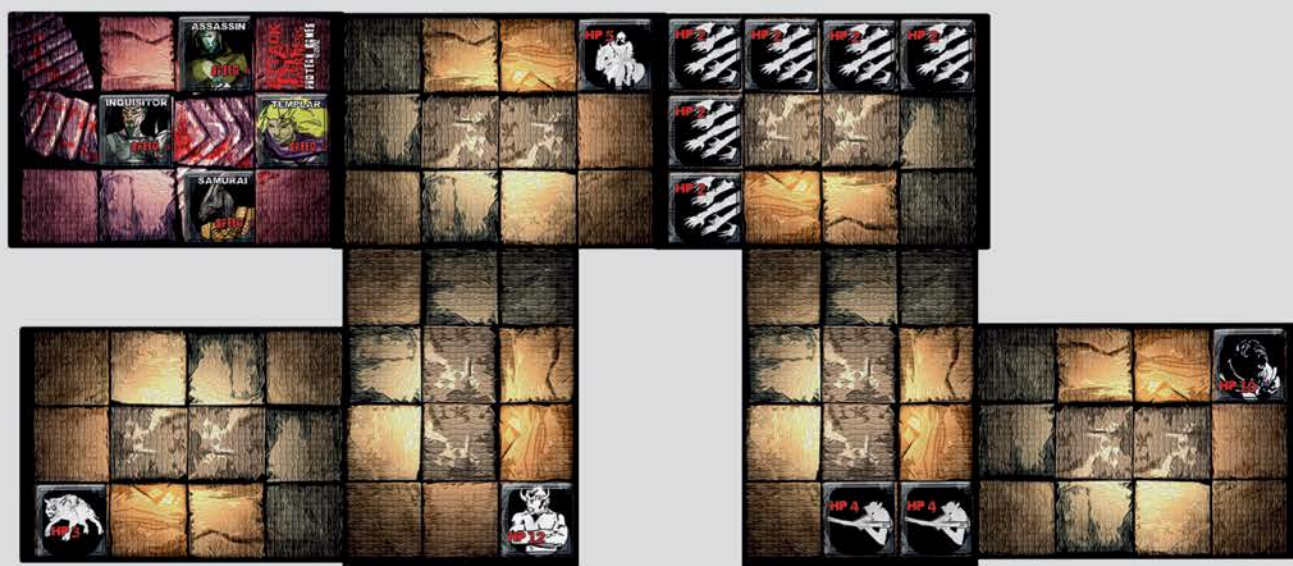


# ENCOUNTER CREATION EXAMPLE

In the following example of creating an encounter, Margo, Desmond, Cole, and Ella are playing an Inquisitor, a Templar, a Samurai, and an Assassin, respectively. Each has just created a character for this new game, and so the first encounter they're creating is made up of 7 tiles. They take turns placing tiles.



After placing the tiles, the players place their character tokens. Then, they draw from the dungeon deck, looking to at least find 28 danger worth of monsters. They draw *Demon!*, *Kobold Crossbows*, *Chesherak*, *Zombies!*, *Minotaur*, and *Aura Knight*. As they draw each, they lay them in a line, right-to-left, and place the appropriate monster tokens. When all is said and done, they have drawn monsters totaling 29 danger. The fight can now begin!



<b>Aura Knight</b> Behavior: Aura Knight HP 10 Attacks: 1 Maneuver: 1 Defenses: 1 Type: MURDER DANGER 3 HP 5	<b>Minotaur</b> Behavior: Minotaur HP 12 Attacks: 1 Maneuver: 1 Defenses: 2 Type: DEMON DANGER 7 HP 12	<b>ZOMBIES!</b> Behavior: Zombies HP 2 Attacks: 1 Maneuver: 1 Defenses: 0 Type: UNDEAD DANGER 3 HP 2	<b>Chesherak</b> Behavior: Chesherak HP 3 Attacks: 1 Maneuver: 1 Defenses: 1 Type: SHADOW DANGER 3 HP 3	<b>KOBOLD CROSSBOWS</b> Behavior: Kobold Crossbows HP 4 Attacks: 2 Maneuver: 1 Defenses: 1 Type: VULNER DANGER 5 HP 4	<b>DEMON!</b> Behavior: Demon HP 10 Attacks: 2 Maneuver: 1 Defenses: 1 Type: DEMON DANGER 8 HP 10
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# PLAYING AN ENCOUNTER

Encounters are made up of a variable number of *rounds*, and continue until either all monsters have been defeated (in which case the players win the encounter), or all characters are unconscious (in which case the characters are considered dead, and the game is lost). Each round is made up of two consecutive *phases*: the *player phase*, followed by the *monster phase*.

In the player phase, each player acts individually to take a full *player turn*, starting with the first player in the marching order and continuing until all players have acted. There are three steps to a player turn.

The first step in a player turn is the *start step*. During this step, if the player has fewer than 3 ACs or fewer than 3 RCs, they draw from the appropriate deck until they have at least 3 ACs and 3 RCs. Note that some advancements may increase the number of ACs and RCs to draw up to in this step.

The second step in a player turn is the *action step*. During this step, the player may play RCs and ACs as described in the **Core Concepts**, starting on page 3.

The final step in a player turn is the *end step*. During this step, the player may optionally discard their hand of cards. If they choose to do so, they must discard their entire hand. Then, regardless of whether the player discarded or not, they draw cards again just like in the start step.

In the monster phase, the line of monster cards that were drawn when populating the encounter are resolved one at a time from left to right. For each card, all monsters within the encounter that were created by the card take a *monster turn*. This simply means they follow the behavior listed on their monster card.

# PLAYING WITH A GAME MASTER

Playing the game with one player controlling the dungeon deck (acting as the Game Master, or "GM") adds versatility and variety to the game, allowing you to customize the experience as much or as little as you would like. Ultimately it is up to the players to decide just how much they would like to modify the rules in this type of scenario, but there are a few suggestions that generally apply.

First, instead of allowing the players to lay out the encounter map, the GM should do so. This allows the GM to construct a narrative and drive the flow of the game in ways that can be surprising and entertaining.

Second, instead of randomly populating encounters with monsters, the GM should hand-select monster cards that total up to 5 higher than the danger level. Those monsters should also be placed in any valid square within the tiles they reside in, instead of being forced to be auto-placed within the tiles. This allows for a more interesting, natural encounter layout.

Lastly, during the monster phase, the GM should have full control over tactical decisions for each monster, unrestricted by the behavior described on the monster cards. This will add suspense and an element of danger to the game, as players will no longer be able to predict how their enemies will act.

# CLEARING THE ROOM

Once an encounter is successfully completed, each player may discard and draw cards exactly as if they were performing the end step of a player turn. They may then choose one of three actions, although players whose characters are unconscious cannot choose an action initially.

If a player chooses to *revive an ally*, they can specify another player's unconscious character that will be brought back to consciousness at half their maximum HP (rounding up). Once a player's character is brought back to consciousness, the player acts normally (and thus, can choose a post-encounter action to perform).

If a player chooses to *rest*, their character regains half of their lost HP (rounding up). They also draw an extra RC and AC into their hand in preparation for the next encounter. A resting player may reshuffle their discard piles back into their resource and action decks to prevent future fatigue, if they so choose. Players that are resting can choose to trade or make gifts of equipment between themselves.

If a player chooses to *explore*, they can choose one of the dungeon tiles that made up the encounter map, and flip it over. If it is a piece of equipment, they can keep it if they so desire. If it is a mystery, whatever the card states as its effects are resolved. If it is neither, the player can choose to continue to flip over map tiles one at a time until either a piece of equipment or a mystery is found.

If an exploring player does not find any equipment or mysteries, they can choose to *dig greedily*. To do so, they flip over the top card from the dungeon deck until either an equipment card or a mystery is found. When they find such a card, they handle it just as if they had found it while exploring. However, all of the monster cards that are flipped over while digging greedily are kept aside and used to seed the next encounter, treating their combined danger value as only half of what it really is.

Note that the dungeon deck is not re-shuffled after an encounter. The only time the dungeon deck should be reshuffled is when it runs out of cards.

# CHARACTER ADVANCEMENT

After every second successful encounter, players are allowed to advance their characters. Each player draws 3 cards from the advancement deck, and keeps 1 of the cards. The advancement deck is then re-shuffled.

When playing through larger dungeons or multi-dungeon campaigns, characters will advance repeatedly through the course of play. For each advancement card that a character already has, the player controlling them can draw an additional advancement card when advancing their character. This does not modify the number of advancements kept. It simply provides players added options when choosing advancements.

Remember that any advancements gained during play will add to the danger level of future encounters. Thus, as characters become more powerful, so also will their challenges become more difficult.



# ARENA MODE

Player-versus-player ("PVP") games (known as Arena mode) are always played on the encounter map titled "The Arena", which can be seen directly to the right. PVP games should have between 2 and 4 teams, with each team comprising 1-3 players. Teams should begin in the numbered corners of the map, with the first team in corner 1, and so on.

Characters created for use in PVP games have the same deck-construction rules as normal characters. However, advancement cards and equipment cards are not used in PVP games. Characters playing in PVP games cannot use the special abilities of their class card. Additionally, for the purpose of any card effects, opposing players are treated as having the "Boss" type.

There are no phases in PVP games. Instead, players take sequential player turns. The order in which players take these turns is determined by establishing the *initiative order* prior to the game. This is determined by having all players cut their action deck, revealing a card. The player who revealed the card with the lowest resource cost is first in the initiative order, the second lowest is second, and so forth (re-do any ties). Players should place themselves on the map in order of initiative, and then play begins with the first player.

The following cards and effects are modified during PVP games:

Stuns do not incapacitate characters. However, players whose character is stunned must discard 1 AC and 1 RC at the end of their start step.

Immobilization prevents characters from using their free movement at speed during their turn. Resource costs of all maneuver cards are doubled when immobilized, though 0-cost cards are unaffected.

Dominate has no effect on characters.

Penalties to saves, movement, and damage apply only to the next save, move, or attack of the affected character, and are not permanent. If the penalty applies for a number of rounds, it instead applies to the specified number of actions. For example, an AC that normally applies a -2 penalty to saves for 3 rounds would instead apply a -2 penalty to the next 3 saves taken by the target.

Any cards that affect monster behavior do not work in PVP.

The following cards are banned in PVP games:

Bind, Blinding, Condemning, Coup de Grace, Disembowel, Guileful, Justice, Necromancy, Nerve Pinch, Pact, Possession, Quell, Spirit Guide, Spurn, Unleashed, Vorpul Strike.



# CHARACTER CREATION OVERVIEW

In order to create a character in *Attack the Darkness*, a player must do the following:

First, they must choose a class for the character, and take an appropriate class card.

Second, they must construct a resource deck for the character.

Lastly, they must construct an action deck for the character.

## CARD RESTRICTIONS

The cards that a character can use to construct their action and resource decks are restricted based on their class.

At the bottom-right of all resource cards and action cards is a string of letters that indicates what classes can use the card. If the card is usable by all classes, the string will say IMPACTS -- this indicates that the card is usable by the **I**nquisitor, **M**agician, **P**sion, **A**ssassin, **C**hampion, **T**emplar, and **S**amurai.

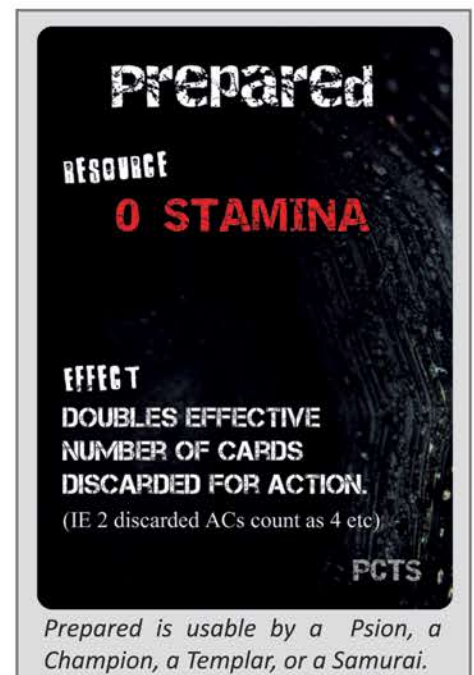
Cards that cannot be used by all classes will be missing letters from the word IMPACTS. For example, a card that can only be used by a Champion, Templar, or Samurai would simply say CTS.

## CORE CARDS

Each class in *Attack the Darkness* has what is known as a core card. These represent an attribute that all members of that class have.

Core cards are always resource cards, and they specifically state that they are a core card at the bottom of the card. They are also always restricted to a single class.

Core cards have an important effect on character creation. Specifically, when constructing a resource deck, players must include at least 12 copies of the core card for their class.





# RESOURCE DECK CREATION

The resource deck for a new character has the following requirements:

- The deck must contain exactly 27 cards
- The deck must contain exactly 12 copies of the core card for the character's class
- The deck may not contain any more than 3 copies of any one card other than the core card
- All cards within the deck must be valid for the class (see **Card Restrictions** on page 27)

The Templar is a special case, as it is the only class with 2 core cards. A resource deck for a new Templar must contain exactly 6 of each of the 2 core cards of the class.

Advancements gained during play may allow cards to be added to or removed from the resource deck.

# ACTION DECK CREATION

The action deck for a new character has the following requirements:

- The deck must contain exactly 27 cards
- The deck may not contain any more than 3 copies of any one card
- All cards within the deck must be valid for the class (see **Card Restrictions** on page 27)

Advancements gained during play may allow cards to be added to or removed from the action deck.

# QUICK CHARACTER CREATION

The boxed set of **Attack the Darkness** comes with a number of pre-constructed decks of cards that can be used as starting characters, allowing for quick play without having to fully understand character creation. For your first games, it is a good idea to use one of these characters.

Of course, as you play more of the game, you may want to take the pre-constructed decks apart, in order to use the cards for your own characters. This is completely normal. However, if at some point you would like to re-create these sample characters, listed on the next page are the contents of the resource and action decks for each.

# SAMPLE CHARACTERS

Champion	
Resource Deck	Action Deck
1x Blood Lusted	2x Block
2x Brutish	2x Butcher
2x Gladiatorial	2x Charge
12x Hearty	2x Cleave
2x Howling	2x Crush
2x Momentous	2x Deft Swing
2x Ponderous	2x Diligent Assault
2x Shattering	1x Fate
2x Spinning	2x Feint
	2x Militia
	2x Practiced Attack
	2x Roll w/the Punches
	2x Run
	2x Stab

Assassin	
Resource Deck	Action Deck
2x Adjusted	2x Back Stab
2x Ambushing	2x Dodge
12x Calculating	2x Finishing Move
2x Flurrying	2x Garrote
2x Hasty	2x I Am Not Left Handed
2x Quick	2x Jab
2x Rapid	2x Knock Out
2x Stealthy	2x Lunge
1x Thrown	2x Main Gauche
	1x Opportunity
	2x Shank
	2x Slow Blade
	2x Sprint
	2x Thousand Cuts

Magician	
Resource Deck	Action Deck
2x Channeled	2x Beam
2x Concentrated	2x Death Touch
1x Cursed	2x Drain
2x Empowered	2x Fireball
12x Magical	2x Force Push
2x Sacrificial	2x Glamor
2x Slowed	2x Lightning
2x Surging	2x Punch
2x Unleashed	2x Siphoning
	2x Spark
	1x Stretch
	2x Teleport
	2x Water
	2x Weaken

Samurai	
Resource Deck	Action Deck
2x Annihilating	2x Crushing Parry
12x Disciplined	2x Deadly Turnabout
2x Expert	2x Fend
2x Faked	2x Flourish
1x Honorable	2x Footwork
2x Opportunistic	2x Just One Step
2x Patient	2x Kata
2x Prepared	2x Lance
2x Zen	2x Onslaught
	1x Opportunity
	2x Perfect Cut
	2x Sidestep
	2x Spear
	2x Still Blade

Templar	
Resource Deck	Action Deck
1x Ascending	2x Ankh
2x Blessed	2x Armor of Light
2x Contemplate	2x Bash
2x Divine	2x Concuss
2x Faithful	2x Cure
2x Guarding	2x Faith
6x Holy	2x Invocation
6x Pious	2x Reflect
2x Shield Flailing	1x Resurrect
2x Steely	2x Shield Throw
	2x Slam
	2x Stagger
	2x Venerate
	2x Walk

Inquisitor	
Resource Deck	Action Deck
2x Condemning	2x Cloak
12x Convicting	2x Distracting Shot
2x Crippling	2x Double Bolt
1x Cursed	2x Drink
2x Damning	2x Hand Spring
2x Envenomed	2x Humble
2x Guileful	2x Juke
2x Poisonous	2x Point Blank Shot
2x Replicating	2x Precise Shot
	2x Rope Dart
	2x Soul Flay
	1x Stretch
	2x Vengeance
	2x Volley

Psion	
Resource Deck	Action Deck
2x Adjusted	2x Bleed
2x Blinding	1x Fate
1x Blood Lusted	2x Firewall
2x Calming	2x Hack
2x Dream-walking	2x Kick
12x Elemental	2x Lean
2x Insane	2x Mind Plague
2x Ritual	2x Mist
2x Spirited	2x Nerve Pinch
	2x Psionic Hurricane
	2x Spirit Guide
	2x Sprint
	2x Trip
	2x Walk



# THE TAVERN CELLAR

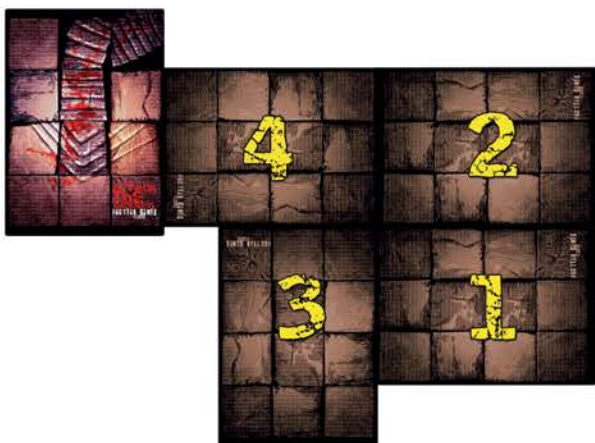
*"It's getting to be a problem, to be sure," the Innkeeper says with a worried look in her eye. "I should have handled it in the spring, but it got away from me, and now..." She pauses. "I haven't seen my best waiter in two days." The Innkeeper leans forward, swinging an ornate brass key on a huge ring in her hand. "If you can roust them out I will pay you handsomely."*

*The heavy wooden door looms behind her shoulder, and behind it, the stairs.*

## Notes

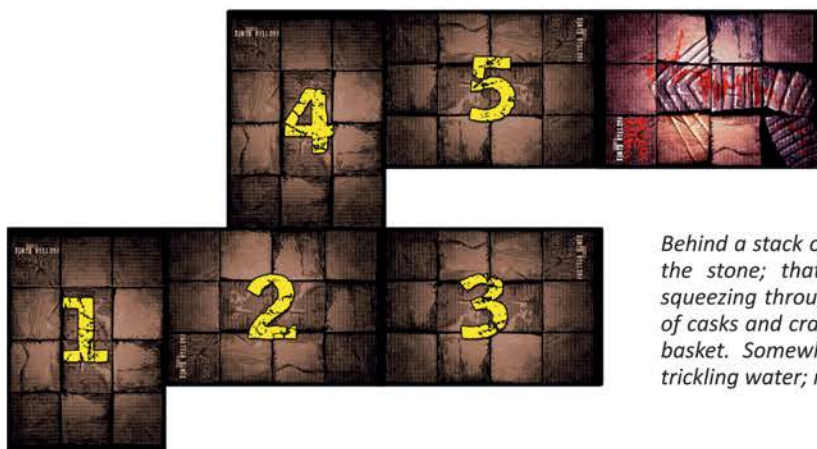
Remove from the Dungeon Deck: Grimalkin, High Order Master, Salt Dragon, Trap Door, Wendigo

## Encounter 1/2: The Basement



*It is as you might expect: a cluttered and somewhat musty basement room with shelves and barrels. It has indeed been a long time since the people above have used this room. Things seem out of place though, slightly off, and a sense of watchful menace is in the air. The place has a dull reek of spoiled potatoes and something else, an iron tinged musk of drying blood.*

## Encounter 2/2: The Forgotten Room



*Behind a stack of old whiskey barrels there was a hole chipped in the stone; that's probably how they were getting in. After squeezing through the tiny opening there is a cave-like room full of casks and crates. There is a hint of gold in a mouldering straw basket. Somewhere in this room you can hear the sound of trickling water; maybe there's an entrance to the sewer in here?*

# THE SEWER

*Incessant dripping echoes through the narrow tunnels and the smell is indescribable. Evil aromas clot in the throat and mouth; the clean and beautiful city above has its dark twin down here. It's the last place anyone would look for treasures, so naturally many desperate folk have stashed things there over the years. But it's not just the smells or the murky water that keep wanderers away. This sewer is home to dark forces, evil creatures not meant for the light of day.*

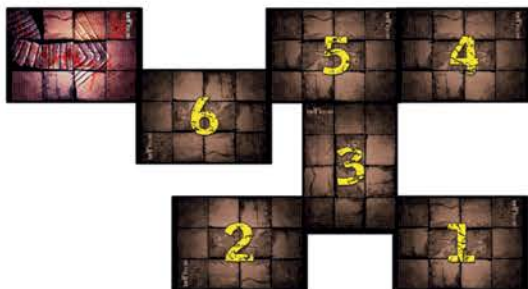
## Notes

Remove from the Dungeon Deck: Grimalkin, High Order Master, Salt Dragon, Trap Door, Wendigo

Set aside 2 Vampire cards from the dungeon deck. Use them as the first 2 monster cards of the fourth encounter.

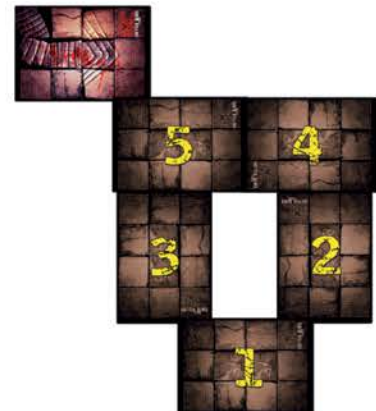
### 1/4: The Drain

*Sunlight spears the muck and steam floats upward as if trying to escape. You'd think the upper level would be safer, but it's the most likely place for those creatures that stalk the city above to find shelter.*



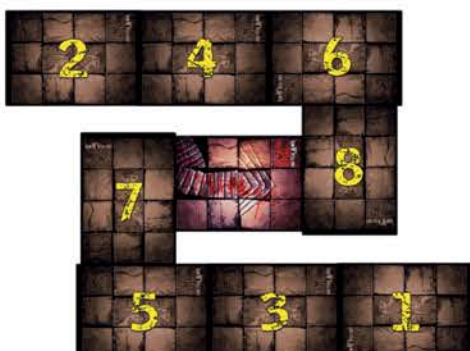
### 2/4: The Junction

*A warren of tubes and tunnels come together here in an unholy tangle. Some are clogged, others are caved in. Water flows sluggishly through them all in an ankle deep stew of refuse and garbage. Some of these tunnels have glimmering eyes and the sound of soft breath echoing inside them.*



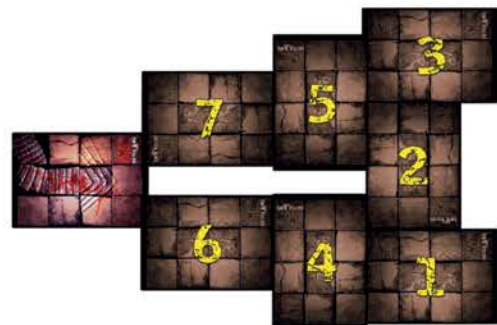
### 3/4: The Cistern

*Upon reaching the bottom, all you can do is look up, up, up at the world above. It is a great deep well with water sluicing down the sides from countless drains. You stand in that water, up to your chest in foaming offal, before it is suddenly swept away down large tunnel. You can see the sun, but just slightly. That's probably what draws them here.*



### 4/4: The Hole

*Pure darkness, pure stench. This is a forgotten cavern, possibly an older part of town that fell here in some earthquake in another age. Shapes loom out of the darkness; just rubble and stones, you tell yourself. But something evil and large could make its home down here quite comfortably.*





# THE PRISON

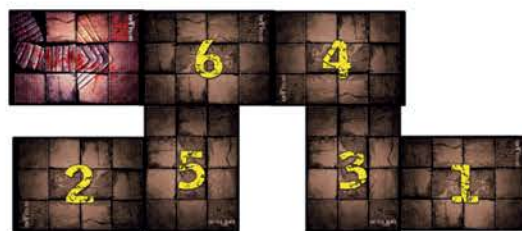
*The worst criminals rot here, and they say those in the lowest levels aren't even human anymore. Perhaps they never were. The upper levels are ruled by the law and the torturer's tools. But in the deep I have heard that there may be treasure -- the last hiding places of robber barons and dark kings and queens.*

## Notes

Remove from the Dungeon Deck: High Order Master, Salt Dragon

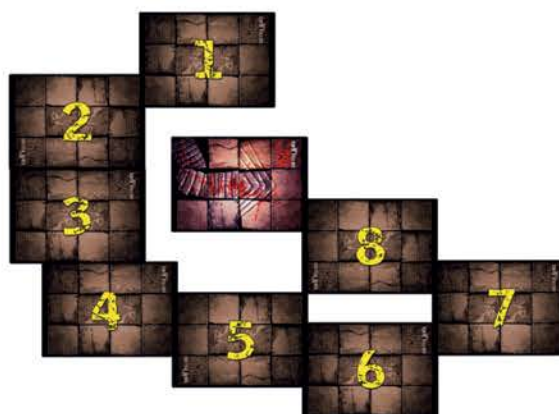
### 1/4: The Confessional

*The walls are festooned with the grimmest of tools. Most are blood-crusted and rusting, but some are gleaming, lovingly maintained. Manacles clank gently in some dank draft of air. The floor is littered with mouldering straw that doesn't quite soak up all the blood. The walls seem to whisper with accusing questions, screams their only answers.*



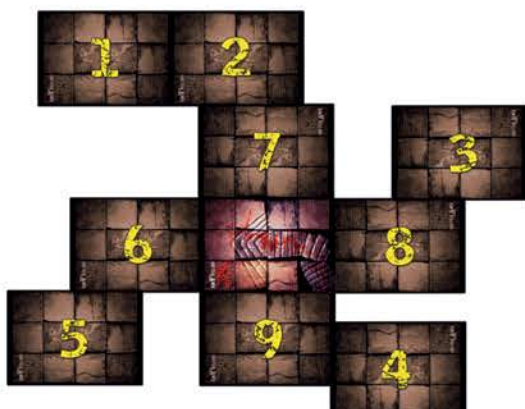
### 2/4: The Cell Block

*Howls of agony burst out of these small chambers where creatures have spent the last long lonely years of their lives in agony and madness. The flagstones are worn smooth with endless pacing tread of the prisoners long dead, the innocent and the guilty alike.*



### 3/4: The Abandoned Level

*These cells hang open, and some bricks have fallen out of their places and crumbled into dust on the floor. For some reason they have been empty for a long, long time. A sense of disquiet is stronger here than on any level above. Why did they leave these cells? What presence could be so dark that these torturers would withdraw?*



### 4/4: The Deep

*This is not so much a prison as it is a cave with the barest trappings of one, all rusted solid with misuse. There are goblin nests, rats chittering, and huge beetles scuttling for cover at any sign of light. This is the place below the lowest level of hell.*

# THE TOWER

*It doesn't matter how long it's been abandoned, a dark wizard's tower is not a good place. The decades of standing vacant and half destroyed may have let the rain in, but they have not let the evil out. He was a powerful madman with a past dripping in blood. All the surrounding lands had knelt before him until a hero put him down. But the tower's ruins still stand, scratching the sky, and it's said some dark treasures remain in those lofty and dangerous heights.*

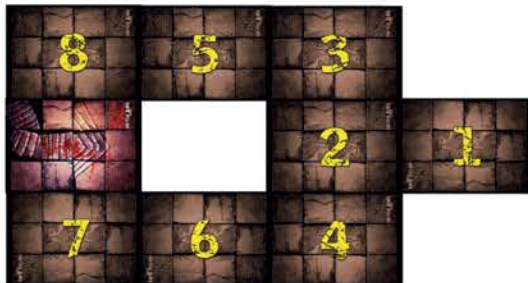
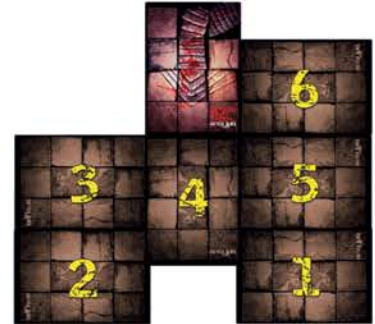
## Notes

Remove from the Dungeon Deck: Salt Dragon

Set aside the the High Order Master's 2 cards. Use them as the first 2 monster cards in the fourth encounter.

### 1/4: The Antechamber

*The wood is thick with lichen and mold, the carpet crawling with insects and shoots of small plants. The fine furnishings are shattered and wrecked, tapestries hang in shreds. There are signs of other adventurers going into the tower here, but almost no sign of them coming out.*

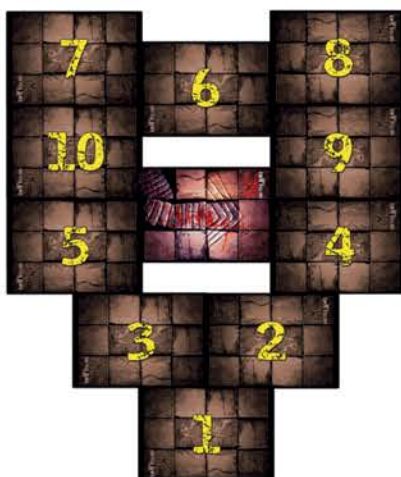
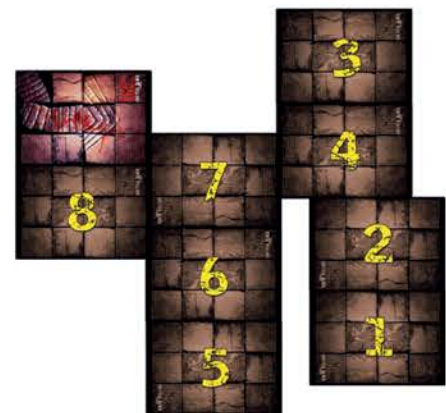


### 2/4: The Workshop

*This room is clearly where the mage got his hands dirty. Half completed golems, globs of summoned flesh and shattered vials of foul smelling liquids still remain. Illegible scrolls flutter in the breeze coming in from the wall that some battle had blown open. There are signs of movement though; something has been through here, perhaps only moments ago.*

### 3/4: The Inner Sanctum

*What foul works were done in this place? This is where the dark wizard met his grisly end all those years ago, and it shows. There are scorch marks on the floor and walls, and once-fine furnishings lie in rubble all over the room. Books lie in moldering heaps, their secrets bleeding into the ruined floor with their fading ink.*



### 4/4: The Dark Portal

*This isn't on any map or mentioned in any history book. There shouldn't even be anything here, but there is: a great chamber, crackling with magic. A horrible black portal covers the entire back wall, and a terrible echoing silence emerges from it.*



# THE CAVE

*It's a desolate rock in a barren sea. Strange mists hang in the air, and a chill wind seems to cut through the thickest cloak. The tide seeps in and out of the mouth of a massive cave, weak sunlight barely penetrating its gloom. It's a famous place, this cave, and the final resting place of too many adventurers to count.*

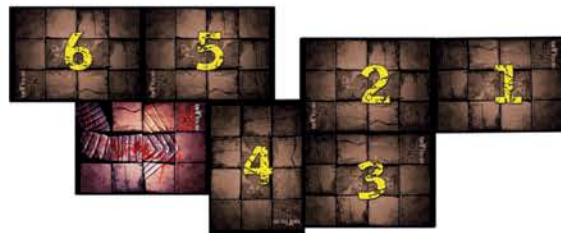
## Notes

Remove from the Dungeon Deck: High Order Master

Set aside the the Salt Dragon's 3 cards. Use them as the first 3 monster cards in the fourth encounter.

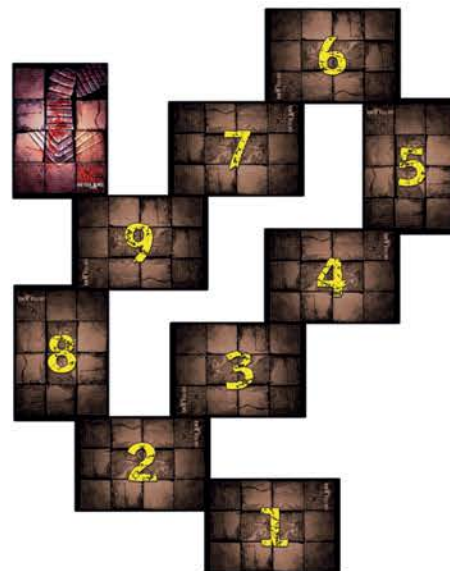
### 1/4: The Dim Opening

*This cave is larger than it first appears, and the loamy floor deadens the sound of any footfalls. It may have housed a pack of bears in the distant past, but the human bones among the dry leaves and sticks tell another story now.*



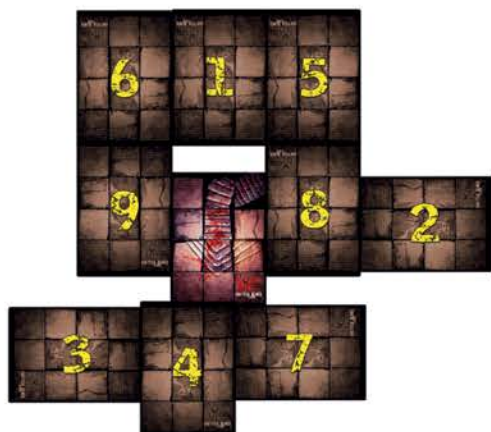
### 2/4: The First Chamber

*After a narrow tunnel, the cave opens up into a dank chamber. Roots dangle through the ceiling, and there's the soft squeak of bats somewhere nearby. The sharp smell of blood permeates this place.*



### 3/4: The Tight Squeeze

*You think you can see another chamber at the end, but it's a ways off down this narrow corridor. The walls are damp, and pungent fungus grows everywhere. The floor is slick, and you can't shake the feeling that you're being followed.*



### 4/4: The Wound in the Earth

*This is the end: a moist hole where all the water has run down to. Great stalactites hang ponderously from the ceiling, dripping away the centuries. It's a deep lair, far below anything in the world above, a lair full of menace that creeps into your very bones.*

# GLOSSARY

## AC, Action Card [pg. 10]

Represents an action that a character takes.

## Action Deck [pg. 3]

A player's set of Action Cards.

## Action Hand

The Action Cards that a player is holding.

## Action Step [pg. 24]

The second step in a Player Turn, where actions are taken.

## Action Type [pg. 11]

The type of action an AC represents. Limits when an AC can be played. Valid types are Attack, Command, Defense, Maneuver, and Recover

## Advancement Card [pg. 13]

Represents abilities gained by completing encounters.

## Adventure Mode [pg. 20]

The standard game mode, with 1-8 cooperating players.

## Ally [pg. 12]

Any friendly combatant (including yourself).

## Area, Area-effect [pg. 12]

An action that targets all combatants within a 3-square by 2-square portion of the Encounter Map.

## Arena Mode [pg. 20]

The player-versus-player game mode.

## Attack, Attack Action [pg. 11]

An AC with an Action Type of "Attack". Deals damage or negative effects. Can be played during your Player Turn.

## Boss Card [pg. 19]

One of a set of Monster Cards that represent a single, epic level Monster with the "Boss" type.

## Campaign [pg. 20]

A series of Dungeons that a set of players play in sequence using the same Characters throughout.

## Character [pg. 3]

The person in the game controlled by a player.

## Class Card [pg. 8]

Represents a Character's specialization, and provides both basic statistics and a special ability.

## Command, Command Action [pg. 11]

An AC with the Action Type "Command". Affects character or monster abilities. Can be played during your Player Turn.

## Core Card [pg. 26]

An RC that is unique to a class and must be present in a specified number within a character's Resource Deck.

## Danger Level [pg. 22]

Limits the number of Monster Cards used in an Encounter. Calculated as number of players multiplied by number of Map Tiles in the Encounter, plus any added Danger from any Advancement Cards that players have.

## Dead, Death [pg. 4]

Monsters that reach 0 HP die, and leave play. Characters only die if all are Unconscious in an Encounter.

## Defense, Defense Action [pg. 11]

An AC with an Action Type of "Defense". Prevents damage or negative effects. Can be played during a Monster Turn.

## Dig Greedily [pg. 25]

Searching the Dungeon Deck for Equipment or Mysteries after not finding any when searching normally. Results in added Monster Cards in the next Encounter.

## Distance [pg. 6]

How far away a Target is from a combatant. Valid values are Melee, Reach, and Ranged.

## Dominate [pg. 4]

Allows a Player to control a Monster's actions.

## Dungeon [pg. 20]

A series of Encounters played through by a group of players.

## Dungeon Card [pg. 17]

Monsters, Equipment, and Mysteries. Used to create the Encounter Map.

## Duration [pg. 13]

The number of Rounds that an effect stays in play.

## Encounter [pg. 20]

A tactical combat scenario played on a square-based map.

## Encounter Map [pg. 21]

The square-based map an Encounter is played on. Made up of face-down Dungeon Cards.

## End Step [pg. 24]

The third and final step in a Player Turn, where a player may optionally discard their hand, and also may draw cards.

## Enemy [pg. 12]

Any hostile combatant.

## Equipment, Equipment Card [pg. 17]

Added capabilities gained by Exploring after Encounters. Players can hold only 2 slots worth of Equipment.

## Exploring [pg. 25]

Flipping over Map Tiles after an Encounter in the hopes of finding a Mystery or an Equipment Card.

## Fatigued [pg. 4]

The result of a player not having available cards to draw when required to do so. Results in discarding all held cards, and no action besides basic movement. Ends after shuffling decks and re-drawing.

## Focus [pg. 9]

A Resource that represents mental prowess and sense of clarity. Always specified in the color yellow.

## GM, Game Master [pg. 24]

A player who controls the Dungeon Deck in Tabletop Mode.



## Hand

The cards a player is holding. Made up of an Action Hand and a Resource Hand.

## HP, Hit Point [pg. 4]

A measure of how much health a combatant has.

## INF [pg. 5, pg. 18]

Infinite. A Save of INF prevents all damage. A monster with a defense of INF prevents its full Save versus all attacks.

## Immobilized [pg. 4]

Unable to voluntarily move (applies only to Monsters).

## Keep In Play [pg. 13]

A special Duration that indicates a card stays in effect until its target dies, the Encounter ends, or some condition is met.

## LOS, Line of Sight [pg. 7]

A measure of what other combatants a combatant can see, and thus can affect with its actions.

## Mana [pg. 9]

A Resource that represents mystic energies. Always represented in the color blue.

## Maneuver, Maneuver Action [pg. 11]

An AC with an Action Type of "Maneuver". Allows characters to move. Can be played during your Player Turn.

## Map Tile [pg. 21]

A face-down Dungeon Card that defines the Encounter Map.

## Marching Order [pg. 20]

The order in which players take their Player Turns. Decided by players at the start of a Dungeon.

## Melee [pg. 6]

A Distance representing all squares adjacent to a combatant.

## Monster [pg. 18]

An Enemy combatant that fights against the players.

## Monster Card [pg. 18]

Represents 1 or more Monsters, defines their statistics and their behavior within an Encounter.

## Monster Phase [pg. 24]

The second phase of a Round, when Monsters act.

## Monster Turn [pg. 24]

A Monster acting based on its listed behavior.

## Move [pg. 5]

Movement within the Encounter Map.

## Mystery [pg. 17]

A special event encountered while Exploring.

## Phase [pg. 24]

A subdivision of a Round. Valid options are Player Phase and Monster Phase.

## Player Phase [pg. 24]

The first phase of a Round, when Players take Player Turns.

## Player Turn [pg. 24]

A Player taking a Start Step, Action Step, and End Step.

## Push [pg. 5]

To move a combatant against its will. Movement must still be legal, but immobilization does not prevent.

## Ranged [pg. 6]

A Distance representing all squares within a combatant's LOS that are not adjacent to the combatant.

## Reach [pg. 6]

A Distance representing all squares adjacent to a combatant, as well as all squares adjacent to those squares.

## Recovery, Recover Action [pg. 11]

An AC with an Action Type of "Recovery". Heals or removes negative effects. Can be played during your Player Turn.

## Resource [pg. 9]

Used to power Action Cards. Valid types are Stamina, Focus, and Mana.

## RC, Resource Card [pg. 9]

Represents Resources that a Character can generate.

## Resource Deck [pg. 3]

A player's set of Resource Cards.

## Resource Hand

The Resource Cards a player is holding.

## Rest [pg. 25]

Regaining half lost HP after an Encounter, and drawing an extra AC and RC for use in the next Encounter.

## Revive an Ally [pg. 25]

Bringing an Unconscious Ally back to consciousness at half HP after an Encounter.

## Round [pg. 24]

The basic unit of time in a combat Encounter. Comprised of a Player Phase followed by a Monster Phase.

## Save [pg. 5]

Preventing damage from a combatant.

## Self [pg. 12]

A player's own Character.

## Speed [pg. 5]

How fast characters of a class can move without the use of a Maneuver card.

## Stairs Tile [pg. 21]

A special Map Tile, the first laid down in an Encounter Map. Players start on this tile.

## Stamina [pg. 9]

A Resource that represents physical reserves and strength. Always represented by the color red.

## Start Step [pg. 24]

The first step in a Player Turn, where the player draws cards.

## Stun [pg. 4]

Unable to move or act in any way.

## Tabletop Mode [pg. 20]

The game mode with one player acting as a GM.

## Unconscious [pg. 4]

The state of a character that has lost all HP. Characters that are Unconscious cannot act until they regain consciousness.

## X [pg. 14]

A variable effect on a card.