UNBROKEN

ALTEMA GAMES



Print and Play

A solo game of survival and revenge by Artem Safarov

INSTRUCTIONS

Welcome to the grim world of ***Unbroken***: a solo game of survival and revenge!

To play ***Unbroken*** please cut up the components on the pages of this document. Please note that pages 3-5 should be printed single-sided and pages 6-81 are double sided – these instructions are repeated on every page. That should result in the following list of components:

LARGE SHEETS:

- 1 Quickstart Guide and 1 Reference Sheet (double-sided)
- 2 Achievement Sheets (single-sided)
- 2 Tracker Sheets (single-sided)
- 28 Monster Sheets (6 monsters of 4 different Levels) (including 1 blank card for each Level) (double-sided)

MEDIUM SHEETS:

- 4 Scoresheets (single-sided)
- 1 Actions Sheet and Symbol Guide (double-sided)
- 9 Weapon Sheets (including 2 blank sheets) (double-sided)
- 5 Character Sheets (including 1 blank sheet) (double-sided)

POKER-SIZED CARDS:

- 100 Encounter Cards (including 8 blank cards) (double-sided)
- 28 Skill Cards (including 2 blank cards) (double-sided)
- 12 Condition Cards (including 2 blank cards) (double-sided)

(You can use the blank cards and sheets to come up with your own Skills, Conditions, Encounters, Weapons, Characters, and Monsters for ***Unbroken***)
In addition to the components above you will need 23 small tracking tokens (we recommend 8mm cubes) and a single six-sided die.

THE GAME'S FLOW IS BEST LEARNED FROM THE REFERENCE SHEET

Use it to guide your plays (included on p.6-7). The full Rules Reference Guide can be found ***HERE*** for detailed rule explanations.
After setting up the game as described on p.9 of the Rules Reference Guide, keep the Reference Sheet handy as it contains the important information in an easy to read format.

Visit **PlayUnbroken.com** to record your results, share your feedback and read monster stories that expand the world of ***Unbroken***.
Contact Support@PlayUnbroken.com with any questions or suggestions you might have.

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RESOURCE TRACKER


0 1 2 3 4 5 6 7


0 1 2 3 4 5 6 7


0 1 2 3 4 5 6 7


0 1 2 3 4 5 6 7


0 1 2 3 4 5 6 7

EFFORT TRACKER


0 1 2 3 4 5 6 7

8 9 10 11 12 13 14 15

16 17 18 19 20 21


0 1 2 3 4 5 6 7


0 1 2 3 4 5 6 7

TIME TRACKER



0 1 2 3 4 5 6 

8 9 10 11  13 14 15

 17 18  20 21 22 23

24 25 26 27 28 29 30 31

MONSTER TRACKER



0 1 2 3 4 5 6



0 1 2 3 4 5 6

7 8 9 10 11 12 13

14 15 16 17 18 19 20

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Unbroken: Achievements Sheet – One sided sheet

ACHIEVEMENTS

EASY ○
NORMAL ○
HARD ○



BEST SERVED COLD
Win a game with each of the 4 characters.

EASY ○
NORMAL ○
HARD ○



SLUGGER
Win the game without upgrading your **Weapon**.

EASY ○
NORMAL ○
HARD ○



STILL KICKING
Win the game with no **Effort** left.

EASY ○
NORMAL ○
HARD ○



GLUTTON
Win the game without losing any **Effort** during **Hunger Steps**.

EASY ○
NORMAL ○
HARD ○



CONSISTENCY IS KEY
Win 3 games in a row.

EASY ○
NORMAL ○
HARD ○



HIGH STAKES
Defeat the Vampire using the **Spike Thrower Skill**.

EASY ○
NORMAL ○
HARD ○



CONFLICT AVOIDANCE
Win the game after using **Trickery** to bypass the first 3 monsters.

EASY ○
NORMAL ○
HARD ○



PAYDAY
Win a game with 4 or more **Treasures**.

EASY ○
NORMAL ○
HARD ○

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ACHIEVEMENTS

EASY ○
NORMAL ○
HARD ○



RECKLESS
Win the game after suffering a monster's **Ambush Effect** 4 times.

EASY ○
NORMAL ○
HARD ○



ASCETIC
Win a game without eating any **Food** during **Hunger Steps**.

EASY ○
NORMAL ○
HARD ○



NOT WORTH IT
Win a game without using **Character Abilities**.

EASY ○
NORMAL ○
HARD ○



NO REST FOR THE WICKED
Win a game without **Resting** during the **Travel Steps**.

EASY ○
NORMAL ○
HARD ○



NOT A SCRATCH
Win a game without losing any **Small Effort** during the **Battle Steps**.

EASY ○
NORMAL ○
HARD ○



ALL THE TIME IN THE WORLD
Win a game without allowing the **Time Tracker** to go below 3.

EASY ○
NORMAL ○
HARD ○



MASTER OF SURVIVAL
Win the game with 4 or more **Skills**.

EASY ○
NORMAL ○
HARD ○



A BIT OF EVERYTHING
Win the game with 1 or more of **Wood**, **Metal**, **Food**, and **Treasure**.

EASY ○
NORMAL ○
HARD ○

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Unbroken: Scoresheets - One sided sheet

***UNBROKEN:* SCOREPAD**

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

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Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

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Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
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Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

Character	x2	x3	x5
Difficulty	x3	x10	Score
Date	x2	x3	

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Combat Phase

- Roll the die for your monster (if not already revealed from the **Scout Action**). and draw from that specific monster **Level**.
- For example, on **Level 1 [◔]** you match 1 of the 6 monsters to the slash marks on the die with the slashes on the bottom of the **Monster Sheet**.
- Then move the red token on the **Time Tracker** to the next **Level**. See how much / the monster has and place red tokens on the **Monster Tracker**.

1A. Ambush Step:

- If the **Time Tracker** red token reaches 0 (or you must go past it) you are **Ambushed**. Lose what is listed from that specific **Monster Sheet**. Apply the monster's **Ambush Effect** if there is one listed on the **Monster Sheet**.

1B. Trickery Step:

- After you reveal the monster, decide if you want to get away without fighting the monster. If you paid the **Trickery Cost**, you can proceed to the next **Level** and you can bypass the **Battle Step**, however, you miss the **Rewards Step**.

2. Battle Step:

- On your turn in battle, you may either take a **General Action** or **Combat Action** available to you, attack with your **Weapon**, or skip your turn.
- **TIP:** You always go first unless on HARD or if a monster has a listed effect.
- **NOTE:** See if the monster performs any **Passive** or **Repsonse** effects.
- Roll and Match the roll result with the **Combat Action** on the **Monster Sheet**. These **Combat Actions** are listed underneath the picture and flavor text telling stories within ***Unbroken's*** dark fantasy universe.
- If the red token on the monster's reaches 0, it is instantly defeated! But if you ever have 0 and you suffer a **Wound** or must spend more than you have: you die and lose the game. The **Dark** has claimed you!

Otherwise, continue fighting the monster until either of you is defeated.

3. Rewards Step:

- Gain all the **Rewards** listed on the bottom of the defeated monster and a **Card** (Draw 2, Keep 1). **Cards** mostly stay with you for the game.

4. Hunger Step:

- Eat equal to the **Level** of the monster you have just defeated.
- On **Level** 1 [◔] eat 1 , **Level** 2 [◑] eat 2 , **Level** 3 [●] eat 3 , etc.
- For each you lack, you lose 1 for the 1st you lack, 2 for the 2nd you lack, etc. If you do not meet these requirements and don't have enough to continue, then you starve and lose the game.
- For each you eat, you gain a .

End of Combat Phase:

Upon victory, discard the defeated monster, removing it from the game. Reset red tokens on the **Trackers**: monster / remain at 0 until the next combat.
Put blue tokens on your **Character Sheet** equal to the next **Level**. You can use your **Character Abilities** for each single blue token your character possesses.
Discard any active **Cards** you have, returning them to the **Deck**, and gain any new from the last monster if instructed for the next **Level**.

End of Game

The game will end in 1 of 2 ways:

1. You cannot spend when required to during the **Battle Step** or **Hunger Step**: you lose.
2. You defeat the final monster in **Level 4 [●]** and do not die of starvation: you win!

Calculate your score on the **Scorepad** and note your **Achievements** if you win, or reshuffle to start all over again if you dare to revist the **Dark**!
Remain ***Unbroken***!

Learn more about ***Unbroken*** and join the community at www.PlayUnbroken.com

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QUICKSTART GUIDE

Setup

- Gather up all of your ***Unbroken*** components: **Trackers** with blue and red tokens, **Character Sheets**, **Deck**, **Deck**, **Deck**, **Monster Sheets**, the , **Weapon**, **Actions Guide**, and the **Altema** for ease of play.
- Place the **Trackers** down in front of you.
- On the **Resource Tracker**, place a blue token on 0 of all resources:
- On the **Effort Tracker**, place blue tokens on 13 in the resource bar and also place blue tokens on the 0 of and
- From your **Weapon Sheets Deck**, grab your and place the rest of the **Weapons** to the side.
- On the **Time Tracker**, place a red token on 7, where the slash mark shows **Level 1 [◔]**
- On the **Monster Tracker**, place the 2 red tokens on 0 for and
- Pick a character and place 1 blue token on the **Level 1 [◔]** slash mark of your **Character Sheet**.
- Shuffle **Deck** and place face-down. Place **Deck** face-down, while shuffling is not necessary. Shuffle **Deck** and place face-down.
- Place the **Monster Sheets** ordered top to bottom from **Levels 1-4 [◔ ◑ ● ●]**
  Place the beside the **Monster Sheets**. The die is used to determine the monster for the **Combat Phase**.
- Place the token on the **Travel Phase, Step 1: Preparation Step** of the **Quickstart Reference Sheet** (page 3).

Look at the **Setup** diagram in the **Rules Reference Guide** for a top down view of your **Display** and for more help during the game (on pages 8 and 9).

This is the **Setup** for **Normal**. For more **Difficulty Settings** (see page 18).

Travel Phase

(Flip over to use the **Quickstart Reference Sheets** to track game phases.)
Get your token to begin your journey into the Dark.

1. Preparation Step:

- Take any **General** or **Travel Actions** listed on the **Actions Guide,** your **Character Sheet,** or **Cards** that might help you survive the Dark within ***Unbroken***.

2. Decision Step:

- Decide if you are ready to fight the monster or not.
- If not, continue exploring by drawing cards from the **Deck!**
- **Tip:** If you run out of you trigger the **Ambush Step** and must face the monster!

3. Exploration Step:

- Reveal 2 **Cards** from the top of the **Deck**.
- Pick 1 of the drawn **Cards**, then discard the rest.
- To Resolve the spend a resource (if any), lose the listed on the Card, and Gain the reward.
- End of **Travel Phase:** Either your runs out at 0 on the **Monster Tracker** or you're ready to face the monster! Tip: Save your resources for those later difficult **Levels**!

Grab the and read on for the **Combat Phase**!

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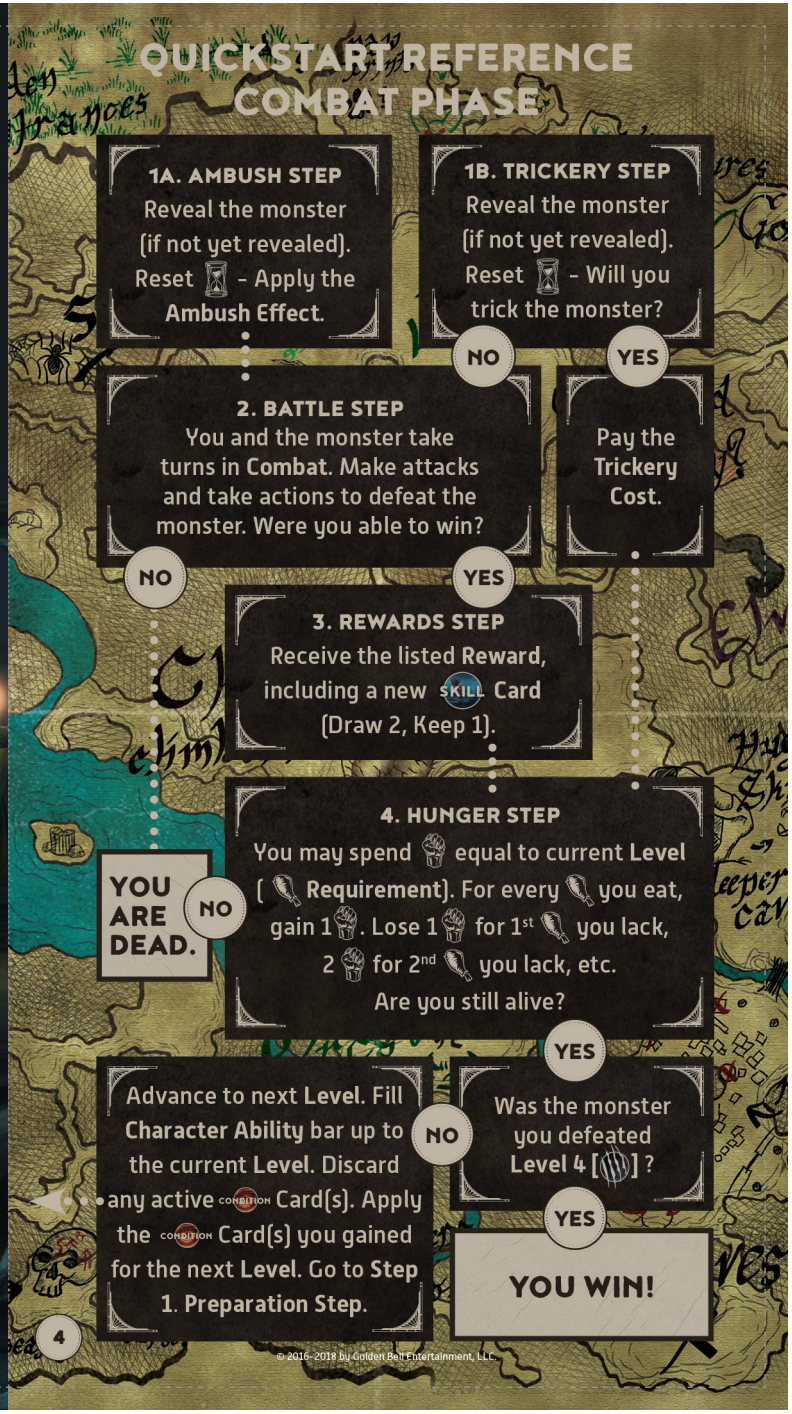
Unbroken: Quickstart Sheets - Double sided sheets - set printer to flip on short edge to match the backs of the cards





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GIANT SPIDER

Ansheb

3

AMBUSH

Giant Spider takes 2 turns at the beginning of the Battle Step

TRICKERY



Tap-tap-tap. Is something crawling down your back? You sense you are not alone in these tunnels — then you hear what sounds like metal scraping along the walls.

Response: At the beginning of the **Battle Step** immediately gain the **Poisoned** (1)

COMBAT ACTION

MISS	No effect
WOUND	Lose
WOUND	Lose
DAZE	Reduce to (lose if unable)
POISON	Gain the **Crippled** for **Level 2** ( )
WEB	Lose and Giant Spider takes another turn

REWARD

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GIBBERLING

Tishtak

2

AMBUSH

Gain the **Paranoid** for **Level 2** ( )

TRICKERY



He drags his bone-like nails against rock, and they screech all throughout the cave. He attempts to deliver a final blow with his rusted dagger. Barely brushing the surface of your skin, the creature tries to run its weapon through you, never ceasing his maddening chatter. As if the voices in your head aren't enough...

Response: At the beginning of the **Battle Step**, gain the **Panicked** for **Level 2** ( )

COMBAT ACTION

MISS	No effect
WOUND	Lose
WARN	Lose
WOUND	Lose
STEAL	Lose or (lose if unable)
CONFUSE	Do not gain a as a **Reward** for this combat

REWARD

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FERAL HYENA

Hesinda

4

AMBUSH

Lose

TRICKERY



Escaped from his orc owners, the growling beast foams at the mouth.
He intends to rip you apart, protecting the mangled carcass he feasted on.

Response: If you have any at the beginning of the **Battle Step**, Feral Hyena attacks once and gains +1 to all **Combat Rolls**.

COMBAT ACTION

	MISS	No effect
	MISS	No effect
	MISS	No effect
	WOUND	Lose
	WARN	Lose
	DAZE	Reduce to (lose if unable)

REWARD SKILL

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KOBOLD CRAFTER

Snark

3

AMBUSH

Kobold ignores your first attack

TRICKERY

or



With the creature snickering near his readied traps, you worry that one little mistake may be your last.
You won't let that come to pass, because if it does, it would be this bumbling buffoon's unending joy.

Response: If you have any or at the beginning of the **Battle Step**, Kobold attacks once and gains +1 to all **Combat Rolls**.

COMBAT ACTION

	MISS	No effect
	MISS	No effect
	WOUND	Lose
	STEAL	Lose or (lose if unable)
	TRAP	Gain the **Crippled** CONDITION for **Level 2** ( )
	DEFEND	Kobold ignores your next attack

REWARD SKILL

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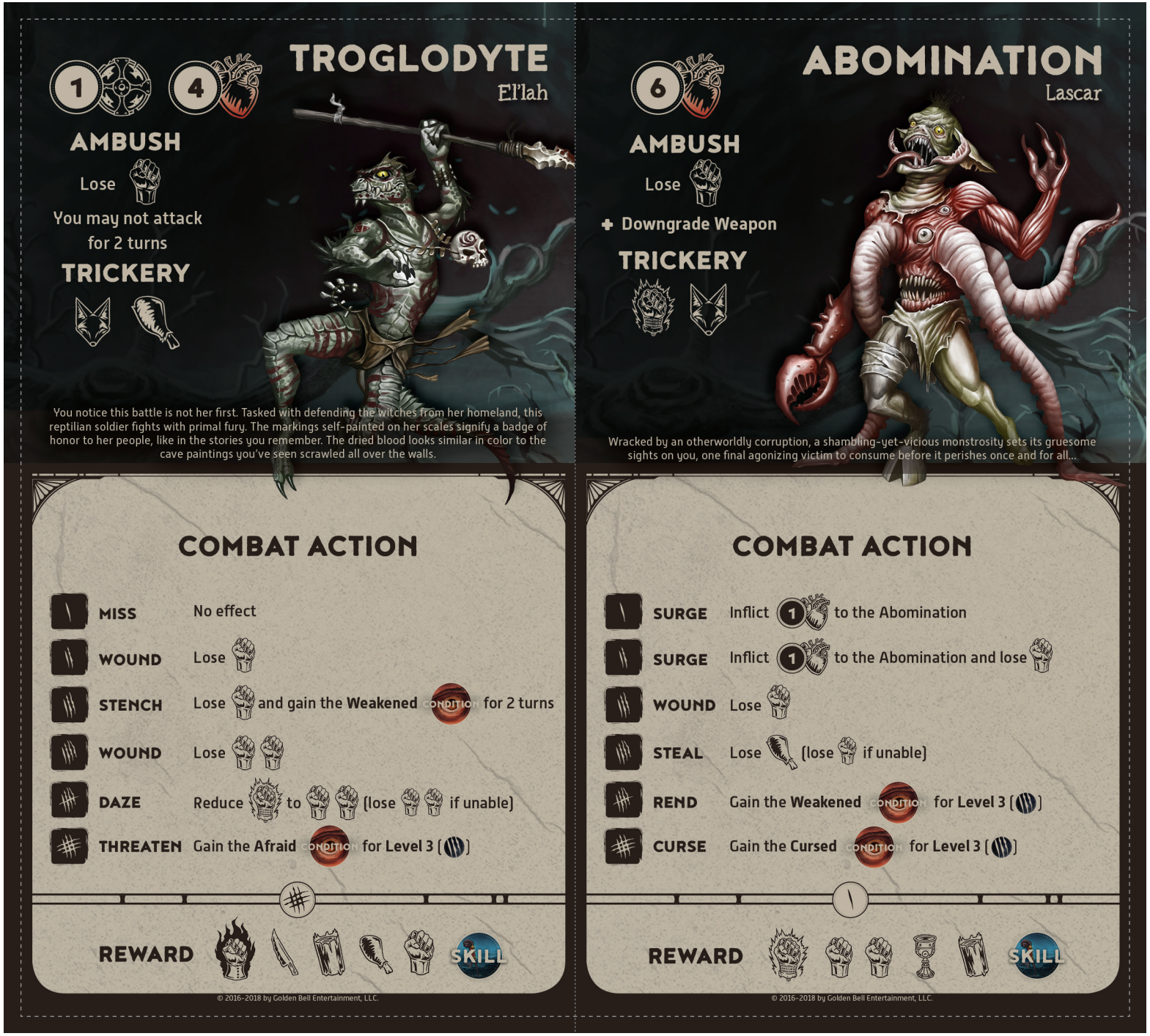

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CAVE BEAR

Daynu

5

AMBUSH

Lose

TRICKERY



GROWL! A deafening roar echoes through the chambers of the Dark. This enormous, grizzled animal looks like a survivor of many battles. He deserves a good death, since you are in no rush to accept yours. For a moment, the bear's eyes glisten, almost appearing human. Then he charges. This isn't going to be easy.

Response: After the Cave Bear is defeated it takes a turn.

COMBAT ACTION

MISS	No effect
WOUND	Lose
STEAL	Lose (lose if unable)
WOUND	Lose
WARN	Lose
WOUND	Lose

REWARD SKILL

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CRAZED SURVIVOR

Hirk

4

AMBUSH

Gain the Crippled CONDITION for Level 3 ( )

TRICKERY

Downgrade Weapon



The moment you lock eyes with his feral gaze, you realize whatever humanity remained inside this tortured soul is long gone. His primitive nature might hint at some dark corruption driving him mad. Unarmed and uttering nonsensical words at you, he lunges for your weapon.

Response: If you have a **Basic Weapon** at the beginning of the **Battle Step**, downgrade it. Then, Crazed Survivor attacks once and gains +1 to all **Combat Rolls**.

COMBAT ACTION

MISS	No effect
WOUND	Lose
WOUND	Lose
WARN	Lose
STEAL	Lose (lose if unable)
THREATEN	Gain the **Weakened** CONDITION for **Level 3** ( )

REWARD Basic Weapon of choice SKILL

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MINOTAUR

Andrak

8

AMBUSH

Lose

TRICKERY

–



Huff-huff. This horned behemoth reeks of sweat, and you struggle to breathe in his stench from across the ledge. His rage is set to erupt at any moment. The only saving grace here is that the Dark hasn't fully claimed his life beyond death. Risking everything, you charge the beast and let out a ferocious war cry.

Response: If you have an **Advanced Weapon** at the beginning of the **Battle Step**, the Minotaur attacks once.

Passive: If you have an **Advanced Weapon** each time you suffer a **WOUND** or **DAZE** effect, lose an additional

COMBAT ACTION

	WOUND	Lose
	WOUND	Lose
	THREATEN	Gain the **Afraid** CONDITION for **Level 4**
	WOUND	Lose
	GORE	Lose and gain the **Crippled** CONDITION for **Level 4**
	DAZE	Lose (lose if unable)

REWARD SKILL

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ORC BRUTE

Umkala Silverhand

1 7

AMBUSH

Passive:
Each time you suffer a **WOUND** effect lose
+

TRICKERY



Looking over the totems of worship she wears, you question what turned this proud brute over to the other side. Her necklaces sway as you attempt to keep her jagged blades from slashing your face. The blood-stained axes nick you and add your fresh blood to their edges. With nowhere else to run, you steel yourself to fight off your demise one more time.

COMBAT ACTION

	WOUND	Lose
	WOUND	Lose
	WOUND	Lose
	WOUND	Lose
	DAZE	Reduce to (lose if unable)
	WOUND	Lose (lose if unable)

REWARD [AXE or] SKILL

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BUGBEAR WARLORD

Bulgar

1 5

AMBUSH

Lose

TRICKERY



Grizzled from old wars, the armored hunter grins at the sight of possibly adding another skull to his belt. With sadistic joy and frightening fury, he stomps toward you. Regardless, your own survival proficiency instills you with confidence to avenge the beast's victims — whomever they may have been...

Passive: The **Attack Power** of all **Wounding Attacks** inflicting 4 or less **Wounds** is reduced by 1

COMBAT ACTION

MISS	No effect	
WOUND	Lose	
WOUND	Lose	
DAZE	Gain the **Crippled** CONDITION	for **Level 4**
DAZE	Gain the **Amnesia** CONDITION	for **Level 4**
DAZE	Reduce	to (lose if unable)

REWARD SKILL

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DARK ELF

Kantaria

1 5

AMBUSH

Gain the **Weakened** and **Paranoid** CONDITION for **Level 4**

TRICKERY



This tantalizing beauty distracts you with her sharp features, luring you in close enough to lower your guard. She claims to be a defender of the Dark, but what she furiously protects you don't know. Besides, you're sure you won't stay long enough to find out...one way or another.

Response: At the beginning of the **Battle Step**, immediately gain the **Amnesia** CONDITION

COMBAT ACTION

WOUND	Lose	
WOUND	Lose	
WOUND	Lose	
CONFUSE	Gain the **Paranoid** CONDITION	for **Level 4**
THREATEN	Gain the **Panicked** CONDITION	for **Level 4**
CONFUSE	Discard a random SKILL	(lose if unable)

REWARD SKILL

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SAVAGE GNOLL

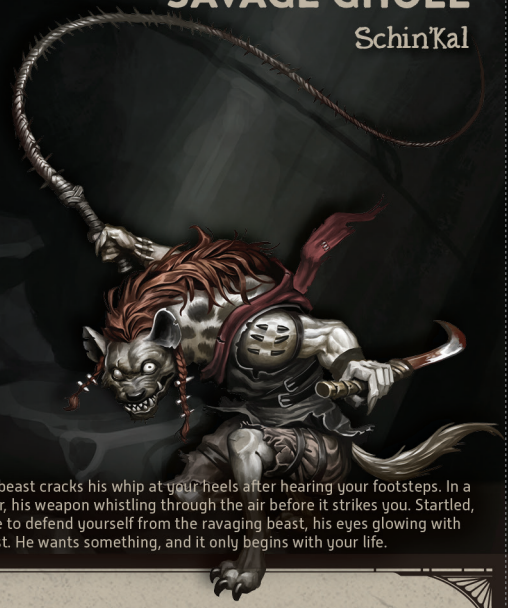
Schin'Kal

8

AMBUSH

Passive:
Gnoll takes
2 turns every
round

TRICKERY



CRACK! Nimble and quick, the beast cracks his whip at your heels after hearing your footsteps. In a frenzy, he attacks over and over, his weapon whistling through the air before it strikes you. Startled, you crouch down and prepare to defend yourself from the ravaging beast, his eyes glowing with greed and bloodlust. He wants something, and it only begins with your life.

Passive: Attack Power of all Wounding Attacks inflicting 3+ Wounds is halved (round up).

COMBAT ACTION

MISS	No effect
DISARM	**Downgrade Weapon** to BARE HANDS for 1 turn
WARN	Lose
WOUND	Lose
THREATEN	Gain the **Afraid** CONDITION for **Level 4**
STEAL	Lose or or or (lose if unable)

REWARD SKILL

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HOBGOBLIN

Steelkraus

3 4

AMBUSH

Hobgoblin gains

1

TRICKERY

\+ Downgrade Weapon



A patient, well-trained fighter bearing flags from the Far East watches and studies your every move, closely yet cautiously searching for any weakness to penetrate your guard. As your haggard movements slow with fatigue, you pray that his next strike won't be the last thing you see.

COMBAT ACTION

MISS	No effect
WOUND	Lose
WOUND	Lose
WARN	Lose
DEFEND	Hobgoblin ignores your next attack
DISARM	**Downgrade Weapon** to BARE HANDS for 2 turns

REWARD **Armored** CONDITION SKILL

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TROLL
Moodljin

13

AMBUSH

Lose

Troll takes a turn for each

you could not lose



This deformed, hulking figure shakes the very ground you walk on. Holding onto the last vestiges of your hope, you tremble with fear as the troll raises his rock-like arms to strike at your old wounds — now opening faster than they're healing. He's quick...and big...but maybe not fast enough to end your journey through the Dark.

Response: After taking his turn the Troll heals 1

COMBAT ACTION

WOUND	Lose	
WOUND	Lose	
WOUND	Lose	
DISARM	**Downgrade Weapon** to BARE HANDS	for 1 turn
DAZE	Reduce	to (lose if unable)
DAZE	Reduce	to (lose if unable)

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BASILISK
Antsingy

1 12

AMBUSH

The **Paralyzed** CONDITION enters play with 2 additional tokens



Clack. Clack. Clack. This slithering beast's scales grind on the cobblestone pathways leading to even deeper hovels in the Dark. The ancient reptile, shaking the stones beneath it with every movement, possesses you with its petrifying gaze. Your only way out? Ripping and tearing right through it!

Response: At the beginning of the **Battle Step** immediately gain **Paralyzed** (2) CONDITION

Response: You may spend instead of rolling for **Paralysis**.
Passive: Basilisk cannot suffer more than 4 in a round.

COMBAT ACTION

WOUND	Lose	
GAZE	+1 **Paralysis** on the **Paralyzed** CONDITION **Card**	
GAZE	+1 **Paralysis** on the **Paralyzed** CONDITION **Card**	
STEAL	Lose	(lose if unable)
STEAL	Lose	(lose if unable)
WOUND	Lose	and +1 **Paralysis** on the **Paralyzed** CONDITION

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VAMPIRE

Lady Luna

13

AMBUSH

Lose

Vampire ignores your first attack



A hunched, dark shape emerges, eyes alight with a crimson glow. The woman's thirst exceeds mere blood, as she desires the knowledge your journey brought you. Speaking beyond her many years, a whisper in the night advises, "May the blood of your father remind you."

Passive: Attacks, actions, and responses inflict 1 less and cannot defeat the Vampire. Spend an additional when attacking, taking an action, or activating a response to ignore this effect. (**Spike Thrower** SKILL is immune to this effect.)

Combat Action: Spend to gain

COMBAT ACTION

WOUND	Lose	
CONFUSE	Lose	(lose if unable)
STEAL	Lose	(lose if unable)
WOUND	Lose	and Vampire heals 1
WOUND	Lose	and Vampire heals 1 (lose if unable)
DAZE	Immediately gain the **Weakened** CONDITION	

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WYVERN

Zesku

16

AMBUSH

-



Believing you escaped this flying foe and its brethren at the Den of Dragons, you find this one's back at it to stalk you. Unless...more are emerging from the Dark's deeper depths — but how did it get in here? Gracefully perched on a rock embedded with shade crystals, this descendant of ancient dragons now scowls at you. The lithe, winged shape leaps from its throne, its jaws open to claim you.

Response: At the beginning of the **Battle Step** immediately gain **Poisoned** (0) CONDITION

Combat Action: Spend to inflict 4



COMBAT ACTION

WOUND	Lose	
WOUND	Lose	
WOUND	Lose	and + 1 **Poison** on the **Poisoned** CONDITION **Card**
STEAL	Lose	and Wyvern heals 1 (lose if unable)
POISON	Reduce	to (lose if unable) and +1 **Poison** on the **Poisoned** CONDITION
POISON	Reduce	to (lose if unable) and +1 **Poison** on the **Poisoned** CONDITION

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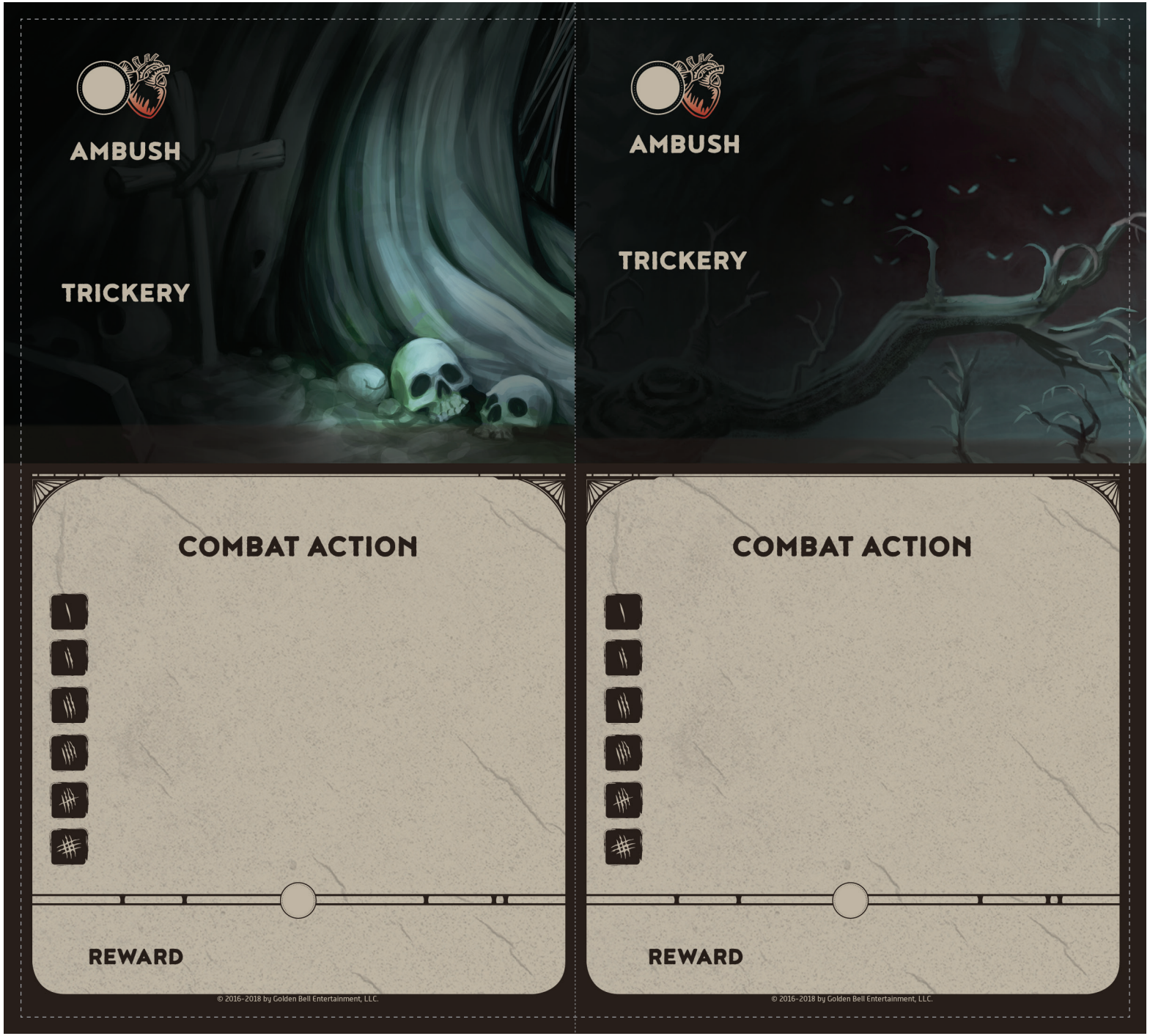

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SCAVENGE | Travel Action:

SPEND GAIN

LAY OF THE LAND | Travel Action:

Look at the top 5 card of the ENCOUNTER Deck

SUBSIST | Response:

At the beginning of the **Hunger Step**, reduce your **Requirement** by 1.

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HUNTRESS



Kirilla el Kaer

Living off the land, taking only what you need when you need it, your skills are perfectly attuned for escaping these treacherous catacombs. Luckily, your sharp memory and tracking skills serve you well. So far...

TAKE A PEEK | Travel Action:

Reveal 1 Additional ENCOUNTER Card during the **Exploration Step**.

FLEXIBLE | Response:

Before gaining a new SKILL Card reveal 1 additional SKILL Card to select from.

DODGE | Response:

After a monster's **Combat Roll**, spend to reduce the roll result by 1.

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SNEAK



Mae'el

You know you can easily slip by these dangers blocking the end of your little journey. With the promise of stories to bring back home, as long as you escape, you'll have quite the adventure to recount. You only need to survive...

I'VE SEEN WORSE | Response:

After a monster's **Combat Roll**, roll the **6-sided Slashes Die** again. Use either of the results.

JUST A SCRATCH | Response:

After losing to a **WOUND** effect, reduce the amount of lost by 1 to a minimum of 1.

POWER THROUGH | Response:

After choosing a **Wounding Attack**, spend to increase **Attack Power** by 1

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BRAWLER



Niola

Fighting on the grimy streets your whole life, you hope you're trained enough to survive. Thankfully, you're no stranger to rough stuff.

TOME KNOWLEDGE | General Action:

SPEND GAIN

MEMORIZE | Response:

After the **Encounter Step**, put 1 of the revealed ENCOUNTER Cards that you did not select on top of the ENCOUNTER Deck. Then, commit to the next ENCOUNTER

DANGEROUS IDEA | Travel Action:

Roll the **6-sided Slashes Die**. If your roll is higher than the current **Level**, gain On a roll of 1, lose

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SAGE



Helena

Omens and prophecies continue guiding you through the terrifying horrors underground. You must not fail here, for if you do...you fail everyone.

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TAKE A PEEK | Travel Action:

Reveal 1 Additional ENCOUNTER Card during the **Exploration Step.**

FLEXIBLE | Response:

Before gaining a new SKILL **Card** reveal 1 additional SKILL **Card** to select from.

DODGE | Response:

After a monster's **Combat Roll**, spend to reduce the roll result by 1.

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SNEAK



Maxyn Zenma

Getting out of these filthy caverns was never going to be easy, but you still have some tricks up your sleeves...

SCAVENGE | Travel Action:

SPEND GAIN

LAY OF THE LAND | Travel Action:

Look at the top 5 card of the ENCOUNTER **Deck**

SUBSIST | Response:

At the beginning of the **Hunger Step**, reduce your **Requirement** by 1.

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HUNTER



Huckdorf

No past to speak of. No memory of your life before the Dark. You push on because that's all you can focus on. One thing you know for sure — nobody touches the hat.

TOME KNOWLEDGE | General Action:

SPEND GAIN

MEMORIZE | Response:

After the **Encounter Step**, put 1 of the revealed ENCOUNTER **Cards** that you did not select on top of the ENCOUNTER **Deck**. Then, commit to the next ENCOUNTER

DANGEROUS IDEA | Travel Action:

Roll the **6-sided Slashes Die**. If your roll is higher than the current **Level**, gain On a roll of 1, lose

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SAGE



Tomu

Imprisoned for far too long, you find yourself trapped underground yet again. But not even the quaking, fearsome monsters of the night will keep you from your hallowed destiny.

I'VE SEEN WORSE | Response:

After a monster's **Combat Roll**, roll the **6-sided Slashes Die** again. Use either of the results.

JUST A SCRATCH | Response:

After losing to a **WOUND** effect, reduce the amount of lost by 1 to a minimum of 1.

POWER THROUGH | Response:

After choosing a **Wounding Attack**, spend to increase **Attack Power** by 1

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BRAWLER



Caellahan

Making quick work of lowlifes in taverns back at the Capital, you're not so worried about your next brawl. At your peak strength, these scrawny creatures surrounding you won't take you down without a fight...but they can try.

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BARE HANDS

Left without a proper weapon? It makes no difference. Your clenched, bruised fists will serve you well. You have everything you need to uncover the mysteries of the Dark and exact your revenge. On whom? You'll find out soon enough…

= 1

= 1

= 3



UPGRADE TO THE CLUB



UPGRADE TO THE KNIFE



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BASIC WEAPON

CLUB

Sharp barbs protrude from the discarded firewood. When crafted into a serious weapon, its splinters jut out like knives. This is sure to make things messy. Good.

= 1

= 1

= 3



UPGRADE TO THE MAUL



UPGRADE TO THE AXE



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BASIC WEAPON

KNIFE

This handcrafted, jagged blade isn't much, but it's plenty sharp, and it'll make quick work of your prey if you plunge it deep enough.

= 1

= 1

= 3

= 5



UPGRADE TO THE SWORD



UPGRADE TO THE SPEAR



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UPGRADE TO THE

UPGRADE TO THE

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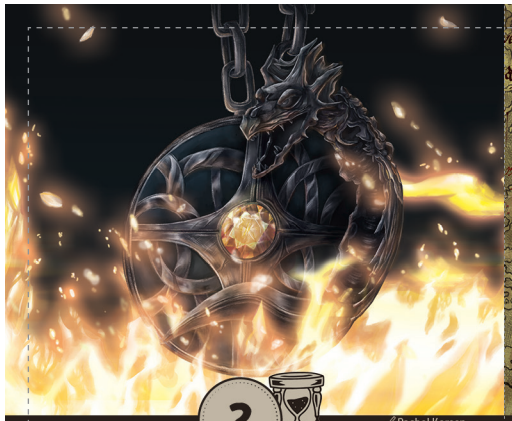

2

Rachel Korsen

SPEND –

GAIN

Scorching flames encapsulate and dance around the preserved talisman of power. Its strange glow disperses through the Dark around you, preserving the strength of forlorn misfits, inspiring you for countless battles on the horizon.

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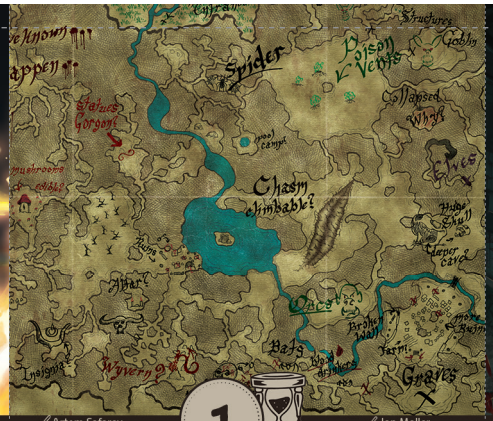
GOLDEN AMULET



Artem Safarov

1

Jon Meller

SPEND

GAIN

This faded, blood-stained map serves you one purpose. Remembering "X" always marks the spot, you orient yourself to the adjoining room for food stores using a discarded key. Secret locations and walled-off rooms must protect certain valuables you will need later.

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OLD CARTOGRAPHER'S MAP



0

Jacob Atienza

SPEND

GAIN

Reveal 3 additional Encounter Cards next Exploration

Staring ahead with grim determination, you harness the anger within, leading you to better plan for whatever waits around the corner of this underground maze. With dead ends and winding pathways, the last thing you want to do is retrace your steps.

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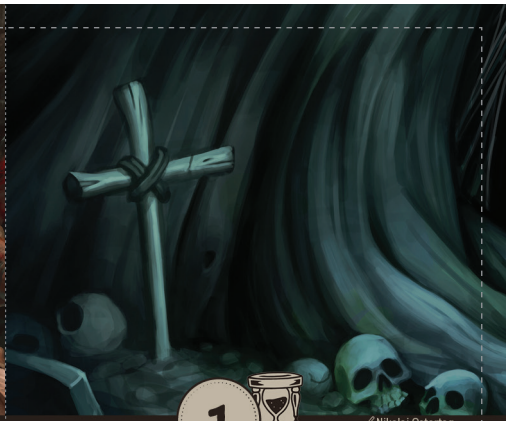
A LOOK AHEAD



1

Nikolai Ostertag

SPEND

GAIN

You pay your respects for a fallen comrade at a crudely-marked mass grave. All that drives you now is a constant, burning desire for revenge, reinvigorating your search for an escape from these unending underground chambers.

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BURYING A FRIEND



4

Barbara Lucas

SPEND

GAIN

You vaguely remember this fruit being poisonous. You're careful when picking them, aware that they've somehow affected your companions not long ago. Skulls appear in the air, and you're not sure if you're hallucinating.

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SUSPICIOUS FRUIT



1

Nikolai Ostertag

SPEND

GAIN

Some of your scarce food will go a long way toward making you stronger for the dangers lurking in the shadows. For the beasts might attack you at any time...

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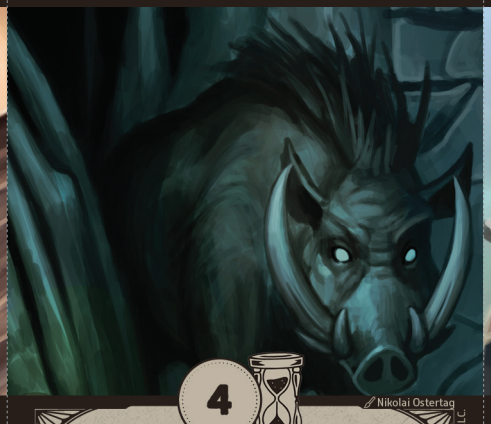
RAVENOUS HUNGER



4

Nikolai Ostertag

SPEND

GAIN

An enraged boar attacks you. The struggle is taxing, but the meat is plentiful and will nourish you for the journey ahead.

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BOAR AMBUSH



1

Nikolai Ostertag

SPEND –

GAIN

Some discarded lumber. Perhaps you can put it to good use. Who could have left it behind?

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LUMBER ENTHUSIAST

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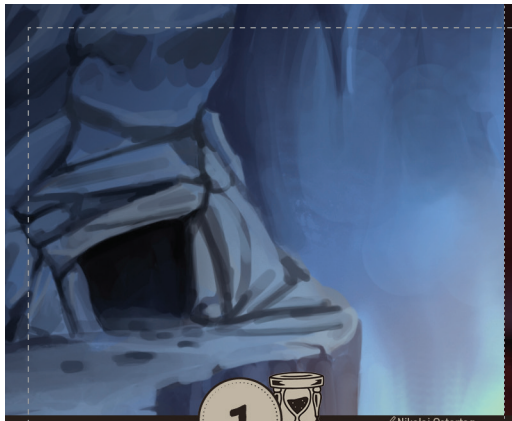

1

Nikolai Ostertag

SPEND GAIN

No one will see you build a fire in this crevasse. Unless this grotto is home to something else...

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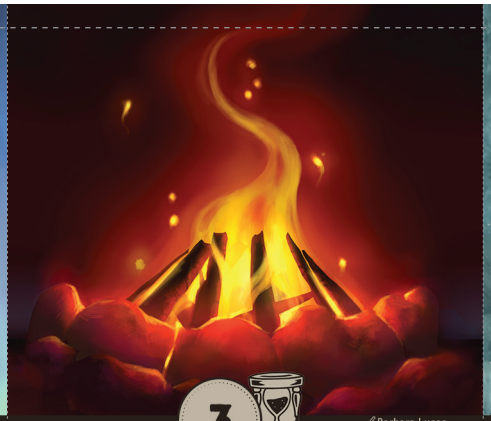
SECLUDED CREVASSE



3

Barbara Lucas

SPEND GAIN

Remains of a small fire. You satisfy its hunger, and it returns warmth. Crackling and burning from within, your strength swells with the flames, leaving you a force to be reckoned with.

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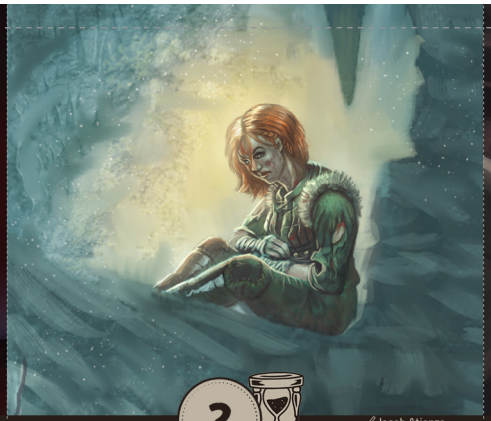
THE GLOWING EMBERS



2

Jacob Atienza

SPEND GAIN

–

You cannot go on any longer. You take the time to stop and catch your breath before you collapse, remembering the somber face of your fallen expedition member.

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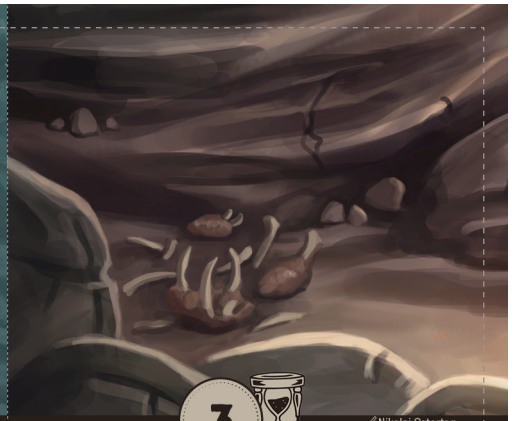
A CHANCE TO REST



3

Nikolai Ostertag

SPEND GAIN

Hunting trophies litter the bugbear's den. Some look oddly familiar. If you build a fire, you can make some of the leftover meat edible for later...

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RAW HUNTING TROPHIES



2

Nikolai Ostertag

SPEND GAIN

Armored

(immediately)

An old, faded emblem of a snarling wolf adorns the now-abandoned armor. Donning it might serve you well for the battles to come.

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RUSTED ARMOR



1

Nikolai Ostertag

SPEND GAIN

Coated in dried blood, with no fur in sight. Curiously, you question how the last creature escaped this misplaced bear trap. Will you avoid bloodying your hands while tearing apart the rusted contraption for extra resources?

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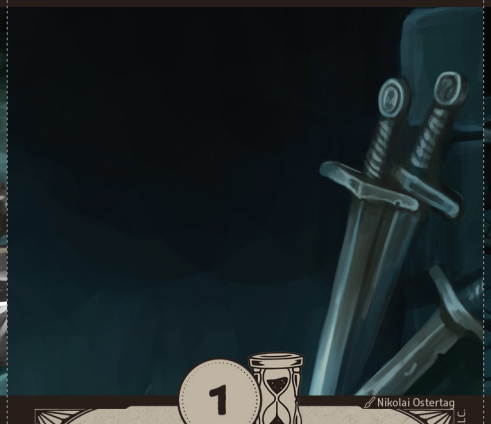
INSTRUMENT OF TORTURE



1

Nikolai Ostertag

SPEND GAIN

Commit to the next

Taking a sharp, discarded weapon might mean you must face what's around the corner. The sounds of goblins and other horrors bounce and echo off the walls. Time is running out. Tick-tock.

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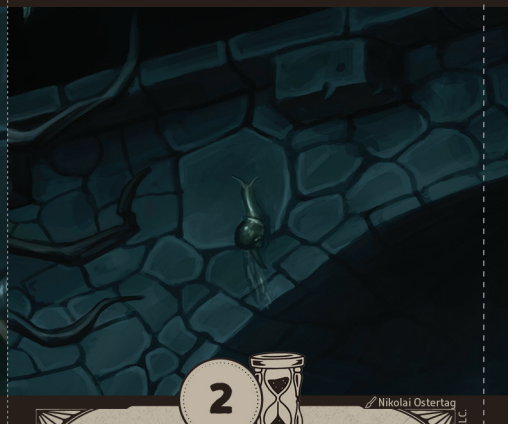
DISCARDED WEAPONRY



2

Nikolai Ostertag

SPEND GAIN

–

A disgusting, slimy creature crawls along the wall. Capturing it is easy. The challenge is keeping it down. Gulp. It's slimy, yet satisfying...

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SLIMY YET NOURISHING

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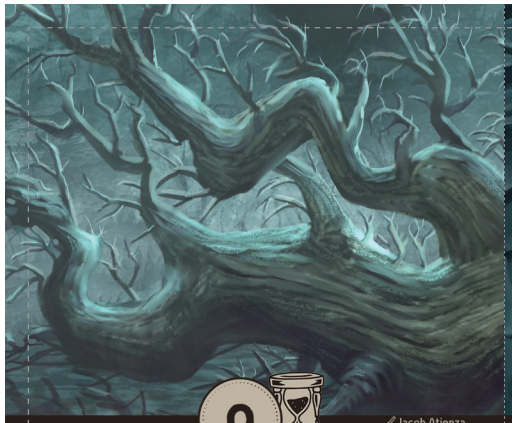

0

Jacob Atienza

SPEND GAIN

Climb quickly, and with enough strength, you can grab hold and break off a few branches. Is it the environment that made them this way? Or perhaps the branches, too, seek the surface...

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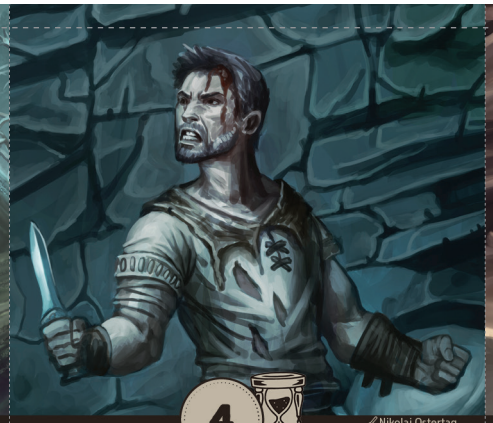
GNARLED BRANCHES



4

Nikolai Ostertag

SPEND GAIN

–

At a time of desperation, you stop to repair your weapon. Memories come rushing back of those who fought beside you, and you feel your grip on life tighten, finally finding what it takes to survive.

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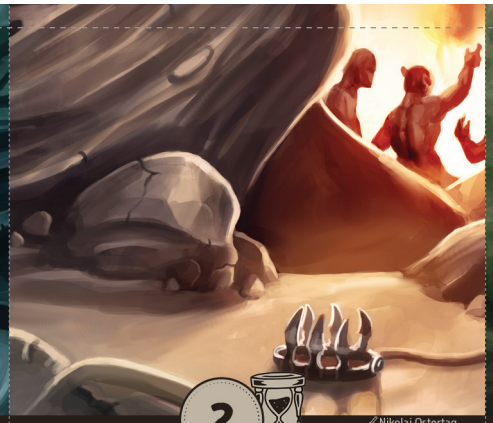
SURVIVAL INSTINCT



2

Nikolai Ostertag

SPEND GAIN

You are not so easily fooled by the trap. If you are crafty enough, you could even take it apart. The smell of fresh blood fills your nostrils. Something must be cooking over that nearby fire. Carefully try to pry some of the sharp metal if you dare. Quietly.

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BEAR TRAP



1

Nikolai Ostertag

SPEND GAIN

A bird you recognize from the surface — how did it get all the way down here? No matter, a meal's a meal.

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A FRUITFUL HUNT



2

Nikolai Ostertag

SPEND GAIN

The hunger is too much to bear, clawing and gnawing at your insides. You disregard your careful rationing and feast on some of your scant supplies.

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HUNGER PANGS



1

Jacob Atienza

SPEND GAIN

–

Resting against a stone wall, a memory captures you. You're now better able to plan for your next step through the otherworldly ruins around you.

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CATCHING A BREATH



2

Jacob Atienza

SPEND GAIN

Evidence of other explorers or bandits building the structure in haste is clear. Resting here may be an option, but the broken-down pieces show it might need some wood to patch up.

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MAKESHIFT SHELTER



3

Nikolai Ostertag

SPEND GAIN

–

Near the brink of collapse, a well-deserved rest by a kindled fire does you some good, spiriting you for the battles to come.

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EDGE OF EXHAUSTION

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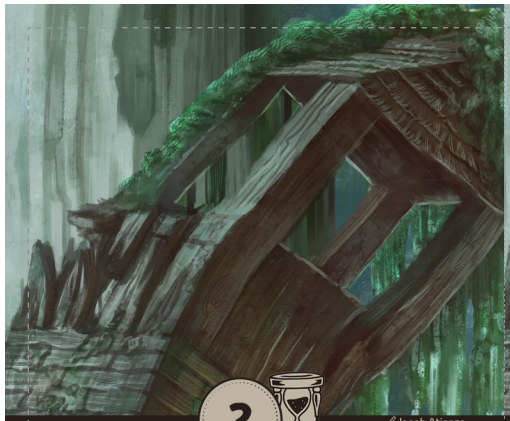

2

Jacob Atienza

SPEND GAIN

A crooked watchtower, overlooking the caverns, presents a chance to harvest wood if you want to exert the effort it takes to rip it apart. Try not to make too much noise...

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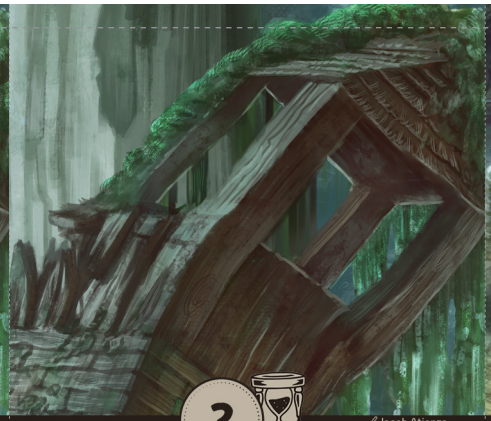
DEMOLISHING A TREE LAIR



2

Jacob Atienza

SPEND GAIN

This neglected, collapsed structure offers enough concealment for you to eat, rest, and salvage a few planks. In the distance, steam rises from vents blocking the rest of the way forward.

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WRECKING IS HUNGRY WORK



1

Jacob Atienza

SPEND GAIN

The wooden enclosure is surprisingly well-crafted, clearly made by an expert hunter. It would take a great deal of energy to pry open the frame to get at the food inside. At the very least, you can repurpose the debris for your own needs.

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LOOTING THE SUPPLIES



4

Jacob Atienza

SPEND GAIN

You can pilfer some wood from a fallen structure here. It looks like an organized force of soldiers lost a battle against some horde...orcs, by the look of things.

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WOODEN DEBRIS



1

Rachel Korsen

SPEND GAIN

–

Familiar, deep marks in the wooden beams stand out to you. It is not the first time you notice the slashes in multiple places here in the underground forests of the Dark. It doesn't hurt to take some now and ask your questions later...

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STRANGE SLASHES



2

Nikolai Ostertag

SPEND GAIN

–

You reach up, grabbing the old, cracked blade, freeing the weapon forged to the crumbling remains of a fallen warrior. You ponder the poor soul's fate and hope the metal will serve you better than him.

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UNFORTUNATE ADVENTURER



4

Nikolai Ostertag

SPEND GAIN

Howls emanate from deep inside the caverns, the sounds growing louder by the second. Rusted metal clings to the bones of this corpse. The loosened, sharp barbs hanging from the cage can be easily pried. Rest assured, they'll come in handy.

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RUSTED CAGE



1

Nikolai Ostertag

SPEND GAIN

An unknown metal protrudes from the barrier. Markings whisper tales of defeated knights and explorers lost to the Dark. Each scuff almost triggers a distant, violent memory.

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DISLODGING THE BEAM

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2

Jacob Atienza

SPEND GAIN

Examining the shrine of uncaring gods, you notice a mysterious light underneath the candles and religious offerings that past adventurers once offered to the solemn witch mother.

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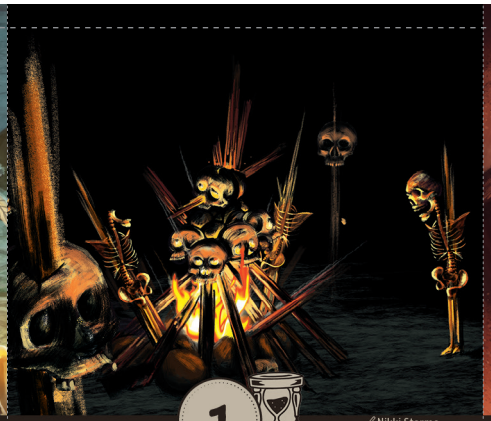
TRAPPED SHRINE



1

Nikki Storme

SPEND GAIN

You stumble upon a derelict shrine, infecting your head with visions, dreams, or memories — it is impossible to tell. But you know they aren't your own. An image of a familiar witch manifests in your mind, and you're suddenly empowered and energized.

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FORSAKEN SHRINE



3

Rachel Korsen

SPEND GAIN

–

A flash of a monstrous memory envelops you. Visions of the dangers ahead keep you up. Despite the overwhelming terrors, you prepare for the oncoming battles.

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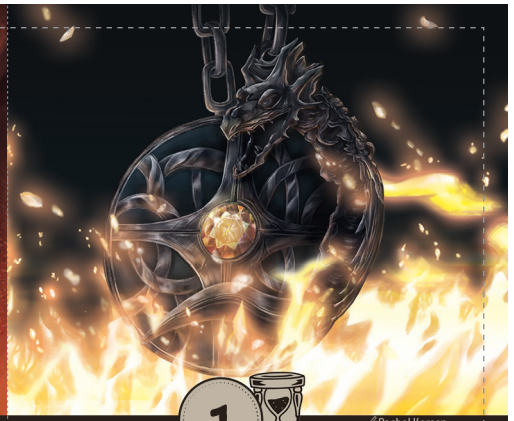
EYE-OPENING VISION



1

Rachel Korsen

SPEND GAIN

–

The lost trinket calls to you, like a deity or soul trapped from another world. While you know it does not belong, it somehow strengthens you for dangers you have yet to face.

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CHAINED LEGACY



Jon Meller

SPEND GAIN

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Jon Meller

SPEND GAIN

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Jon Meller

SPEND GAIN

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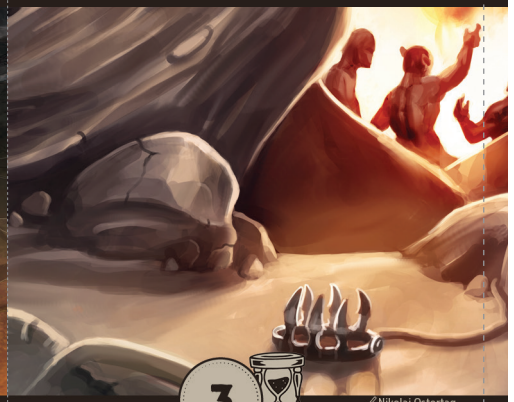

3

Nikolai Ostertag

SPEND GAIN

–

-1 to all of the monster's Combat Rolls on this Level

This old, rusted contraption isn't going to catch anything lying here. It could be used to your advantage against some of the dangers lurking around the corners of the Dark's tunnels...

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FORGOTTEN TRAP

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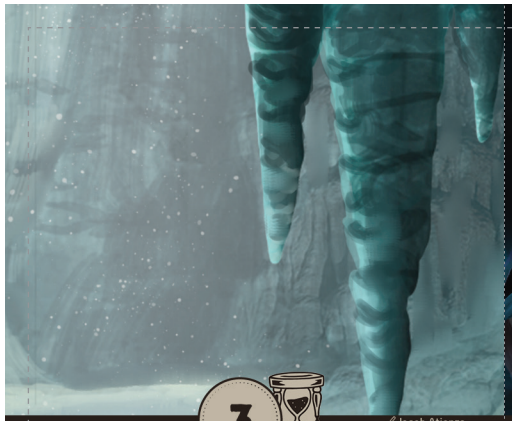

3

Jacob Atienza

SPEND GAIN

Snow and ice cling to the floors and walls of the cavern. With only a single entrance, this place is well guarded from intruders. So why do your bones still shake when the wind howls?

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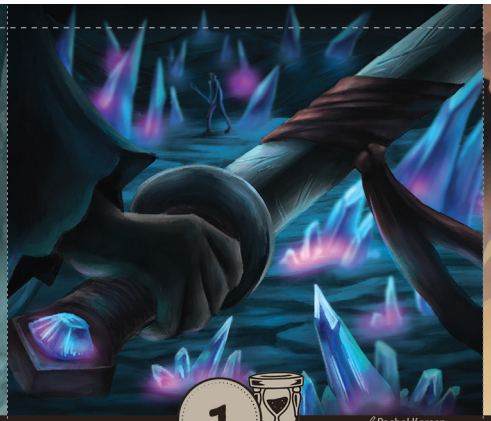
A SAFE PLACE



1

Rachel Korsen

SPEND GAIN

–

Shade crystals shine and reflect all around you. More light is stashed here than on the surface, and it awakens untapped power inside of you. Shadowed figures challenge you in the distance, yet they seem to be mere illusions in these caverns.

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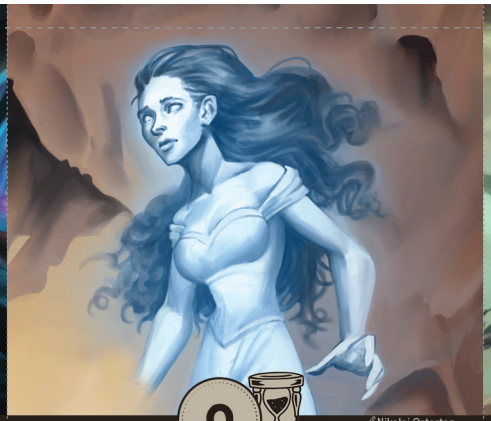
THE CRYSTAL CAVERNS



0

Nikolai Ostertag

SPEND GAIN

More of these apparitions are appearing after the calamity. This strange, afflicted spirit allows you to rest and restore some of your vitality in her underground garden... but only if you first offer a generous gift.

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A WELCOMING SPIRIT



2

Nikolai Ostertag

SPEND GAIN

The glow of the pool is otherworldly and ethereal. It takes some precious metal to spear a few fish, but the hearty meal they'll make might mean the difference between life or death.

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SPEARFISHING



3

Barbara Lucas

SPEND GAIN

Careful and quiet, you trail behind the light of a watchful spirit in her garden. Sneaking past her, you come across a shallow pool with rare resources you reach out to claim as your own...

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GHOSTLY ADVENTURER



4

Barbara Lucas

SPEND GAIN

– Discard an active

Wading in the underwater lake, you feel its radiating and calming energy. You take a drink, and something courses through your blood, rejuvenating your body and spirit.

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A PURIFYING POOL



1

Rachel Korsen

SPEND GAIN

A blocked room. A door with no handles. An entrance with no way in, you know you shouldn't be there, but an untapped energy inside of you stirs. There's only one way to get through that door: brute force! A calling from deeper in the Dark summons you, and it makes you stronger.

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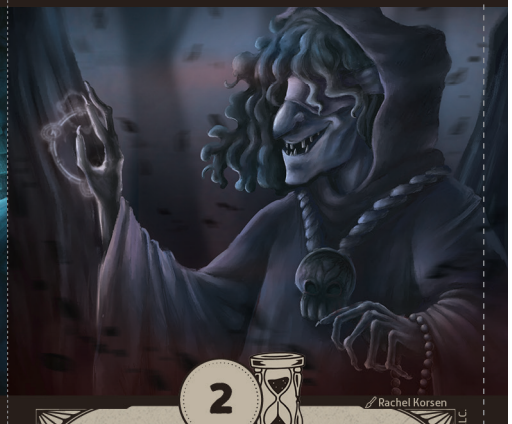
FORBIDDEN ROOM



2

Rachel Korsen

SPEND GAIN

–

Your vivid dreams are starting to get the better of you. A blind witch urges you to escape while you still can. Even as you awake stronger, the wandering whispers follow you, uttering the word "mother" over and over. You cannot shake an impending sense of doom from your mind, her words bringing more paranoia.

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FOREBODING WARNING

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2

Nikolai Ostertag

SPEND

–

GAIN

Looking over a demolished idol, you search deep within yourself, remembering the wise, old sage in your party and his quick planning. The memory of your tattooed friend inspires you to hatch a bold strategy.

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A CLEVER SCHEME

2

Rachel Korsen

SPEND

GAIN

You struggle with the old door inscribed with mysterious glyphs. Luckily, you can reach through the bars and grab a few scraps of wood. Looking out at the seemingly unending room, you feel hopeful that freedom is around the corner. But what lies through the bars might concern you even more when you stop to think about it.

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ABANDONED DUNGEON DOOR

2

Rachel Korsen

SPEND

–

GAIN

A red glow shines and washes over you, flickering with a strange brilliance and reminding you of a time yet to pass. You recall a strange dream where spirits once guided you through the trials of the Dark.

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THE MAN WITH THE LANTERN

2

Rachel Korsen

SPEND

–

GAIN

The stone giant answers no questions, but his ancient knowledge helps stave off your death for a bit longer. You hope his foreboding words won't be the last thing you hear echo in the Dark. Wise seers once warned you to never disturb old things, and so you turn around while you still can...

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GIANT PROTECTOR

Nikki Storme

SPEND

GAIN

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2

Rachel Korsen

SPEND

–

GAIN

A wriggling creature, still alive, crawls out from the skull you only just found. You're desperate and famished so you know this is going to be better than starving.

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TO EAT OR NOT TO EAT

2

Rachel Korsen

SPEND

–

GAIN

You stumble upon a room of iron armor-plated knights lining the walls. Who knows what dark secrets they guard? Their armor is scarred from endless battles, but the scraps of metal they cling to are still sharp. How odd that the metal is warm to the touch...

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ARMY OF GUARDIANS

1

Rachel Korsen

SPEND

GAIN

You spot a doorway. A rattling noise from within a hidden chamber ignites your curiosity. Breaking in could reward you with untold precious riches. You've been warned the vast wealth may cost you a price higher than life, however, so you don't stay long.

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VALUABLE HOARD

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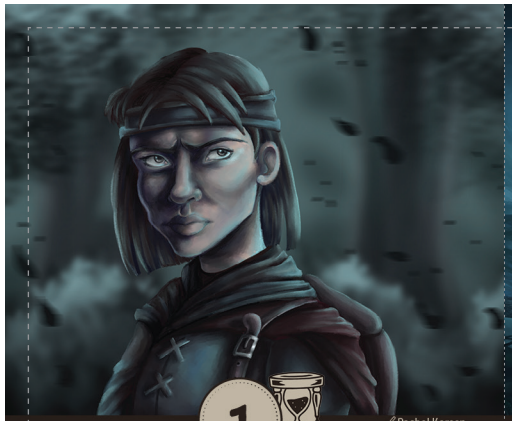

1

Rachel Korsen

SPEND GAIN

Memories of someone close to you flood your mind. You lose some willpower to continue fighting on, but you manage to stop and find a tucked bit of food for later. Better days in your past will have to wait...

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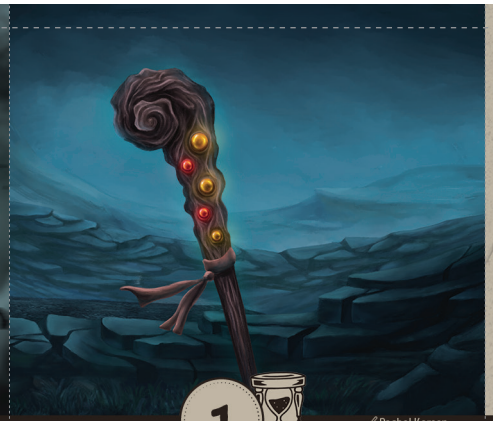
LOST LOVE



1

Rachel Korsen

SPEND GAIN

–

From the pages of an old sage's dusty tome, there are staffs inlaid with rare minerals concealing great power. No reason to get mixed up in that yet — the wood suits your needs just fine. You can always repurpose it later.

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UMBRADEN

SPEND GAIN

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SPEND GAIN

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DARING

The dangers lurking in the shadows are nothing to smile about, but your brazen laughter still echoes throughout these unending caves. You expect a battle at every step, yet all the challenges are something you're more than prepared to handle. What will you take down next?

Response:
At the beginning of the **Battle Step** gain

equal to the current **Level**.

SKILL

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PATIENT

Observing the monster's every move, studying how it fights, and even learning when it needs rest, you quickly master how to best evade its future strikes. You're prepared for any opportunity that presents itself. Patience always pays off...

Response:
After taking your turn during the **Battle Step** spend

(or if the monster is **Level**)

to immediately take another turn.

Limit 1 per round.

SKILL

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SURVIVOR

Bearing witness to everything in the caves following your expedition, your resolve hardens. It looks like you've been resourceful during your exploration of the Dark's depths. Something has drawn you deeper, bringing you beyond the brink of mere survival. A familiar voice brings you back to a place where you know you belong...

Passive:
Ignore all **THREATEN** and **CONFUSE** effects in combat.

Response:
After you **Rest** during the **Exploration Step**, you may spend to gain

SKILL

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WRECKER

Every monster's defenses turn to dust beneath your blows. As you storm in, smashing through their armor, you continue your assault with savagery and a thirst for blood in your eyes. Your veins swell as you clench your fists. Nothing can stand in your way.

Passive:
Ignore all **DEFEND** effects in combat.

Response:
After making an **Armor-Breaking** attack, you may make another attack.

Limit 1 per turn.

SKILL

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SHADOW

Warily stalking the darkness of the gloomy caverns, you explore and remain unseen to its monstrous inhabitants. Before they realize, the haunted beasts of the winding crystal paths will learn to fear every shadow that the light touches.

Passive:
Ignore all **WARN** effects in combat.

Passive:
Ignore all  cost of the **Scout General Action.**

Response:
After taking the **Scout General Action** gain 

SKILL

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BERSERK

Your descent into madness continues. Driven by vengeance, your foes will regret infuriating you after you swiftly put an end to their suffering. You start to lose yourself as every swing feeds your bloodlust. These punishing strikes, however, won't be your last...

Response:
After a monster's **Combat Roll** you may increase the result by 2. If you do, the **Attack Power** of your next **Wounding Attack** is increased by



SKILL

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SACRIFICE

Rituals of power are only known to the chosen ones, and fewer still dare attempt to pursue the craft. A well-placed offering will inflict a great deal of pain to your enemies — thus, you place a valuable token on the totem, allowing the gods to aid you in battles against all those who would dare defy you. May the gods bring divine justice down to smite your foes!

Combat Action:

SPEND **WOUND**



This SKILL *bypasses* 

SKILL

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CAUTIOUS

You're more mindful than ever before. But be careful, for the fear can easily overtake your will to avoid the dangers ahead. Having now seen the corruption of the Dark lurking beneath the surface stones, you dare not engage the shadow tracks that follow your hasty actions.

Response:
At the beginning of the **Level** gain 
equal to current **Level +1.** If you do, you immediately gain the **Afraid** CONDITION

SKILL

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TINKER

You can use whatever resources at your disposal to dispatch your foes in more creative ways than ever before. There is almost nothing you cannot use. A scrap of iron here, a splintered board there, and voila...you've become the Dark's very own cloaked tinkerer!

Passive:
You may use  and  interchangeably.

SKILL

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VERMIN MASTER

Even the tiniest creatures in this cave bend to your will. Who needs scraps and morsels when you can sic a swarm of ravenous rats on your foes? You understand how you may trick the scourge of the Dark to devour itself, or at least that's what you were led to believe...

Combat Action:

SPEND **WOUND**



SKILL

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RESISTANT

You are strong, resilient. Shake off whatever foul afflictions the monstrosities might inflict upon you. This won't be your last breath, for you are gifted by the undying. Now get up, you've got work to do...

Response:
After a monster's **Combat Action** would cause you to gain a CONDITION you may gain 
and reduce **Combat Roll** result by 1.

Limit 1 per turn.

SKILL

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IMPALE

Your heightened senses allow you to see weak spots on any foe standing in your way. With each jagged piece of metal in your possession, you cut, slash, and stab at every pressure point within your reach. No beast, clever or not, can outsmart you!

Combat Actions:

SPEND **WOUND**





SKILL

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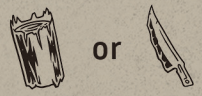
IMPROVISED ARMOR

Blows glance and ricochet off your newly constructed "Umbraden" armor. It's not pretty, barely using the rare material, but even this makeshift protection is better than nothing and should keep you alive long enough to escape these grime-infested tunnels. This new coat may turn away a killing blow, but just remember, everything comes with a gilded price!

Response:
After a monster's **Combat Roll** results in a **WOUND** or **DAZE** effect, spend a



to ignore that effect.

SKILL

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WEAPONSMITH

Don't worry about being disarmed, for you are a master of weapons! Every material is familiar in your hands, and you could reproduce every tool with ease. Crafting one after another, on the run from shadows, you are an unstoppable force in battle. Even the greatest of beasts could not tear them from your cold, dreadful grip.

Passive:
Ignore all **DISARM** effects in combat.

Passive:
Reduce the cost of all **Craft Actions** by

SKILL

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STOIC

You prefer to starve, especially if it means being closer to your hard-earned vengeance. Each unrelenting breath helps stave off any amount of pain or hunger affecting you.

Passive:
Your  **Requirement** is reduced by 1.

SKILL

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SPIKE THROWER

Your studies of the blood-drinkers taught you that none of the stories circling through Darwinia, south of the Shoals, prepared you for this. Nevertheless, now you're able to prepare spikes with ease. And it never hurts to have a sharp stick close by — especially when the hearts of your enemies are within your reach.

Combat Actions:

SPEND	WOUND
	
	

SKILL

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POISON MASTERY

The Dark gives rise to frightening new venoms, fungi, and unknown dangers from a crystal realm. You fashion deadly poisons to inflict terrible pain on your enemies without a second thought. No armor can save them when their blood boils on the inside.

This SKILL bypasses 

Combat Action:

SPEND	WOUND
	
	

If used by the Sage this SKILL inflicts 1 less wound.

SKILL

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COUNTERATTACK

Damaged, but never defeated. Every scratch your enemies deliver comes at a price. You answer every blow with your own, repaying every enemy's strike with more blood. Soon, following your demanding battles, you'll need to rejuvenate yourself in the fabled underground spring...

This SKILL bypasses 

Response:
After you suffer a **WOUND** effect in combat, inflict



to the monster.

SKILL

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MOSS EATER

No reason to be picky about what you eat when starvation is a threat. Rumors of a powerful herb once met your ears, and now this one brings you great fortune. Still growing, as the shadows around it strengthen it, the strange moss may help you as legends foretold. Or they are all wrong and you're dead!

Passive:
You may use



instead of



SKILL

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DEFENSIVE STANCE

Like a rock, you stand ready and prepared to deflect whatever assault your adversary plans to unleash. Keeping you primed and ready up to this point, your past training ensures you won't let your fallen comrades down!

Response:
After choosing a **Wounding Attack**, reduce the **Attack Power** by



to apply -2 to the monster's next **Combat Roll**.

SKILL

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PERFECT MEMORY

Your razor-sharp recall allows you to revisit a part of the caverns you passed through earlier. A glimpse of a monstrous memory slices through you, replaying a past encounter exactly as it happened. You relive your journey, reviewing the details in your head, and survey the twists and turns you've experienced in the catacombs.

Response:

At the beginning of the **Exploration Step** you may take an ENCOUNTER of your choice from the **Encounter Discard Pile** instead of drawing from the **Encounter Deck**.

*Limit 1 per **Level**.*

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HEROIC PERSEVERANCE

In dire peril, you push yourself to perform truly heroic feats. If only you could have found the strength within when your party needed you most, but now is not the time for self-reflection. Your resilience inspires you to reach newfound heightened levels of power.

Passive:

Your **Inspiration General Action** is now spend  to gain

Response:

After taking the **Inspiration Action** in combat you may immediately make an attack or take another action.

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AWARENESS

You hear the faintest noise, see the slightest movement, feel the smallest trembles. You're aware of the thieving beasts' attempts to steal from you, so catching you off-guard will not be easy. This heightened perception gets you through any dire situation you're sure to face.

Passive:

Ignore all **STEAL** effects in combat.

Response:

After the beginning of the **Ambush Step**, spend 

to ignore the monster's **Ambush Effect**.

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OUTDOORSMAN

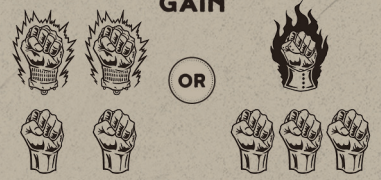
You move swiftly through the catacombs, taking short stops only at a moment's notice to regain lost strength. You continue to retrace your steps in a world you feel is more familiar, striking blows every chance you get. Scavenging for supplies is your only solace, but you act quickly. With this level of agility, you must be a lumber enthusiast!

Travel Action:

SPEND



GAIN



SKILL

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GRIM DETERMINATION

Focusing becomes effortless. Going forward, you always maintain your calm, even in mortal danger. Your earlier failures summon your renewed resolve, allowing you to take decisive action. You immediately press toward your next victim...

Passive:

Your **Focus General Action** is now spend  to gain 

Response:

After taking the **Focus Action** in combat you may immediately make an attack or take another action.

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INVENTIVE

Always planning on the fly, you effortlessly rely on your wits. Your shrewd judgement allows you to come up with tricky strategies to expose your enemy's weaknesses, outsmarting them until another foe dares to face you. If only they had a fraction of the knowledge you do...

Passive:

Your **Planning General Action** is now spend  to gain

Response:

After taking the **Planning Action** in combat you may immediately make an attack or take another action.

SKILL

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PANICKED

Frantic, frenzied. Scratching and screeching, something fast and loud sends chills down your spine as you shudder at the thought of another monster behind you. You can't see clearly as you rush toward the dangers of the Dark, heedless of the risks ahead. The only thing standing between you and the other worlds is death incarnate itself.

Passive:
Reveal 1 less


(to a minimum of 1)
during the
Exploration Step.

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PARALYZED

Unable to move, you feel an unnatural stiffness locking your every muscle, shackling your body. Only your sheer will, an almost spiritual force within, can push you through the battles ahead.

Response:
Before taking your turn in combat, **roll the 6-sided Slashes Die**. If your result is less than or equal to the number of tokens on this card, skip your turn.

Response:
This card enters play with the number of tokens indicated in brackets on the **Monster Sheet**.

Passive:
"+X **Paralysis**" effects place X additional tokens on this card.

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ARMORED

The tarnished armor fits poorly, but should deflect a blow or two before falling apart. The feeling of heavy, rusted steel forces you to toss the eroding equipment, since there's not much time to regain your footing. Light and agile, following the aid of the discarded armor, you'll never quit your journey. It's not that time yet...

Response:
After suffering a **WOUND** effect, place a token on this card to ignore it.

Response:
After placing the 2nd token on this card, discard it from play.

***Note: Armored Condition** is not automatically discarded at the end of the **Combat Phase** of the **Level**.*

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POISONED

Drop by drop, the poison courses through your blood. You feel as if your veins are on fire. You pray for an antidote, but deep down you know there's no escaping the Dark.

Response:
Before taking your turn in combat, lose  equal to the number of tokens on this card.

Response:
This card enters play with the number of tokens indicated in brackets on the **Monster Sheet**.

Passive:
"+X **Poison**" effects place X additional tokens on this card.

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WEAKENED

Your shaking hands feel heavier than usual, and you can't seem to land a solid strike. You inspect your surroundings, hoping something can protect you. Nothing. You search for the inner strength to push on...you must!

Passive:
Wounding Attacks with **Attack Power** 3 or greater inflict


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AMNESIA

Memories are but an echo of a distant past. A moment, something you can't remember but need to know. The very thought of it scars your mind, clawing to escape. The burning sensations, pounding headaches, and blurred visions overshadow your fading memories, as you lose grip over everything you've ever learned. All you can do is stumble into the next fight, and pray you're not forgetting what you need to survive...hoping for the best.

Passive:
You may not use any


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PARANOID

The voices and whispers grow louder. You question whether you are hearing things or not. As you continue, the last member of your failed expedition, every peril in front of you seems insurmountable. If you want to live, you must keep your wits and what's left of your mind!

Response:
At the beginning of the **Battle Step** the monster gains


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CURSED

Nothing goes your way while you wander through the endless tunnels of the Dark. As every movement slows and weakens you, you believe an unknown source continues to sap your life away. Every...step...slower...than the last...

Passive:
All **General**, **Travel**, and **Combat Actions** have an additional cost of


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AFRAID

The fear is palpable. On the verge of losing your senses, you quiver. Danger awaits around every corner. Resting is not an option. You search within yourself, find the necessary adrenaline, and harness the last reserves of your power. Yet, the fear remains.

Passive:
You may not
Rest during the
Exploration Step.

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CRIPPLED

A crippling hit hinders your ability to move at a reasonable pace. Your injury slows you down. At least you're not completely incapacitated. Even as time runs out, you still question where these beasts are coming from and what they did to you.

Passive:
After advancing the
Time Tracker during the
Exploration Step, advance
it 1 additional slot.

This does not increase
the amount of



*gained from **Resting**.*

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