



Rules of War

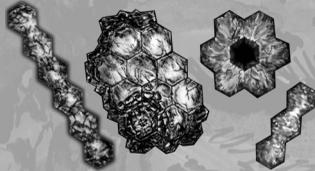
# GAME CONTENTS



**6 Control Cards & 6 Squad Markers**  
(in 4 separate player colors)

**5 Awakened Evil Markers**  
(in 2 colors, players may choose desired color to use)

**5 Protector Markers**  
(in 2 colors, players may choose desired color to use)



**72 Excavation Tiles**

4 Lairs, 2 Temples, 2 Shrines, 6 Thronerooms, 8 Halls,  
26 Tunnels, 4 Crooks, 4 Alcoves, 4 Antechambers, and  
12 Single Tiles



**30 Wandering Markers**  
(15x2 A thru P, letter j not used)



**18 Rock Markers**



**Shadowflame, Gore, Metals Resources**  
16 - 5s, 20 - 3s, 30 - 1s (in each resource)



**4 Conjuration Decks (70 cards each)**  
left to right: Bribe, Construct, Summon, Abyss



**1 Excavation Deck (42 cards)**



**5 Necromancer cards (with 2 split necromancer cards)**



**5 Awakening Evil Cards**



**4 starter Necromonk cards**



**5 Protector Cards**



**2 Start Player Necro Tokens (only 1 is needed)**

**2 Sets of Turn Markers**

**2 Iron Gate Markers**

**2 Glowing Eyes/Flag Markers**

**2 12-Sided Dice**

**1 4-Sided Die**

**1 Blood Eye (glass bead)**

**1 Map**

**1 Rule Book**

## Introduction

*The living buried their dead in maze-like cities deep underground, covering the entrances and leaving them to mold for all time. Yet the shadowflame burns deep within the abyss, and evil never sleeps. The dead and the demons who feast upon them found infernal life in this black world, and created a domain of their own, presided over by the Emperor of Eternal Evil, master of the Infinite Shadow and His millions of minions.*

**"NO!! NO!!** How dare they?? Craven ghouls!! It was my work, my toil! **HAHA!!**  
They follow me. They seek my treasures, my hordes, my ghastly knowledge!!

I'm the more rotten Lich!!! The marcid master of **ULTIMATE CORRUPTION!!!** I will pop those glutinous buboes! Those pathetic pustules of reanimated slime! They still play with riblet bones and abominations. They will never reach my Lair. They have never seen real power. **MY POWER!!!** The foulest, blackest power of the reeking Abyss!!

I seek the labyrinth's black heart. I will find the Shadow Source!! None of these crapulous piles can defeat me! I am skilled in murder, magic, and deceit!!! I know many tricks, many incantations. I am the closest to the Dark Gods of Conjuratiion!!  
I will crush enemy Crystals into corpse powder!

**THEY WILL CRUMBLE BEFORE ME!! I WILL SEND THEM TO MEET THE DEATH BEYOND DEATH!! I AM A GOD OF HAVOC!!! I AM SHADOW MAD AND I WILL KILL EVERYTHING I SEE!!! I OWN THE PIT!!!**

I feel better... Calm... Ready... I conjure forth. Invoke thee my Darkest Soul!! Thee Chthonic Crystal wherein harbours the coiling nightmare of my essence burns with shadowflames hungry for slaughter!! We shall defeat those of lesser fame!! **GO FORTH MY SISTER HEART, INTO THE DEMON PATH!!!**

# Game Overview

Cave Evil is a game of brutal elimination. Each player is an ancient Undead Necromancer vying to harness the power of The Pit, source of Infinite Shadow. Only one Necromancer will succeed. All others will be annihilated.

Necromancers begin the game in Lairs near The Pit. Using *Metals*, *Gore*, and *Shadowflame*, they Invoke their minions. With the help of these minions, they dig tunnels to locate other Creatures, Resources and valuable Items, and to gain control of The Pit or other Spawn Points.

Each Necromancer can obtain creatures to command. This is done in three different ways: **Bribing** and hiring denizens of the dark, **Constructing** creatures out of found gore resources and dead bodies, or **Summoning** demonic monstrosities from other realms.

Cave Evil is played in a number of rounds called cycles. During a cycle each player takes one turn. On a turn, a player draws a card from one of the **Conjuration** decks. This card may be an item, spell, resource, creature or cave quaking event. With this forbidden knowledge or newly acquired wealth, the player may **Invoke** *Creatures*, *Items*, or *Spells* and then **Control** each **Squad** (consisting of Invoked minions and their weaponry), sending them out to dig or fight. After an entire cycle has concluded, the Blood Eye progresses forward on the Awaken track and another cycle begins.

To win the game, only a single player can be successful in harnessing the power of The Pit. Enemy Necromancers must either be defeated in combat, or their lair must be invaded and their Chthonic Crystal destroyed, wiping out their shadow power.

But yet greater darkness may befall the players if they fail to prove themselves to the Emperor of Eternal Evil in the Necromantic battle. As the Necromancers Invoke creatures, the Dark Pit absorbs the darkness and the abyss itself stirs. The ultimate Evil WILL Awaken... whether players are ready or not. Can a Necromancer's legion be strong or wise enough to SURVIVE such evil and win the game?

## About Reading Rules

These rules may appear mighty at first look. If you're familiar with gaming, these rules shouldn't be too hard to follow. For those unfamiliar with gaming, we provide a lot of examples to show how basic rules apply to common situations that arise in gameplay.

We recommend reading the **Basics** and perhaps even setting up the game itself. A first game could be played with just a bit of knowledge of each Phase and Actions. The rules speak of every possible situation that may arise. Players don't need to memorize every situation that will occur. A section could be referred to only when a particular situation may arise. For instance, if the situation occurs due to "Combat" players should refer to the "Combat" section. Or if a question arises due to a

"Flank Combat" situation, the Flank Combat section should be looked over.

The Advanced Rules are for experienced players. Advanced rules are highly recommend to get into the subtleties of Cave warfare, but only after understanding regular gameplay.

## Basics

Before getting into the Rules here are a few basics concepts:

### 1. The Map

The Map is used in the game primarily to make sure the **Excavation tiles** are placed legally. Excavation tiles must be placed to match the hex pattern of the map.

The Map represents undug/unexplored areas; these dark areas can't be traversed. An excavation tile placed over the map represents tunnels that are open and can be traveled. The **Pit room** at the center of the map is a room that has been excavated and can be traveled.

The track around the Map is known as the **Awaken Track**. This track notes when an Awakening Evil may Arise.

Excavation tiles **can** be placed beyond the map and on top of the **Awaken Track** during the game.

### 2. Squads

During the game a player will control stacks of Creature cards called "Squads." Every time a Creature card is made it must be stacked on a Control Card. Creature cards stacked on Control Cards are represented by Squad Markers on the map.

Players will move their Squads Markers strategically to discover resources, subdue Wandering Monsters, combat other players, and gain position. Each Control Card has a number which corresponds to its Squad Marker on the map.

### 3. You are a Necromancer

Each player is an evil wizard. A player can only add Creature cards to his own Squads, and acquire items, spells and trinkets, using his own Necromancer Squads. When a Necromancer creates new cards, the cards must be placed on the Necromancer's Control Card OR on one of the other five Control Cards. By placing a card on the N Control Card a player increases the Necromancer's Squad, adding a spell or item or a Creature whose abilities are at the disposal of the Necromancer.

To create a new Squad, a player must place a Creature card on an empty Control Card or a Control Card with enough room, and placing the matching Squad Marker adjacent to the Necromancer Marker on the map.

Each of the Necromancer's Squads holds a limited number of cards based on Creature Size and how many Items they may Use or Carry.



**The anatomy of a Creature card:**

1. Name
  2. Movement Rate 
  3. Size. There are four sizes of Creatures: Large, Medium, Small and Trinket Creatures.
 

  
Large

  
Medium

  
Small

  
Trinket
  4. CAN ONLY CARRY Items and Spells, CAN USE AND CARRY Items and Spells
  5. Can Excavate and Collapse at speed shown (1,2 etc.).
  6. Spellcaster icon
-   
Carry Only

  
Carry/Use

  
Excavator

  
Spellcaster
7. Six Attributes of a creature's character used in Combat: **Strength, Special, Dodge, BloodThirst, Armor, and Weapon.**
  8. Combat, Ranged and unique Abilities
  9. Conjunction Deck creature is from.
  10. Resource Cost of creature. Up to three resources: **Metals, Gore, and Shadowflame**
- 




11. Species of creature.

**4. Creature Cards**

Creature cards are the most common cards in the game. The Necromancer's power depends on the deadly creatures he makes and controls. Creature cards are distinguishable by the barbed hex on the card.

**5. Items and Spells**

There are a variety of Spells and Items in the game. Only certain Creatures may Carry Items or Spells. Not every Creature that can Carry Items or Spells has the ability to Use them. Creature Cards that can hold Items and Spells may keep their Item and Spell cards in their stacks. Only a select few Creatures may actually cast the Spells.

**6. Event Cards**

Each Conjunction Deck as well as the Excavation Deck contain Event cards. The underground realm is inherently unstable: a quaking chaos of metal, stone, and congealed gore. Event cards represent some seismic upheaval in the caves. A cataclysm triggered by the black forces unleashed by Necromancers as they invoke minions and set their squads to plundering the darkness. Sometimes Events work in a player's favor; other times, Events may devastate plans and strategies underway. Event cards are always horizontal in design:



**7. Card Lingo**

The term D12 and D4 are used to indicate rolling of either 12 Sided or 4 sided dice. A sentence may read "Place tile D12 spaces from Pit", this is short for "Roll a D12 and place a tile the number of spaces rolled from Pit."

**8. Spawn Pits**

Some Excavation tiles and The Pit itself have sites known as Spawn Pits. Connected to an unknown Shadow World, these Spawn Pits spew an assortment of things from time to time. Spawn Pits can provide helpful resources and items, but they can also birth sinister creatures from the deep. Players should be wary of placing your Squads too close to a Spawn Pit, Creatures of the highest Combat calibre may suddenly appear there!



## 9. Spawn Rolls

What appears in the Spawn Pits is determined by Spawn Rolls. Spawn Rolls occur often in the cave. Pulling an Event card or Excavating newly found areas usually result in Spawn Rolls. Players should become familiar with the various types of Spawn Rolls (at a minimum players should be familiar with the main Spawn Roll type).

The main Spawn Roll would involve rolling a 4-sided dice twice. The first result would let player's know what type of Spawn is occurring.

### First Result:

1= Metals, 2 = Gore, 3 = Shadowflame, 4 = Draw Conjunction card.

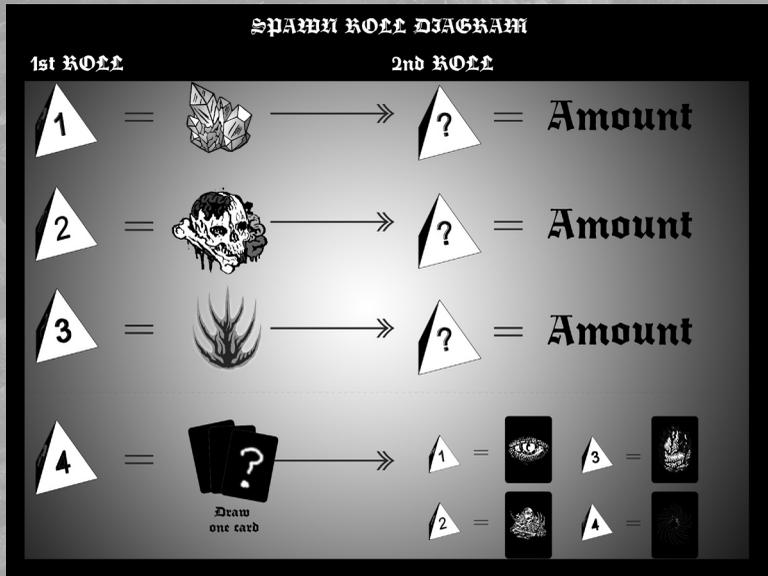
If the result was a resource (1-3), the 4-sided die is rolled again for amount of that resource. If the result was Draw Conjunction Card, the 4-sided die is rolled for card type.

### Card Result:

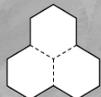
1= Bribe Deck, 2 = Construct Deck, 3 = Summon Deck, 4 = Abyss Deck

A card must be drawn from the deck of deck rolled.

All Spawn Rolls are variations of this known roll. The diagram summarizes these rules.



Tunnel



Alcove



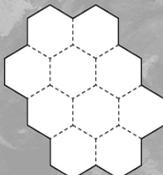
Crook



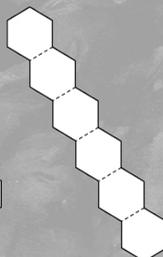
Antechamber



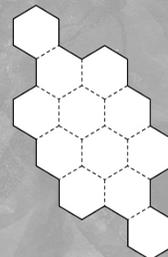
Throneroom



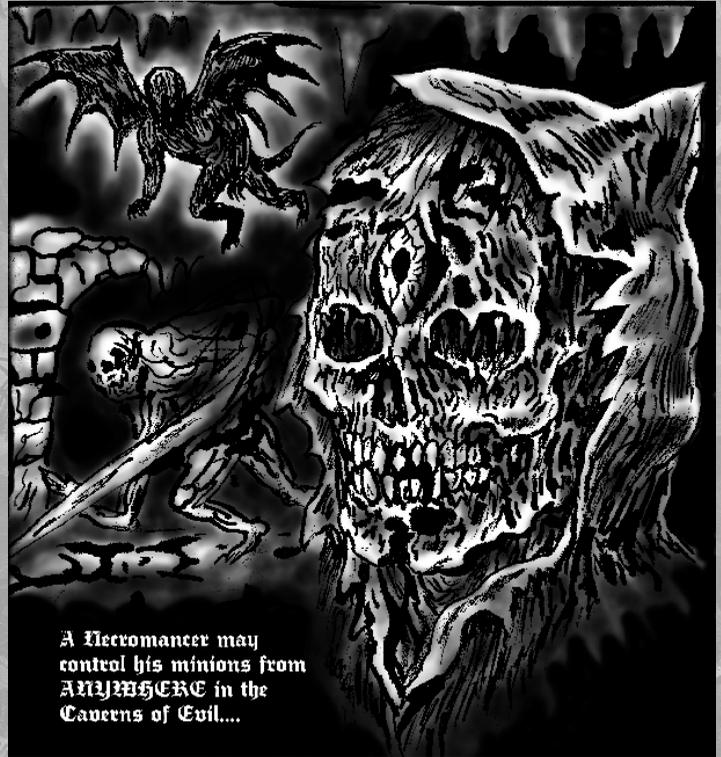
Shrine



Great Hall



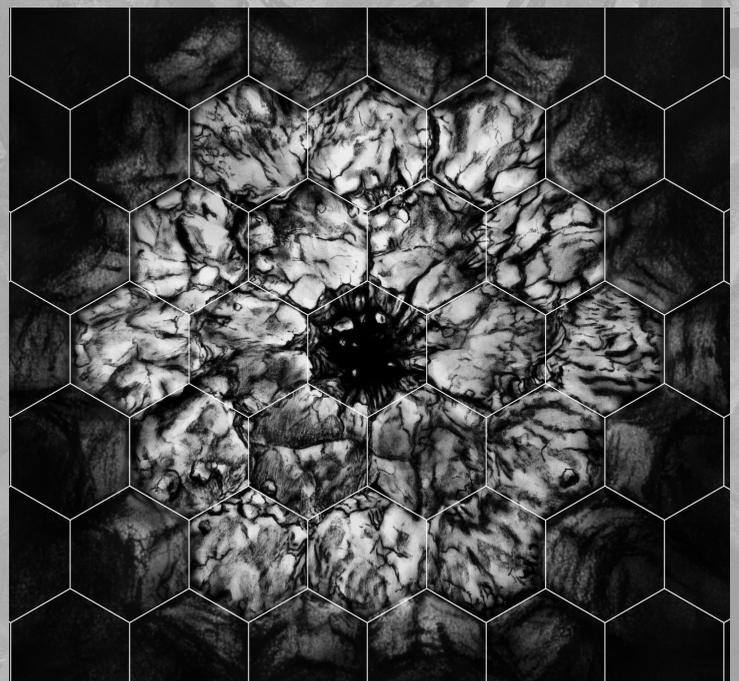
Temple



## 10. Tiles

Pictured below, on the left, are the various Excavation tiles players will see throughout the game representing traversable tunnels and ancient crypt-rooms. Most tiles do not have actual hex lines. The Pit room itself has suggested hex lines based on the hex grid of the map. Spaces on tiles are assumed hexes when placed on the map.

The Pit room contains several hexes which may be hard to decipher. Provided below is the actual hex grid of the Pit room for those that need to make the best tactical decisions.



Accurate hex grid of Pit.

# Game Set Up

1. Unfold map and lay it in the middle of the table
2. Place Blood Eye (red bead) Marker on the initial Awaken icon on the Awaken Track in the upper left corner of the map.
3. Separate each deck.

If playing for the first time, REMOVE Black Diamond cards from the following decks and place in the box:

## Black Diamond Cards:

*Abyss Deck: Demonic Wind, Necrotic Devil*

*Excavation Deck: All Shrines and Temples*

*Protector Deck: Entire Deck*



While not Black Diamond cards, the following cards should be removed for the first game to avoid confusion:

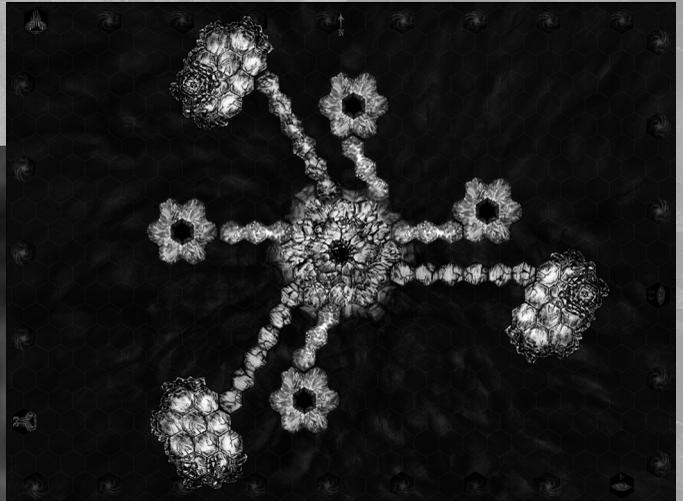
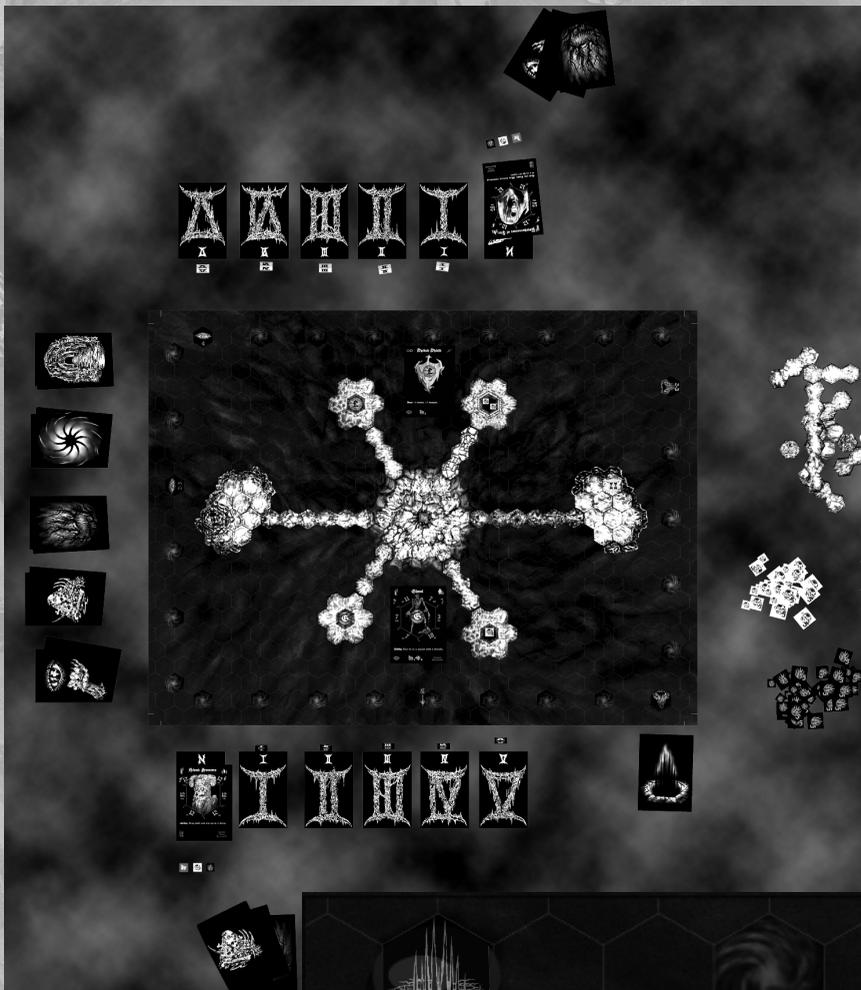
*Abyss Deck: Astral Worm, Brain Sentry, Incur Wrath, Slave Revolt*

*Summon Deck: Mind Chanter, both Mind Control cards, Obscene Romance*

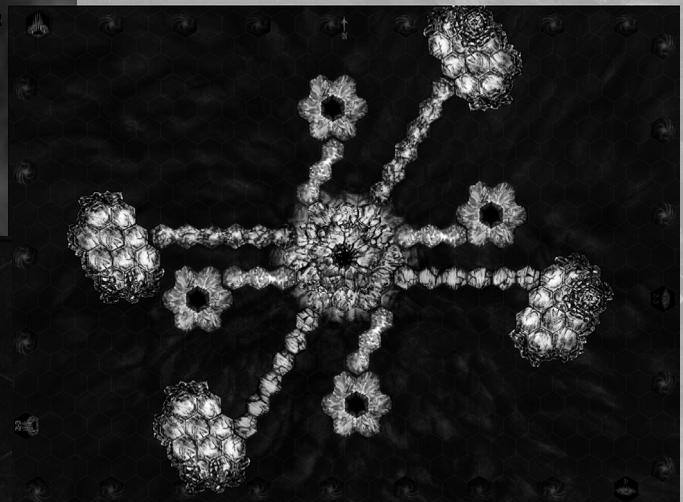
*Awakening Evil Deck: Evil Black Old Goat*

Be sure to shuffle each deck thoroughly!

## Sample Set Up for a 2 Player Game



Sample Tile Configurations for a 3 (above) and 4 (below) Player games.



Blood Eye on  
Awaken symbol

Vortex space

**Game Setup continued:**

- Place **Conjuration Decks** near map in the following order from left to right (**Bribe, Construct, Summon, Abyss**). Players should leave space in front of each deck for discarded cards.



Bribe



Construct



Summon



Abyss

- Place **Excavation Deck** near Conjuration Decks.

- Place **Excavation Tiles** on the other side of the map.

- Separate the Resources into separate piles and place them near the map. Place the Resources in the following order (they are also represented in this order within the Conjuration Decks): **Metals, Gore, ShadowFlame**. The Resources come in denominations of 1, 3 and 5.



Metal



Gore



Shadowflame

- Place extra **Decks, Wandering Markers and Rock Markers** near the board.

- Extra pieces such as **Awakened Evil/Protector Markers, Turn Number Markers, Jeweled Eyes, Iron Gates or Flags** may be put in the box and used if needed in the game.

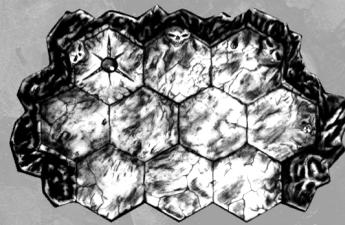
- Place the two 12-sided dice and one 4-sided die off to the side (**hereafter called D12 and D4**).



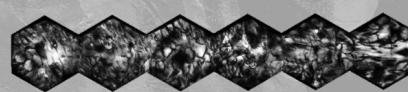
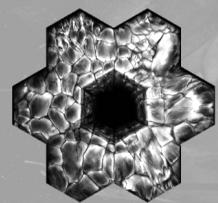
**Each Player chooses a Squad Marker color and receives:**

- 1 Great Hall, 1 Tunnel, 1 Throneroom, and 1 Lair Excavation tiles.

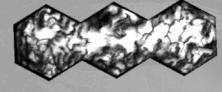
Lair



Throneroom

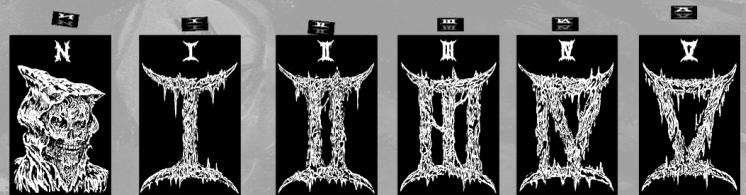


Great Hall



Tunnel

- Control Cards and Squad Marker Sets in player's chosen color. Unused Squad Control Cards and Squad Marker Sets are placed in the box.



- Players place Control Cards in front of themselves in the following order left to right: N (Necromancer Squad), Squad I, II, III, IV, and V.

- Place Squad Markers above matching Control Cards

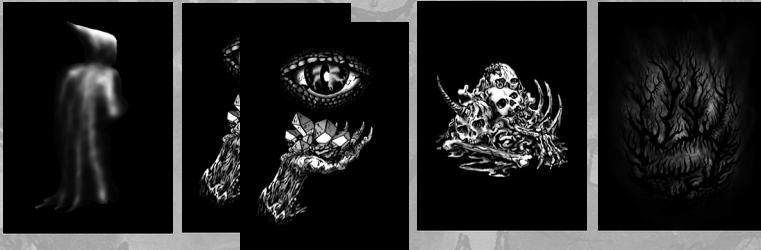
- The Player who owns the game deals one random Necromancer Card to each player. This card represents the player himself. You now have knowledge from the darkest corners of space and arcanum:

**You are now an evil wizard !!**



### **BUT first Game Setup must continue:**

- Players place their Necromancer card **face up** on their N Control Cards.
- Players are also each dealt **1 Necromonk card** from the small **Necromonk Deck** plus **2 Bribe** cards, **1 Construct** card, and **1 Summon** card from the Conjunction Decks (no card from the **Abyss** deck is drawn at this time). These cards form a player's starting hand. Don't show opponents! **If an Event was dealt, discard Event into box and draw another card from same deck.**



Starting Hand

1 Necromonk Card, 2 Bribe Card, 1 Construct Card, 1 Abyss Card



What creatures may crawl from the chaos of the Conjunction decks?

### **Now players must construct the cave:**

All Excavation tiles in the game **MUST** be placed on top of the map matching the hex pattern. (see Illustration below) During the game **Excavation** tiles may be placed beyond map, but must respect hex grid, as though hex grid were extending beyond map. It is permitted to have Lairs spill off the map during set up. Excavation tiles and Lairs may be placed over **Awaken Track**. When progressing Blood Eye Marker, assume the track is there and continue even if there are obstructions.

**I. All players roll a D12.** The highest roller goes first and is given the **Start Player** Necro Token. This player will be considered the 1st player. All Cycles will begin with this player.

**II. Beginning with 1st player and continuing clockwise** players place their **Great Halls** and **Lairs** extending from the Pit room. The following beginning placement rules apply.

- Great Hall must begin adjacent to Pit room (Note: The map "hex grid" begins adjacent to Pit room).
- Great Hall cannot touch more than two adjacent hexes of the Pit room.
- A player must place their Great Hall at least 3 hexes apart from an opponents in a 3 to 4 player game, and 6 hexes apart in a 2 player game.

**III. After Great Hall is placed** players set their Lair at the opposite end of the hall. A Lair has only one opening 3 hexes wide (10 total interior); the remaining surrounding jagged shape is an impenetrable blob of **frozen molten corrupted steel** that cannot be penetrated by excavation. Placement rules are as follows:

- The opening of Lair must be placed adjacent to the end space of Great Hall. A maximum of two Lair spaces may be adjacent to the hall space.
  - The spaces of the Lair must be placed to respect the map's hex grid.
- (continued on next page)

Connections must always follow the underlying grid:



Example of hex map and tiles matching

Hexes and tiles do not match!

## Construct the Cave cont...

**IV. After each player has placed a Hall and Lair**, beginning with the last player and continuing counter clockwise, players place their Tunnel tile and Throneroom respecting the following rules:

- Tunnel must be placed first, similar to the Great Hall.
- Tunnel must be placed adjacent to The Pit room and at least 1 hex away from any Great Hall, if possible.
- Tunnel tile must always be at least one hex away from a Great Hall (it cannot overlap hall).

At the end of tunnel place Throneroom:

- Throneroom may only be adjacent to end space of tunnel. A maximum of two Throneroom spaces may be adjacent to the end tunnel space.
- Throneroom must remain at least one hex away from any lair, hall, tunnel or other Throneroom.

**IMPORTANT:** THRONEROOM NEAREST 1<sup>ST</sup> PLAYER IS CONSIDERED THRONE ROOM **1**.

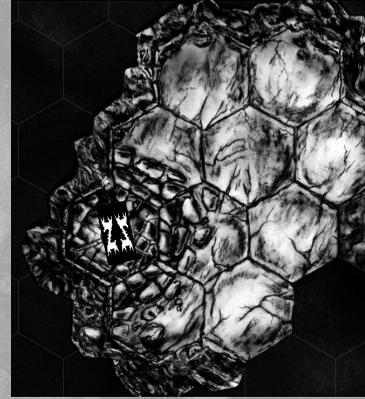
AND GOING CLOCKWISE: THRONEROOM **2, 3** AND **4**.

## V. Beginning Spawn

After tiles have been placed, the first player rolls a **Spawn Roll** (as discussed in the **Basics** / pg. 4) for each **Spawn Pit**, including **The Pit** itself. Any resources, Creatures, Items or Spells spawned are placed directly on top of the Spawn Pit rolled. Any card rolled is placed face up near the Spawn Pit on the map. Matching **Wandering Markers** are placed on top of the card, and on top of Spawn Pit rolled. **Any Events drawn at this time are removed from game and a new card is immediately redrawn.**

*(Example Spawn Roll: Jason rolls a Spawn Roll for a Throneroom. His first D4 roll is 2 (2 = Gore). He rolls again for amount and rolls a 3. He places 3 Gore on top of the Spawn Pit for that Throneroom. For the next Throneroom, Jason rolls a 4 (4 = card) He rolls again for type of card and rolls 1 (1 = Bribe Deck) He draws from the Bribe Deck and draws an Event. He immediately discards and draws again. It is a Ratman. He places the Ratman card face up on an unexcavated area of the Map near the Throneroom, and places Wandering Marker B on top of the card and another B Marker on to the Spawn Pit space of the Throne Room.)*

The players must now place their **Necromancer Squad Markers** (Marker N) on the **Chthonic Crystals** of their Lairs.



The Necromancers will begin the game on this space. **Simultaneously players may grab any three 1 value** resources of their choice from the resources piles. Resources are placed on or near the Necromancer Card. These resources are considered carried by the Necromancer itself.

### **The 1st player draws the top card of the Awakening Evil Deck.**

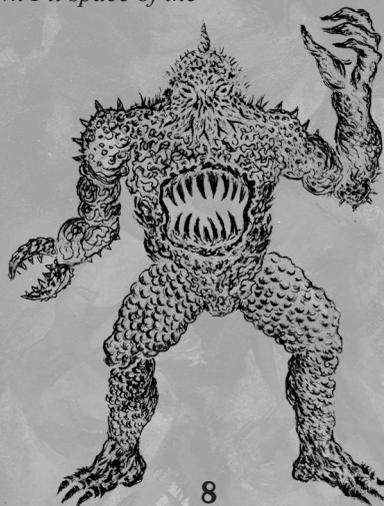
Without looking he places the **card face** down near the **Awaken** symbol on the map. No player may look at this card at this time. If players desire a shorter game, a shuffle between the 2 cards **Pit of Infinite Shadow** and **Darkest Evil Bitch** are recommended.

**Evil has been waiting, it is now ready... The 1st player begins to plot his dark agenda...**

### **Extra Setup for 2 and 3 Player Games**

**In 2-player games**, each player receives **2 Thronerooms** and **2 Tunnels** to place. Players may choose to set these extra tiles at the same time as their initial Throneroom placement or take turns placing.

**In 3-player games**, before any personal Lair, Hall, Throneroom or Tunnel tile is placed, a Tunnel is placed adjacent to Pit Room. The Tunnel must be placed extending toward where a fourth player would sit (or in a direction agreed upon by the players.) A Throneroom is placed directly adjacent to the end of the Tunnel. **There will always be four Thronerooms in play.**



# Game Play

Cave Evil is played in Cycles. During a Cycle each player takes a turn, beginning with the first player and continuing clockwise. After the players have each had a turn, the Blood Eye Marker progresses clockwise on the Awaken Track. Another Cycle is played. The game ends when only one Necromancer is left standing in the cave OR when the Awaken marker completes its circuit, awakening an Evil, and the Awakened Evil requirements are fulfilled by one of the Necromancers.

On a turn a player can do multiple things; the types of things the player does must happen in phases. Not all of the phases will necessarily be addressed each turn. The following Phase order must be observed:

## 1. Combat against any Adjacent Enemies or Wandering Monsters

## 2. Conjunction of Forbidden Knowledge (MANDATORY)

## 3. Squad Actions

## 4. Event Outcomes (Mandatory if Events were drawn)

After all players have taken their turns, a **Cycle** ends. **At the end of a Cycle**, the Blood Eye Marker advances 1 vortex space clockwise on the Awaken Track. When the Blood Eye Marker reaches the Reveal Icon of the track the Awakening Evil card is flipped face up. Players view the card and prepare for the Waking Evil. When the Blood Eye Marker reaches the Awaken icon, the Awakening Evil card becomes Active. Awakened Evils can be consulted by players (pg 29-33). Players may attempt to fulfill the mandates of the Awakened Evil and win the game.

At any time players may attempt to kill other Necromancers. A Necromancer can be killed in Combat by Enemy Player Squads or by Wandering Monsters on the map. Another clever way for players to kill an enemy Necromancer is to venture into the enemy Necromancer's Lair to attack and crush their Chthonic Crystal. Destroying a power crystal kills the corresponding Necromancer anywhere on the board.

The last Necromancer standing or Conqueror of the Awakened Evil wins.

## Phases of a Turn

As noted above, on a turn a player must follow the following Phase order:

## 1. Combat against any Adjacent Enemies or Wandering Monsters (MANDATORY ACTION IF APPLICABLE)

This Phase is only addressed if a player begins his turn with any of his Squads adjacent to Enemy Squads or Wandering Monsters. If adjacent, a Squad must Combat the adjacent Enemy Squad or Wandering Monsters before continuing with the other Phases of his turn.

Players **cannot** move other Squads to Flank attack before Combat in this phase. Flank Combat can occur if Enemy Squad or Wandering Monster is adjacent to more than one Player Squad.

If the Squad has the necessary resources, Players may Hire Wandering Monsters instead of performing Combat. If possible, resources may be passed from adjacent Squads without Moving. Combat with Wandering Monsters resulting in victory for the player may end with **Subduing** the vanquished creatures. To Hire or Subdue a Wandering Monster the player must have empty Control Card available.

After Combat the turn continues. Squads that have conducted Combat, Hire or Subdue in this Phase may NOT move during the Squad Action Phase and cannot participate in Squad Actions (except for the Picking Up or Passing of Spells, Items or Resources). These Squads are exhausted for this round.

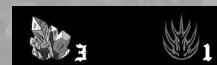
*(Combat, Flank, Hiring and Subdue actions will be discussed in further sections of rules. The Picking Up or Passing of Items, Spells or Resources will be detailed further as well.)*

## 2. Conjure Forbidden Knowledge (MANDATORY)

Usually a turn will begin with this phase. A player draws **one card** from the top of any one of the 4 Conjunction Decks. The player will look at the card and decide if he wants to **keep the card** or **discard it to obtain ONE of the resource amounts** noted on the card cost.

If a player decides to **keep a card** he has drawn, he places the card in his hand. There is **NO LIMIT** to the number of cards a player can have in his hand. After he places the card in his hand he continues to Phase 3.

If the player decides to **discard the card to obtain one of the resource amounts**, he places the card face up in the discard pile next to the proper deck. After doing so he earns **ONE** of the resource amounts. There can be up to 3 resource icons at the bottom of a card. The player takes the **entire amount of the one resource type** he has chosen from the proper resource pile. After resources are collected the turn continues to Phase 3.



*Example: CJ draws an Blinding Prism Spell from the Abyss deck. The resource cost is 3 Metals and 1 Shadowflame. He decides to discard the card to earn 3 Metals. He takes 3 Metals from the stock pile, discards the Blinding Prism card face up next to the Abyss Deck, and continues to Phase 3. **He does not get both resource amounts!***

**Instead of drawing from a Conjunction Deck**, a player may choose to draw one, face up, card from the top of any Conjunction discard pile. If he does so, he must keep the card and cannot take resources. After drawing from one of the face up discard piles, the player must keep the card and continue to Phase 3.

### Event Cards during Conjuring

If a player draws an Event card, he places it **face up** near his play area and **IMMEDIATELY** draws again from the same deck. If he draws another Event, he immediately draws again. This must continue until he draws a card with a resource cost (Creature, Spell, or Item card).

During Phase 4, the player will activate every Event card drawn in the order they were drawn. Event cards drawn may be read and mentally prepared for before phase 4. (Phase 4 pg 23)

*Note: If a player continues drawing Event cards, this is known as a **Fractal Spawn**. The walls and floor of the cave are shaking violently and the pits are gurgling with putrescent bilge. Events are placed face up near the player in the order they were drawn. The shaking ends when the player draws a card with a resource cost, but the consequences will be discovered in phase 4.*

## Knowing Conjuration Decks

Necromancers need minions to do their vile bidding if they are to have any hope of victory. They can bribe, construct, or summon creatures who will obey them. The Conjuration decks represent these different ways of gathering minions.



**Bribe Deck:** Represents mercenary Creatures that can be bribed into work. The **Metals resource** is found on every card in the Bribe deck. Many Small creatures with Excavation abilities can be found here. There is little risk of drawing Events.



**Construct Deck:** Represents Creatures built out of gore, bone, and slop, as well as raised Undead. The **Gore resource** is found on every card in the Construct deck. If a player seeks Gore, he should draw from this deck. Many a grotesque creature and a vast array of items can be found here. Some Events may also be drawn.



**Summon Deck:** Represents Creatures of shadow, called forth from the darkest depths of the cave. The **Shadowflame resource** is found on every card in the Summon Deck. If players need Shadowflame, they should draw from this deck. Larger and more magical demons and dark monstrosities lurk in this deck. Unspeakable Events will doubtlessly befall players seeking knowledge.



**Abyss Deck:** This deck is chaos. There's no predicting what will happen when a player reaches for these cards. Cards from the previous three decks are found here, but so too are cards that defy all expectation. Horrors or equally hideous blessings that come from the abyss itself. A bloody host of creatures and all resource types. This deck represents the walls and tunnels heaving as the lich dares to take too much from the domain of the Evil One. **Many Events will occur.**

## 3. Squad Actions

As said in **Basics**, Squads are player's stacks of cards placed on top of a their Control Cards. These stacks of cards stay on the Control Card near the player; they are represented by Squad Markers on the map.

During a turn, **each Squad can take one action**. A Squad does not need to take an action.

While each Squad may only do one action the activities of every Squad is open. Activities such as Movement, unique Creature and Item Abilities, Picking Up resources and Passing Resources can be done freely amongst Squads throughout a turn. (A player does not need to just activate one squad at a time, finish its action and other activities, before activating the next Squad. Actions can be done freely).

Each player can have up to 6 Squads. The N (Necromancer) Squad and Squads I through V. A Necromancer can't control more minions than can fit in these Squads.

A Squad can conduct an action if it has at least one Creature Card on its matching Control Card. At the beginning of the game only the Necromancer Squad is available for an action.

Actions vary depending on what type of creatures are in the Squad. A Squad may perform one of the following actions:

- A. **Invoke. Creating creatures, items and spells. (Only Necromancer may do)**
- B. **Secondary Conjuration. Draw and keep a Conjuration Card. (Only Necromancer may do)**
- C. **Cast Spells. (Only Creatures with Spellcasting ability may do)**
- D. **Excavation/Collapse. (Only Excavators may do)**
- E. **Combat.**
- F. **Flanking Combat.**
- G. **Ranged Combat.**
- H. **Hire.**
- I. **Subdue.**

In addition all Squads may conduct **extra activities** such as: **Movement, Pick Up Resources and Pass Resources**. Only certain Creatures can pick up and pass Items and Spells, but all creatures may Pick

Up and Pass Resources. Some Creatures and items can also perform unique Abilities. None of these activities are considered actions and can be done freely throughout Phase 3.

Activities such as **Pick Up Resources and Pass Resources** may occur before, during and after its action. These activities may even occur during other Squad actions. Other activities such as **Movement** and unique Creature and Item **Abilities** may also occur throughout Phase 3, before, during or after any action. **Movement and Abilities** may even be performed during other Squads' actions, but may have to adhere to particular rules.

Creatures may also move between Squads (if the squads are adjacent and there is room in the squad the creature is moving into), or form new Squads (if there is an available empty Control Card) before and often times after actions are taken. **Movement, Pick Up Resources and Pass Resources, and Creature Abilities** will be discussed further in their own sections below.

#### **A. Invoke. (Only Necromancer may do)**

From the abyss and the shadowy corridors, Necromancers create Creatures, Items and Spells to aid in their conquest of the caverns.

The player's Necromancer can bring any of the Conjunction cards in the player's hand into play by paying the Resource Cost at the bottom of the card. Only the Necromancer can perform this Invoke action. **A Necromancer may Invoke as many cards as the player desires**, as long as the Necromancer Squad can pay the Resource Costs at the bottom of a card and there is enough room in its Necromancer Squad, or empty Control Cards, or room in adjacent Squads to place new Creatures.

Only the resources carried by the Necromancer Squad can be used to pay a cards Resource Cost. Resources carried by other Squads cannot be used for payment. Adjacent Squads may pass resources before the Necromancer Invokes. The resources the Necromancer uses to Invoke cards are put back in their stockpiles.

**IMPORTANT: Whenever a Creature is Invoked, the Blood Eye Marker moves forward 1 vortex space on the Awaken Track per Creature created. Invoking Items and Spells does not move Blood Eye forward.**

Once the Creatures, Items, and/or Spells are paid for and Blood Eye advanced, Invoked cards are placed either with the Necromancer Squad, on the empty Control Cards, or on Control Cards of Squad Markers that are adjacent to the Necromancer Squad Marker. Players may use any combination of all three, if options are available.

**If card/s are placed with Necromancer Squad**, players must place them on top of the their Necromancer Control Card. Players must respect Squad size limits. (Explained below)

**If a player wants to make a new Squad**, he places card/s on an empty Control Card card. The corresponding Squad Marker is placed adjacent

to the Necromancer Squad Marker on the map. The new Squad must have at least one Creature card on its Control Card in order to create the new Squad.

**The new card/s can also be stacked with existing Squads** provided that that these Squads are adjacent to the Necromancer on the map and provided there is enough room to legally place the card/s on the matching Control Cards.

The Necromancer and minion Squads are only adjacent if their Squad Markers are adjacent on the map. Control Card positioned in front of a player (N,I,II,III,IV,V) are not considered adjacent unless the Control Cards Squad Markers are adjacent on the map.

If a player has made a brand new Squad, it may take an Action.

If a player is adding cards to an existing Squad (which a player can only do if the Squad marker is adjacent to his Necromancer on the map and there is room in the Squad), **the existing Squad may take an action if it has not yet done so.**

The Necromancer can only control its 6 Squad Control Cards. If the 6 Squad Control Cards are full or existing Squads cannot move adjacent for Invoke, the Necromancer cannot Invoke.



**A Necromancer decides what abomination is worthy of Invocation...**

## Understanding Squads

Squads under the Necromancers Control represent one Space on the game board; each Space represents an area that can only contain a certain number of particularly sized Creatures.



### Squad Size Limits

A Total of 3 Small creatures or

A Total of 1 Medium Creature and 1 Small or

A Total of 1 Large Creature.

“Trinket Creature” takes no creature space in a Squad and can be added without affecting Squad size.

Two (or more) Squads may never occupy the same Space on the game board. But two (or more) Squads may merge into one squad if Creatures can legally combine. (Read Movement page 21)

Items and Spells can be placed with Squads only if Creatures are capable of Carrying. If a Creature is capable of Carrying, it can Carry either an Item or a Spell, but not both (unless its capable of Carrying more than one Item or Spell).

**All creatures may Carry resources.** There’s no limit to the amount of resources a Squad may Carry.

If a player wants to Invoke a card into the Necromancer Squad, he must observe size capacity. The Necromancer Squad can only legally hold **3 Small** or **1 Medium and 1 Small** ( the Necromancer counting as one Small).

### Invoke Movement rule

If the Necromancer moved **before or after Invoking**, the new Squad or the existing Squad that received the Invoked card **CANNOT** move. The new Squad may still take an Action. The existing Squad may take an action if has not done so already.

## An Example of Control Cards with 3 Squads

Squad has 2 Smalls, could have one more Small

Squad Carry and Use 4 Items/Spells. Squad is now Carrying 2 (1 Item, 1 Spell) Only Necromancer can cast Spell.

Movement Rate: 3

Squad has 1 Medium and 1 Small. Squad is FULL.

Squad can Carry 2 Items but only Use one item. Squad is Carrying 1 Item currently.

Movement Rate: 3



Empty Control Card

Squad has 1 Large and is FULL. The Trinket sized Creature does not take space.

Squad cannot Carry any Items/Spells. Vapor may Cast Spells if other Creatures could Carry. Bloated Worm has 2 Excavation

Movement Rate: 4

If the Necromancer did not move before or after Invoking, the new Squad or existing Squad CAN move. If the existing Squad already moved this turn, it can continue to move after new cards are added if it has not used up all of its Movement rate.

If Necromancer Invokes only into its own Squad, the Squad may move. If the Necromancer moves the new Creatures may not separate into additional Squads. (Squad Separation is discussed in Movement section page 21)

### B. Secondary Conjunction. (Only Necromancer may perform)

If the Necromancer Squad does not move at all during Phase 3, the player may draw one card from any of the Conjunction decks as a Secondary Conjunction action. The Necromancer is considered meditating.

Any Event Cards drawn should be placed face up nearby or with any previously drawn Event Cards (obtained during the primary Conjunction Phase). A player must continue drawing until a Creature, Item or Spell is drawn. The player must keep the Creature, Item or Spell card he draws; no resources can be gathered from a secondary Conjunction, the card must be kept.

**Invoke Example:** Jason's Necromancer does not move. Jason Invokes 3 Creatures (2 Small and 1 Large), 2 Items and 1 Spell. He moves the Blood Eye on the Awaken track 3 spaces forward 1 space for each of the 3 Creatures Invoked. He places 1 Small Shoddy Abomination into Squad I, which has a Blood Boss and is adjacent to the Necromancer Squad on the map (as indicated by their Squad markers). The Shoddy can carry an item so Jason places 1 item, in this case Blinding Prism, with Squad I.

He places the Large on an empty Squad Card III. It's a Dracor. It may Carry one item so he gives it the other Item, a Spiked Shield to Carry. He places the new Squad Marker III on the board adjacent to his Necromancer Marker. He moves his Dracor 5 spaces and into Combat which he'll resolve after this Invoke action.

He places the final small Creature with his Necromancer Squad. The N Squad now has 2 Smalls, the Necromancer and the Necromonk. He also places the Spell with this Squad. It might come in handy; both the Necromancer and Necromonk are Spellcasters.)

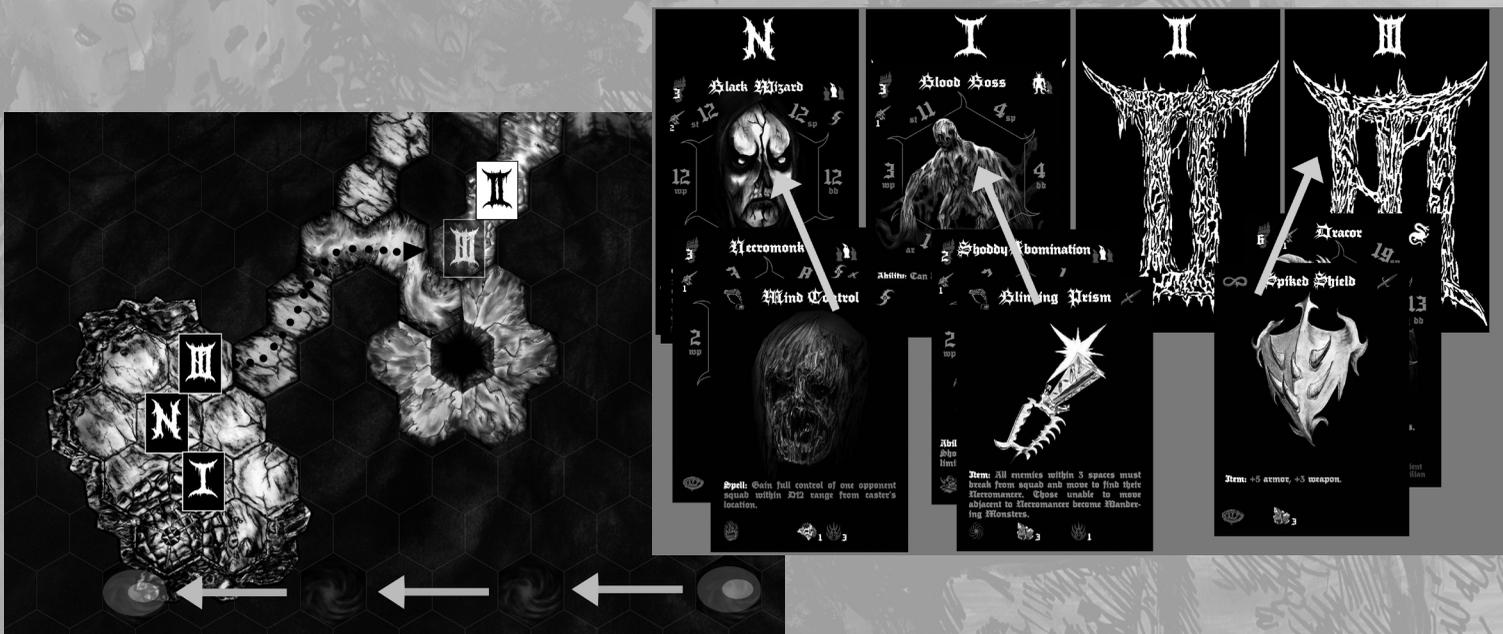
(Secondary Conjunction Example: Wendy does not move or use her Necromancer Squad during her turn. She uses the Secondary Conjunction action for her Necromancer Squad and draws from the Construct Deck. She places the card in her hand.)

### C. Cast Spells. (Only Creatures with Spellcasting ability).

Any Squad with a Spell and a Spellcaster may cast Spells as an action. Spells must already be Invoked and Carried by the Squad. A Necromancer Squad cannot use an Invoke action to create a Spell and cast the Spell in the same turn. A Necromancer may Invoke a Spell and Pass it to another Squad with a Spellcaster, and the Squad may use the Spell in the same turn, if the Squad has not already taken an action. **Spells found in the cave or at Spawns Pits are considered created** and available to be Picked Up by any Creature that may Carry them. Picked Up Spells may be cast by any Spellcaster.

A Spellcaster can only cast the Spells its Squad is Carrying.

Spells can also be cast during Combat without the use of the Spellcasting action. This will be discussed further in Combat. (page 16)



## D. Excavation/Collapse. (only Creatures with Digging Ability may do)

A Squad with an Excavator may choose to Excavate or Collapse. An Excavator is a Creature that has a  on its card. The speed of an Excavator is the number beneath this icon.

Excavation is digging into the Undug/Unexplored areas of the map. Collapsing is burying existing tunnels and rooms with dirt and rocks, returning it to Undug/Unexplorable areas. Collapses can be Excavated.

**The Excavation action is a three part action and can take a number of turns to complete.** The parts of an excavation must be completed in the following order:

- \* **Declare and Begin Excavation/Collapse**
- \* **Continue Digging**
- \* **Finish Digging**

As a Squad Action the player **Declares** whether they are **Excavating or Collapsing**. The Squad must be adjacent to undug areas to Excavate. The player draws the top card from the Excavation Deck, and places that card, without looking at it, **FACE DOWN** on top of the Excavating Squad's Control Card. He then **places 3 Rock Markers** on the face down Excavation card. The Squad's action is then done for this turn. It has **begun to dig**.

If a player fails to announce whether he's Excavating or Collapsing, his action is assumed to be an Excavation and must be completed as such.

On the Excavating Squad's next turn it must **Continue Digging** as an Excavation action or discard the Excavation card and its Rock Markers. The  value on each Creature card in the Squad are added to determine Excavation speed. The player will remove Rock Markers from the top of the face down Excavation Card based on the Squad's Excavation speed. If rocks remain, the Squad must continue digging its next turn.

*(Example: CJ declares an Excavation with 2 Pick Axe speed. He draws a card from the top of the Excavation Deck and puts it face down on top of his Excavating Squad Cards. He places 3 Rock Markers on top. That finishes his first turn. Next turn he will be able to remove 2 Rocks due to his 2 Excavation speed.)*

**Any Creature or Item with Pick Axe strength added into an Excavating Squad will increase its Excavation speed**, as long as the added Creature/s have not taken an action. (Movement page 21)

*(Ex. Wendy has her Squad II, a Necromonk, digging. The Necromonk has 1 Pick Axe speed. On her turn, the Necromonk removes 1 of the 3 stones off of its Excavation card. On Wendy's next turn she moves a Rat Man (1 Pick Axe strength) into her Necromonk Squad. The Squad now has 2 Pick Axe strength. She removes the remaining 2 stones and has Finished Digging)*

Once digging has begun a **Squad may not perform any other Action or Movement** until the Excavation or Collapse is accomplished. **The Excavation Card and the Rock Markers are immediately discarded if any other action is performed.** Activities such as Pick Up and Pass Resources may occur.

If an Excavating Squad is attacked in Combat and survives, it may continue Excavating as normal.

Creatures within the Excavating Squad (including Creatures with digging ability) may move away from the Excavating Squad into a new or existing Squad, but at least one digging ability Creature within the the Excavating Squad must remain to continue the Excavation action. If no Creature with digging ability remains, Excavation is abandoned.

**Once ALL Rock Markers are removed**, the Excavation/Collapse is **Finished Digging**, the face-down Excavation card is immediately flipped face-up, and the player places the Excavation/Collapse tile.

### Excavation Tile Placement

\*If the card is an Event it is placed face up near the player, it will be performed in phase 4. Another Excavation card is immediately redrawn until a card with a tile symbol is drawn.

\*The card reveals which Cave Tile must be placed Adjacent to Excavators. Tunnel side up (for Excavation); Black side up (for Collapse).

\***If Excavation**, the tile must be placed so the **first space** of the new tile **begins in one of the black undug hexes adjacent to Squad.**

\***If Collapse**, the tile must be placed so the **first space** of the new tile **begins on an open tunnel space adjacent to Excavators.** The tile is not restricted to open tunnel spaces beyond this; it can extend through open/undug spaces alike.

\*The new tile placement must respect the hex arrangement of the map. The new tile must be placed to match the hex grid of map below.

The new tile **MAY** overlap other existing tiles.

The player's Lairs and all individual Spawn Pit spaces may **NEVER** be Excavated or Collapsed. Puny attempts to Excavate/Collapse the Frozen Corrupted Steel molten blobs jaggedly surrounding Lairs are also useless. If an Excavating Squad can't place its tiles without running into a Lair, Spawn Pit, or jagged Corrupted Steel walls its Excavation/Collapsing fails. It must begin again to Excavate/Collapse, most likely elsewhere.

A new tile may be placed across other Squads, Wandering Monsters, Items, Spells and Resources. If its an Excavation tile, place things on top of the new tile (as though they occupied the same hex as before on map). A tile with a Spawn pit must be placed so Player squads, placed across, are not placed on Spawn Pit. If its a Collapse tile, place things on top of the new Collapsed tile (as though they occupied the same hex as before on map) and assess the damages.

Any Creature Collapsed upon must roll one D12 with a result of 1 = Death (**Optional Advanced Game rule**). **Any Creatures trapped in**

a **Collapse** cannot Move or perform any action except: Invoking, Excavating, and Spell Casting, using Items is permitted. Creatures in Collapse cannot perform Combat with adjacent Enemies or Wandering Monsters. If Necromancer is caught in a Collapse it may still use the Invoke action and create Squads into spaces adjacent it. Items, Spells and resources cannot be passed to and from adjacent Creatures in Collapse.

Player Squads may Move past adjacent Enemies Squads and Wandering Monsters stuck in a Collapse.

### Excavation Card Text

The Excavation Card describes what sort of Spawn Roll to perform. The Spawn Roll determines what Resources or Wandering Monsters are to be found in the new area (most excavations will induce a basic Excavation Spawn type). The Excavating player follows the instructions on the card. (Spawn Rolls page 25)

Any resources spawned are placed on the Excavating Squads Control Card. Any Wandering Monsters, Items, or Spells spawned by the Spawn roll are placed on the farthest space away from Excavating Squad on the new tile.

If Wandering Monster must be placed adjacent to another one of the Excavating player's Friendly Squads this adjacent Squad must Combat, Hire or Subdue the Wandering Monster in this same turn, provided the Squad hasn't already taken an action. If Squad has already taken an action, or if Wandering Monster was placed adjacent to a Squad controlled by an enemy Necromancer, the adjacent Wandering Monsters

*(Placing Tile Example: Joanna has finished digging with her Hunched Ones Squad. She flips over her Excavation Card; it is an Event. She places Event aside and draws another card. It is a Great Hall. She was Excavating (not Collapsing) so she places the tile face up. She places the tile so the first space begins in a black undug hex adjacent to her Excavator Squad. The tile overlaps a portion of a Throneroom but she must be careful to not place her new tile on the Throneroom Spawn Pit. She places the tile on top of Jason's II Squad, 3 spaces away. He puts his II Squad on top of new tile.*

*After placing the tile, Joanna reads the Excavation card text. The Great Hall requires an Excavation Spawn Roll. Joanna rolls and Spawns a Wandering Monster and places the Monster on the furthest space away from the Excavators on the new tile. She decides not to advance her one allowed space onto the new tile)*

must be dealt with in the First Phase (Combat against any Adjacent Enemies or Wandering Monsters) of the next turn of any player adjacent to the Monsters.

If newly Spawned Creature must be placed on top of any Players' Squad, it must be placed adjacent to the player Squad.

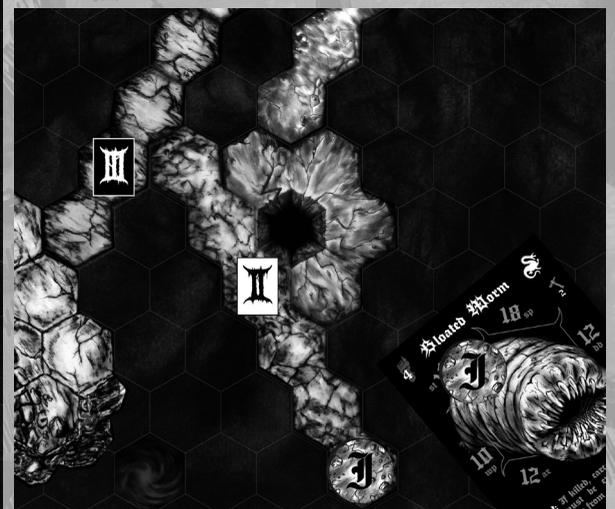
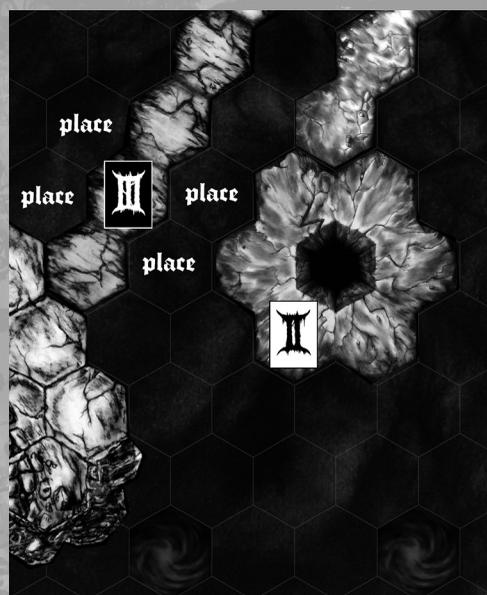
**After placing tile**, the Excavating Squad **may** at this time **Move one space into the new area and no more**. The Squad cannot move its full Movement rate and cannot take an action. **The Excavating Squad has Finished Digging as its Excavation action.**

**If Excavation Card must be drawn due to an Event or Spell**, all Excavation Card text is ignored. The tile depicted on the Excavation card is placed as explained on Event card (Events page 23).

If Collapse, all Excavation Card text is ignored.

**NOTE: Any Squad with 4 or more Excavation Speed Declares Excavation or Collapse and immediately Finishes Digging. Player draws Excavation card and place tile as Excavate or Collapse when performing Excavation Action. A Squad this fast is known as an Immediate Excavator.**

The Immediate Excavators can Move into place and declare type of dig, and immediately finish digging. But it can only move its allotted "one space" onto the new tile only if the Squad has not used up its allotted Movement rate before digging.



## E. Combat

On a turn, a player may move his Squads. If any Squad moves adjacent to an Enemy Squad or Wandering Monster, the Squad must stop immediately. The Squad cannot move again this turn. A Combat action may be taken.

**If adjacent to an Enemy Squad Combat MUST take place.**

**If adjacent to Wandering Monster, Subduing or Hiring may take place instead of Combat** (Subduing/ Hiring discussed below).

The player Squad taking the action is the Attacker and the Enemy Squad is the Defender. In the case of Combat with Wandering Monsters, the players are always the Attacker (unless Wandering Monster has Ability to change who is attacker.)

To prepare for Combat players look at their Squads. Items, Spells, Combat Abilities, and unique Abilities are noted and can be used throughout Combat.

**Combat between Squads is resolved when one player wins 2 out of 3 'FIGHT ROUNDS'.**

Once Combat and the subsequent Fight Rounds have been initiated the **sequence cannot be interrupted or ended** until there is a victor.

The Fight Rounds commence as follows:

The player of the Attacking Squad chooses 1 of the 6 attributes of his Creatures with which to Attack. Each creature is framed by a barbed hex with six attributes: **STRENGTH (st)**, **SPECIAL (sp)**, **DODGE (dd)**, **BLOODTHIRST (bt)**, **ARMOR (ar)**, and **WEAPON (wp)**.

The **Fight Round** is based on the Attacking player's initial attribute choice; the next two Fight Rounds must be fought using **ONLY** the two attributes adjoining the first one chosen. The Attacking player should look carefully at the attributes of the creatures in his fighting Squad, and the Squad he is attacking, to make sure he chooses his most lethal combination.

Both players roll a D12. If the fight is between a player and a Wandering Monster, another player must roll for the Monster. After rolling, both players add the amount of the Attribute chosen of **EACH CREATURE** in their Squad to the result of the D12 rolled. Any adjustments for Items, Spells, Combat and unique creature Abilities can be applied at this time. The Squad with the higher total wins the first Fight Round. If any results TIE, players must re-roll.

A second Fight Round begins.

The **Defender** chooses the attribute for the **Second Fight Round**. The attribute chosen **MUST** be adjacent to the first attribute. (*Ex. If the attacker chose WEAPON for the first fight round, the defender must choose either ARMOR or STRENGTH as the second Fight Round Attribute.*)

Once the attribute is chosen, both players roll a D12. Again, players total the attributes of each creature in their Squad plus the D12. Adjustments for items, spells, combat and creature abilities are applied. The Squad with the higher total wins the Second Fight Round. **If the fight results in a second victory for either Squad, the losing Squad is killed.** If each Squad has won one Fight Round a third and final Fight Round is played.

The **remaining** Attribute (the attribute adjacent to the Attacking player's initial choice that was **not** chosen by the Defender in the Second Fight Round) is used for in **Third Fight Round**. (*Ex: If the attacker initially chose WEAPON and the DEFENDER chose STRENGTH in the second Fight Round, the third Fight Round must use ARMOR.*)

Both players roll D12. Players add attributes, the die roll, and make any other necessary adjustments as in previous rounds. The Squad with the higher total wins the Round and the losing Squad meets a grisly end.

### Death

**The entire Losing Squad is killed.** The victorious player claims the slain Creature Cards as Kill Points, which may prove helpful when Evil Awakens. Creature Cards killed are placed in front of the victorious player. (Kill Points page 29)

The Losing Squad Marker is placed back on its Control Card. Any Items or Spells the Squad was holding are placed on the map, on the space where the Squad was killed. Matching Wandering Markers are placed on top of the Space of the fallen and placed on any Item and Spell cards of the dead.

**The Slain spew Gore.** Gore is placed on the site of the slaying, in quantities that vary depending on the size/s of the creatures killed:

**1 Gore for Smalls, 2 Gore for Mediums, and 3 Gore for Larges.**

Any Resources carried by the dispatched creatures fall to this spot as well.

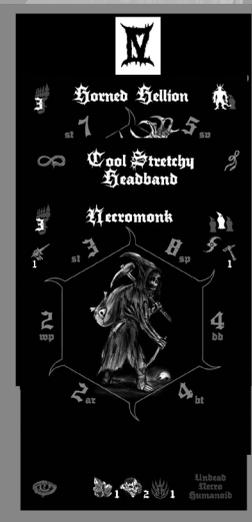
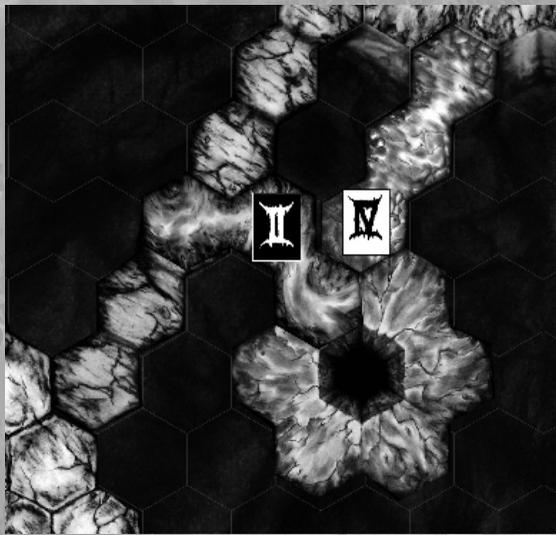
After Combat a Squad ends its action.

Opponent creatures may be attacked several times by different Squads.

Squads that have conducted Combat during Phase 3 cannot Move for the rest of the turn, these Squads may still Pick Up and Pass Resources, Items or Spells throughout the turn.

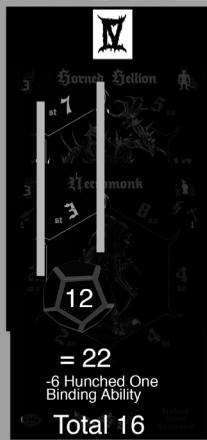
**NOTE: A Squad that has conducted an action and can still move may move adjacent to any Enemy or Wandering Squad. The Squad must stop adjacent to Enemy or Wandering Squad but CANNOT Combat as it has already taken an action. The Combat will ensue in the Enemies Phase 1 or the players Phase 1 if adjacent Squad is Wandering.**



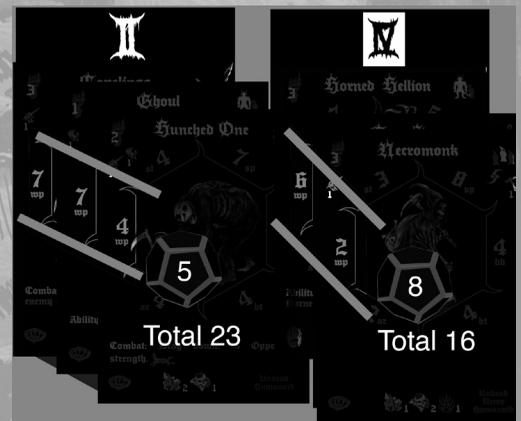


**Combat Example:** Jason moves his II Squad (Hunched One, Cavelling and a Ghoul) adjacent to Joanna's IV Squad (Necromonk and Horned Hellion with a Cool Stretchy Headband). Jason chooses to Combat with Strength and adds his Creatures' Strength attributes: Hunched One ST 4, Cavelling ST 4, Ghoul ST 11 for a total beginning Strength of 19. Joanna adds her Creatures' Strength Attributes: Necromonk ST 3, Horned Hellion ST 7 for a total of 10 Strength.

### Fight Round 1



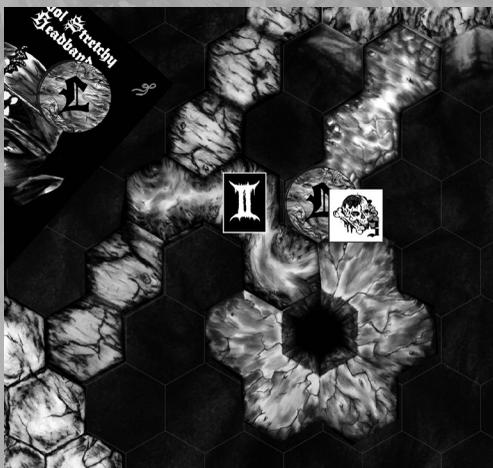
### Fight Round 3



Both roll a D12. Jason rolls a 2 for a total of 21 Strength (19+2). Joanna rolls a 12 for a total of 22 Strength (10+12). Jason then applies his Hunched Ones' Binding Combat ability; this subtracts -3 from the Strength of each Creature in Joanna's Squad. That is -6 Strength (-3 for both Necromonk and Horned Hellion). Her total is now 16. She loses the first Fight Round.

Joanna chooses Special for the Second Fight Round. Both players roll a D12 and add their Special Attributes. Joanna's result (Necromonk SP 8 + Horned Hellion SP 5 + die roll of 7) has earned her at 20 Weapon, she also adds her Cool Stretchy Headband for +3 Special. She has a total of 23 Special. Jason has earned 21 Weapon (Hunched One SP 7 + Cavelling SP 1 + Ghoul SP 7 + die roll of 6). Jason loses the second Fight Round. A third round must be fought.

Both players must fight with Weapon; it is the last attribute adjacent to Strength (the first Fight Round attribute). D12s are rolled. Joanna's final Weapon total is 16 (Necromonk WP 2 + Horned Hellion WP 6 + die roll of 8). Jason's total is 23 (Hunched One WP 4 + Cavelling WP 7 + Ghoul WP 7 + die roll of 5)



Jason has killed Joanna's Squad. He earns all of her Creature cards as Kill Points. The remaining Cool Stretchy Headband is placed on the space of where the Creatures were slain along with 3 Gore (1 Gore for the Small and 2 Gore for the Medium).

## Items, Spells, Combat and Creature Abilities in Combat

Items, Spells and Abilities that decrease attributes cannot decrease attributes below zero.

Even though only one creature in a squad may have a certain ability, the entire Squad may still participate in the Combat modified by the Ability (except **Range**.)

*Example 1: Attacktite's Combat ability, "When attacking, can rip apart Squads and fight each creature separately." The Attacktite Combats with its entire Squad in the separate Combat created due to its ability. If the Attacktite was in a combat with a Squad with 3 Smalls, it may fight each Small separately due to the Attacktite's ability. In addition, each Creatures in its squad must participate in the Combat.*

Flanking Squads cannot participate in a Squads' Creature Ability unless adjacent creatures are noted on the Creature card. (Flanking Combat explained below)



## Binding Card Ability

Some Creature cards have a Binding ability.  Binding ability effects each Creature card in a Squad. The effect may be positive, effecting each Creature card in a player's Squad, or negative, effecting each Creature card in an Enemy Squad.

*Binding Example: Insectoid has a Binding Combat ability of -3 Special to Enemy Creatures. If the Enemy Squad has 1 Large, the Insectoid's ability subtracts -3 Special from the Large, a total of -3 Special for the Large Squad. If the Enemy Squad has 3 Smalls, each Small suffers a -3 Special for a total of up to -9 Special for the entire Squad.*

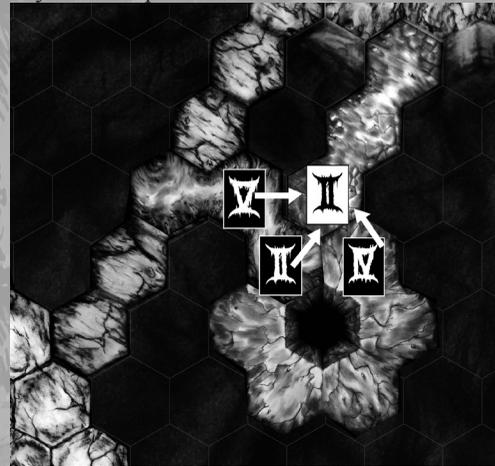
## F. Flanking Combat

Flanking Combat is when 2 or more Squads participate in the same Combat action. On a turn, a player may Move his Squads. If any Squad Moves into a space adjacent to an Enemy Squad or Wandering Monster, a Combat action may be taken. But before the Combat takes place, the current player may Move other Squads adjacent to the Enemy Squad or Wandering Monster. After all the Squads desired for Flank Combat have moved, Flanking Combat takes place.

The Combat procedure is exactly the same as described in the Combat section, the only difference being that each Flanking Squad adds its Attribute values to the ensuing Fight Rounds as well. Flanking Squads may also use any Abilities, Items, and Spells together during this Combat.

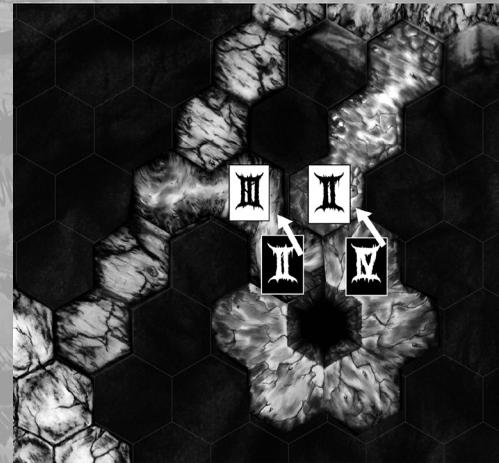
If an Attacking player's Squad Moves adjacent to two or more Enemy Squads, the Defender's Enemy Squads are considered Flanking, and add up the Attribute values of all their Creatures in the fight. Items, Spells and Abilities may also be used.

**If Flanking Squads lose Combat, all are killed.** Death procedures occur for every fallen Squad.



*Ex. Jason's Squad II, IV and V may Flank Combat CJ's Squad II.*

If a player Moves 2 or more Squads adjacent to an Enemy Squad but the Enemy also has Squads adjacent to the Attacking player's Squads, each Squad must fight separate combatants where possible.



*(Ex. Jason moves his Squad IV and Squad II adjacent to CJ's Squad II. Although Jason's Squad IV and Squad II are adjacent to CJ's Squad II, CJ also has a Squad III adjacent to Jason Squad II. CJ's Squad II cannot be Flanked. Jason's Squad IV Combats CJ's Squad II, and his Squad II must fight CJ's Squad III in a separate Combat action.)*

If a player's Squad Moves adjacent to both a Wandering Monster and Enemy Squad, it must Combat the Enemy and Wandering monsters as though they are a Flanking force. Enemy Squad adds Wandering Monster attributes. The Abilities, Items and Spells may be used

If a player's Squad moves adjacent to just an Enemy Squad and that Enemy Squad is adjacent to a Wandering Monster, the Wandering Monster helps the player's Squad with Flanking Combat. The player may add the Wandering Monster's attributes. The Abilities, Items and Spells may be used.

If a Squad moves adjacent to separate opponent Enemy Squads. The opponents Enemy Squads flank together. In the rare event of multiple opponent enemy squads adjacent to one another, opponents may decide who they will help flank in Combat.



## G. Ranged Combat

Creatures with Ranged Combat abilities may perform Ranged Combat as an action. Each Ranged Creature may Attack within a specified distance. If the player's Squad is within Range of an Enemy Squad or Wandering Monster, it may attempt Ranged Combat.

**Only the creatures in the Attacking Squad with Ranged ability may participate in Ranged Combat.**

A Range Combat is conducted just like regular Combat but most Ranged abilities require that a certain attribute be chosen for the First Fight Round. Attacker and Defender both roll D12s and continue with normal Fight Rounds.

The attacker can only add value of the attributes, Items, Spells and Abilities of his Ranged creatures involved in the fight. **Defender adds** values of all attributes, Items, Spells, and Abilities of **all** his creatures regardless of Ranged Ability or not.

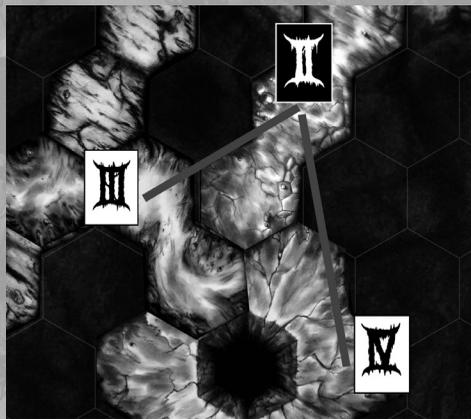
**If the Attacker Loses 2 out of 3 fight rounds, the Attacking Squad is NOT killed**, it just did not succeed in killing the Enemy Squad with its Range ability.

**If attacker Wins 2 out of 3 Fight Rounds the Defender Squad is killed.** Death procedures occur in normal fashion.

If the Defending Squad has Creature/s with Range and is in Range of Attacker, it may Defend with only the Ranged creatures in its Squad if so desired. **If the Defender wins 2 out of 3 Fight Rounds with Ranged creatures, Attacking Squad IS killed.** Death procedures occur as normal.

Attacker may use Ranged Squads to Flank. Defending Friendly Squads being Attacked cannot participate in any sort of defensive Flanked Combat with other Squads.

Wandering Monsters **can** use their Range ability if Attacked by Ranged creatures in players Squads.



*Ex. Squad II can Range Combat Squad III but cannot Range Combat Squad IV.*

## Line of Sight

The Defending Enemy Squad or Wandering Monster must be in the

“line of sight” of the Attacking Squad. A player has line of sight if he can imagine an unobstructed line drawn from the center space the Attacking Squad stands to the center space where the Defending Squad stands. If any other Squad (Friendly, Enemy, or Wandering) blocks this straight line, the player does not have line of sight. Undug portions of the map and Large Items also obstruct sight. Regular Items, Spells and Resources do not obstruct site.

## H. Hire

If any Squad moves into the adjacent space of a Wandering Monster/s rather than taking a Combat action the Squad may Hire the Wandering Monster/s.

To Hire, the adjacent player Squad must pay the cost of the Wandering Monster/s as depicted on the bottom of the Monster's card. The Resources used to pay for the Wandering Monster/s must come from the adjacent paying Squad.

The player must have an empty Control Card in which to place the newly hired creature card/s. The Wandering Marker that was used to mark the position of the Wandering Monster/s is removed and replaced by the the player Squad Marker. Any Items and Spells on the same space as the newly Hired Creature/s can be picked up **if the Creature can Carry them.** Any Resources on the space may be Picked Up and Passed by the Creatures Hired.

If the Wandering Monster was positioned over a Spawn Pit is must **immediately** move adjacent to the Spawn Pit. It may join the Squad that Hired it if there's room. **This does not bypass the initial need for an empty Control Card.** For the brief moment that the newly Hired Creature/s were on a Spawn Pit, adjacent to the Hiring Squad, the Creature card/s needed to be placed on an empty Control card, even if it immediately moves into the adjacent Hiring Squad. Had all Squad cards been full at that moment of Hire, the Necromancer would not have been able to control the new Creature/s and bid it to join the Hiring Squad.

A newly Hired Squad may conduct its full movement and have an action. Movement off a Pit does not count toward its movement rate. It may move into the Hiring Squad if there is room.

If several Wandering Monsters were Hired, they may split up, move and join other Squads as explained in Movement. (read Movement page 21)

Hired Creature/s that cannot move from a Spawn Pit due to size rules, due to surrounding Squads cannot be Hired, and Combat must take place.

If the newly Hired Squad happens to be adjacent to other Wandering Monsters (including before or after moving off of a Spawn Pit) it must immediately have a Combat, Hire or Subdue action with the Wandering Monsters. The Hiring Squad cannot participate in this Combat, as it has performed its action for this turn.

If the newly Hired Squad happens to be adjacent to an Enemy Squad

(including before or after moving off a Spawn Pit) a Combat action must be conducted. The Hiring Squad cannot participate in this Combat, as it has performed a Hiring action for this turn.

### **I. Subdue**

If any Squad moves adjacent to a Wandering Monster/s or is in Range and has Range Combat, the Squad may try to Subdue the Wandering Monster/s (rather than taking a Combat or Hire action). To Subdue, the Squad must bludgeon the Monster until it submits to the Squad's necromantic control. Follow normal Combat procedure to determine whether or not the Squad successfully Subdues the Wandering Monster.

**If the Wandering Monster wins 2 of the 3 Fight Rounds the Squad attempting Subdue is killed and removed from the game.**

**If the Squad attempting Subdue wins the Combat, the Wandering Monsters are Subdued and yield to the Subduing Squad's evil might.** The player places the Wandering Monster Cards on an empty Control Card. Any Items and Spells on the same space as newly Subdued Creature/s can be Picked Up **if the Creature/s can Carry them.** Any Resources on the space may be Picked Up and/ or Passed by the Subdued creature.

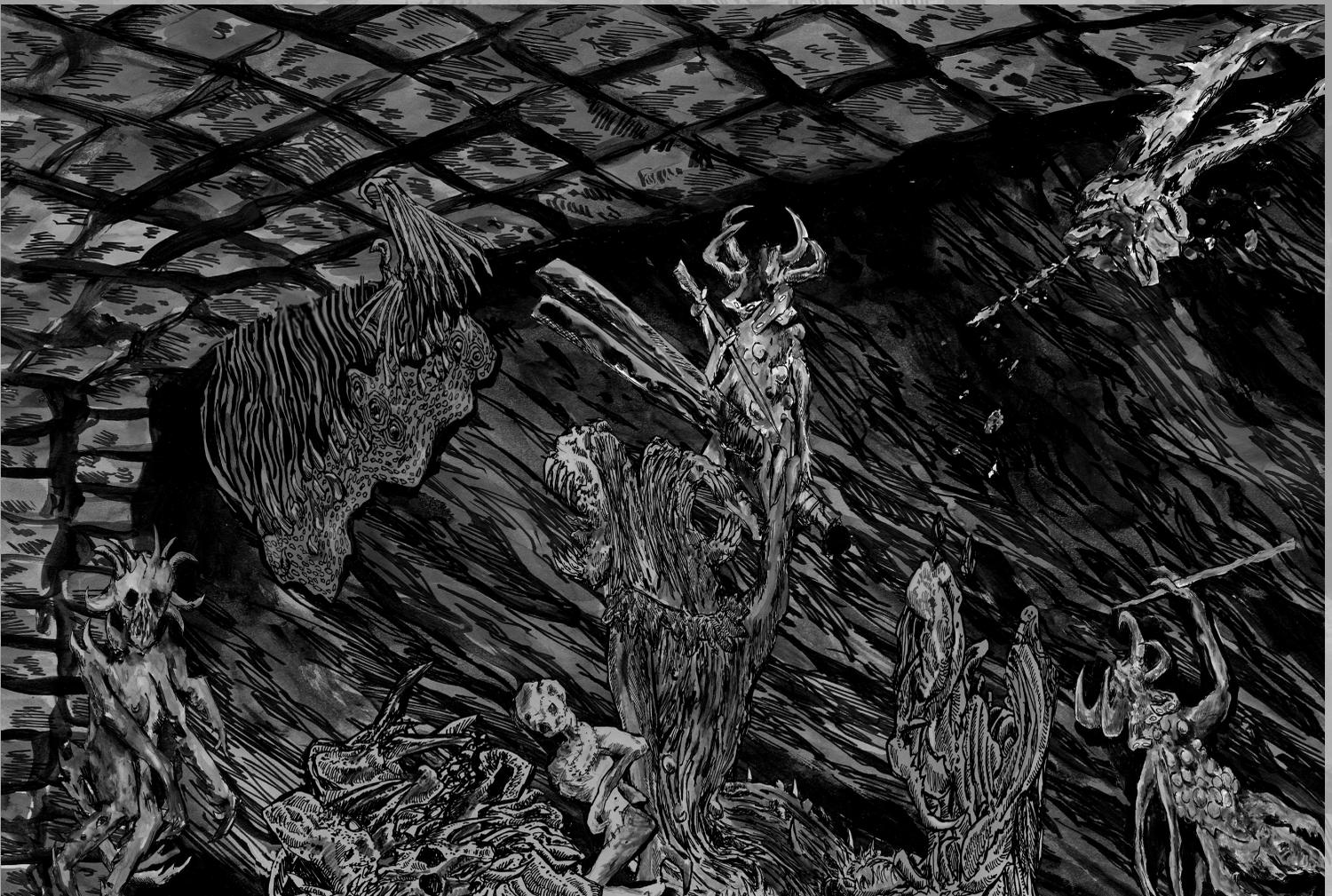
If the Wandering Monster was positioned over a Spawn Pit it must immediately move adjacent to the Spawn Pit. It may move into the Squad that Subdued the Monster/s if there's room. **This does not bypass the**

**initial need for an empty Control Card.** For the brief moment that the newly Subdued Creature/s were on a Spawn Pit, adjacent to the Subduing Squad, the Creature card/s needed to be placed on an empty Control Card, even if it immediately moves into the adjacent Hiring Squad. Had all Squad cards been full at that moment of Subdue, the Necromancer would not have been able to control the new Creature/s and bid it to join the Subduing Squad.

A newly Subdued Squad **cannot conduct an action or Move.** Being Subdued was its action. (It must move off of a Spawn Pit but this is the only permitted move. It can only move one space to get off of the Spawn Pit. It may join any Friendly Squad adjacent to Spawn Pit if size permits.

If more than one Creature was Subdued on a Spawn Pit each Creature may move into different Friendly Squads adjacent to the Spawn Pit if size permits. If the Subdued Creature/s cannot move from a Spawn Pit due to size rules the Creature/s is considered Killed by Subduing Squad.

If Subdued Squad is adjacent to any Wandering Monsters, must Combat, Hire or Subdue Wandering Monsters in the 1st phase (Fight Adjacent Enemies) of the player's next turn. If the newly Created Squad is adjacent to an Enemy Squad, the enemy player must Combat the Subdued Squad in the 1st phase (Fight Adjacent Enemies) of his next turn.





Shoddy Abomination, Necromonks and a Spiny Bug patrol the tunnels.

## Extra Activities of Squad Actions:

### MOVEMENT, PICK UP, PASS, ABILITIES

In addition to Squad Actions, Squads can conduct **Movement, Pick Up Resources and Pass Resources**. Certain Creatures can Pick Up and Pass Items and Spells. All Creatures can Pick Up and Pass Resources. Some Creatures can also perform their unique **Abilities**. A Squad may Move, Pick Up, and Pass freely throughout its own action or during other Squads' actions.



### MOVEMENT

Players can move their Squads (using Squad Markers on the map) at almost anytime throughout Phase 3 Squad Actions.

A Creature's Movement Rate is marked in the upper left of the card. The number on the Movement Icon signifies the amount of spaces (as per hex map grid) a creature may move in one turn. The Creature may only move through adjacent spaces in Excavated/Explored Tunnels. The Creature may not move through the black punishing solid rock of undug areas (unless this is the Creature's unique Ability).

A Squad's Movement rate is restricted to the **SLOWEST** Creature in the Squad. If one Creature in the Squad has a Movement Rate of 5 spaces but another Creature in the Squad is limited to a Movement rate of 2, the Squad can move only 2 Spaces.

*Example: Mike has a Necromonk, Movement 3, in Squad II. He adds a Shoddy Abomination, Movement 2, to the Squad. The Necromonk, which had been merrily bounding down the tunnels at a rate of 3 spaces per turn, must now move at a rate of 2 spaces per turn with his new shoddy companion.*

**Squads, on the map, may merge into a single Squad and continue moving** (if size limits are not exceeded). Squads that merge in this way must take the Movements points they already made into account before moving further. The newly Merged Squad's Movement rate, for the remainder of the turn, would be based on the lowest Movement Rate of any of the merged creatures. Players should subtract Movement points off of any Creature that has already moved before merging. The lowest Movement rate is the new Squad's Movement rate for the rest of the turn.

*For example, Squad I, with a Movement rate of 3, moved 2 spaces (3MR-2 points = 1 MR) to merge with Squad V, with a Movement rate of 4. The newly merged Squad will now only be able to move one additional space although the Squad contains creature/s who have not yet moved this turn. (3MR-2 points = 1MR Squad and merges with 4MR Squad. Lowest Movement rate for the turn 1MR). On its next turn, this Squad will have a Movement rate of 3.*

*Another Example: Squad II (Movement rate 4), moves 1 spaces (MR4 - 1 point = MR3) to merge with Squad III (Movement rate 2). The newly merged Squad has 2 Movement rate left for that turn. On its next turns, it will also have a Movement rate of 2 spaces.*

**A Squad may also break into 2 (or more) Squads and continue moving.**

*Example: If one Creature in a Squad can move 5 spaces and another Creature has a Movement rate of 2, the Squad can only move 2 Spaces. **However**, the Creature with the Movement rate of 5 may break away into its own Squad and continue moving.*

When Squad Markers separate and merge players must adjust the cards on their Control Cards to reflect these changes. The player must have an empty/free Control Marker for each new Squad; if he does not have free Squad Control Markers, he can't make new Squads. He may **merge Squads** (see above) to create more free Squad Control Cards.

A Necromancer can never Move from its N Squad Control Card.

**Creatures that Move from a Squad that have already taken an action cannot take another action** during that turn whether they form a new squad or merge with an existing Squad. If a Creature, that was already involved in an action, merges with an existing Squad, this Squad cannot take an action.

*Example: CJ's Mindchanter is stacked in a Squad with his Excavating Ratman and Necromonk. If CJ Moves his Mindchanter into a new Squad **AFTER** the Excavating Squad took Excavation action the new Mindchanter Squad **cannot** take another action. It doesn't matter whether or not the Mindchanter helped directly with the Excavation; he cannot act again that turn. If CJ Moves his Mindchanter into a new Squad **BEFORE** the Excavating Squad takes Excavation action the new Mindchanter Squad **can** take action.*

Squads cannot Move through a space occupied by another Friendly Squad (Advanced rules differ page 36).

Squads must stop immediately if they become adjacent to any Enemy Squads or Wandering Monsters. Combat, Hiring, or Subdue actions must occur depending on adjacent Creature. All Movement ends for the Squads which have conducted either the Combat, Hire, or Subdue actions.

Excavating Squads cannot Move unless the player abandons the Excavation. Creatures within the Excavating Squad (including Creatures with digging ability) may move away from the Squad into a new or existing Squad, but at least one digging ability Creature within the Excavating Squad must remain to continue the Excavation action.

**A Squad cannot stop on a Spawn Pit.** A Squad may Move over Spawn Pits to Pick Up Items, Spells and Resources, but may never stop on a Spawn Pit.

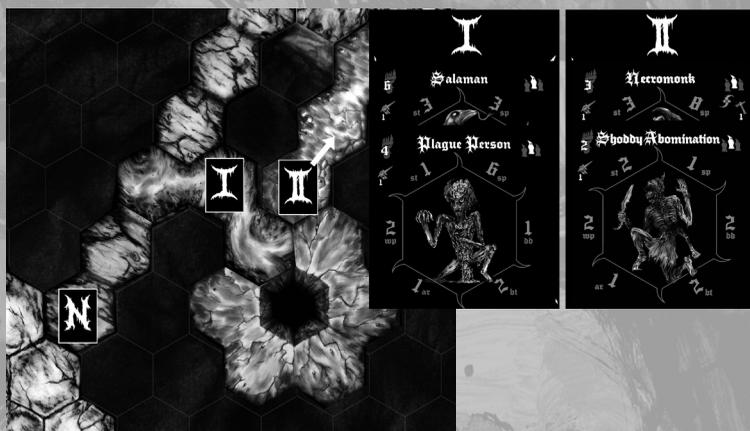
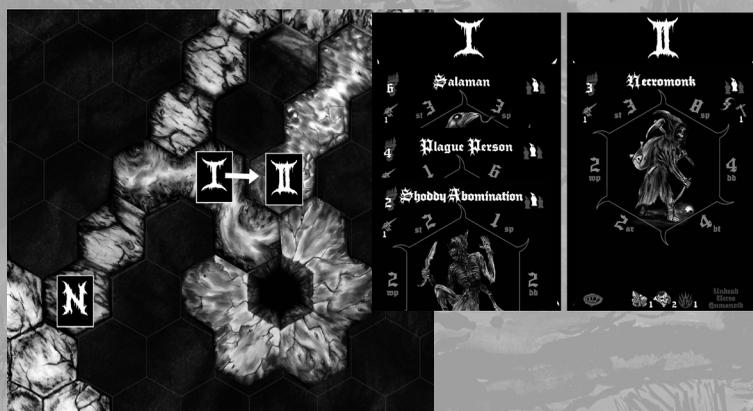
Any newly Hired Squads **may** Move after being Hired.

Any newly Subdued Squads **cannot** Move after being Subdued.

If a Necromancer **Invokes** a new Creature card and places Creature/s into new or existing Squad, the Necromancer may move **OR** the new Squad (or squad the invoked creature joins) may move **but not both**. If Necromancer invokes only into its own Squad, the Squad may move, but may not separate into additional Squads.(see Invoke Movement page 12).

**Movement Immediately Ends IF:**

- Squad becomes adjacent to any Enemy Squad or Wandering Monster.
- The Squad has taken a Combat, Hire, or Subdue action.
- The Squad has moved the number of Spaces allotted by the Movement Rate of the slowest creature in the Squad.
- Excavation begins or continues (when Excavation is finished, the Squad may only move one space onto new tile)
- A Necromancer performs Secondary Conjunction (Secondary Conjunction action means no Movement was made by Necromancer)
- The Squad population is increased with a newly Subdued Creature moving from a Spawn Pit.



**Additional Movement Example:**

Jason's Squad I has 3 Small Creatures. The Creature in Squad I with the lowest movement rate (A Shoddy Abomination) has a movement rate of 2. Jason begins his turn by moving the Shoddy Abomination into an adjacent Squad (Squad II). Squad II was composed of one Small creature (movement rate 3). Jason places the Shoddy Abomination on Control Card II. The newly merged Squad II (now composed of the original Small Necromonk and the Shoddy) can move only one space forward. The Shoddy used 1 movement point to merge with the Necromonk, leaving only 1 Movement rate for Squad I. He moves the newly merged Squad II 1 movement toward the Pit.



Squad I is now composed of 2 Smalls. One of these Smalls has a movement rate of 6 and the other 4. The Squad now has a movement rate of 4. Squad I moves forward 3 spaces on the map (using the Squad Marker) and merges with the Necromancer Squad. All cards are placed with Necromancer Squad Control Card. The Necromancer Squad hasn't moved yet this turn but now it can only move 1 space. Squad I (movement rate 4) already used 3 Movement points to merge with the Necromancer Squad; the newly merged N Squad has only 1 movement rate left.

## PICK UP & PASS

At any point during Phase 3, a Creature may pick up any Items or Spells (if able to Carry or Use Items). Resources can be picked up in the same manner. Picking things up does not affect Movement rate. Items, Spells and Resources can be passed instantly to an adjacent Squad (In case of Items and Spells, as long as a Creature in the Squad can legally Carry it).

All Creatures may Carry an unlimited amount of Resources. A Creature is limited to how many Items and Spells it may Carry based on the number underneath the Carry or Use Icons.

Resources carried by a Squad must be placed onto the Squad's Control Card.

Picking up and Passing goods never counts as an action and can even be completed after any actions are taken.

Spells are always considered "Items", but not if a player decides to cast them. Only Creatures with Spellcasting ability may cast spells.

*Example: Tripp has slain an Enemy Bleeding Beast with his Dracor. The Bleeding Beast leaves behind his corpse (3 GORE) and drops the 5 Shadowflames it was carrying. Another of Tripp's Squads, containing 2 Necromonks, is nearby and hasn't yet moved. The Necromonk Squad moves forward onto the space where the Bleeding Beast's goods lie and Picks Up the Resources. Since the Necromonk Squad is now adjacent to the Dracor Squad, the Necromonk Squad can pass the Resources to the Dracor. The Dracor also happens to be adjacent to Tripp's Necromancer, so the Dracor can hand off the 8 Resources to the Necromancer. The Necromancer now carries the 8 resources and can use them to Invoke more Spells, Items, or Minions.*

## CREATURE ABILITIES

Most Creatures have Combat, Range or unique Ability text on their cards.

Combat abilities can only be used in Combat by both Attacking and Defending creatures. Some Combat abilities will state "as an Attacker" or "when Defending." In these cases the Combat ability can only be used as indicated.

Range abilities may refer to either Ranged Combat or a unique Ability that may be used up to the amount of spaces mentioned on the card. Ranged Combat abilities are explained in the Ranged Combat section of the rules. Unique Abilities with Range often times refers to a Creature's unique trait that can be used. The unique Ability may have a specific Range of effect. Range related unique Abilities don't require "line of sight."

Creatures may have various unique Abilities. Specifics are explained on each card. Some Abilities may be performed without using an action; others may require a Creature to take action (this would use the action for the Creature's entire Squad).

## 4. Event Outcomes (Mandatory if Events were drawn)

After the Player has completed all of his Squad Actions, the face-up Events drawn during his turn must be played. Beginning with his first Event and continuing in the order they were drawn, the player reads aloud the results of each Event card and follows their directions. After each Event is complete, the card is discarded back into the box.

**Any Events drawn during the Events Outcomes Phase are ignored.** Another card is immediately drawn to replace the ignored Event card. Ignored Event cards are placed in the box

Most Events are Spawn related and will require Spawn Rolls that populate the caves with resources or Creatures (Spawn Rolls page 25)

Resources placed due to Events must be placed on Excavated/explored tiles and cannot be placed in Undug areas.

**When Events require amount of spaces be counted, spaces must always be counted so each space is further away from point the card describes. Placement should try to be on open space. Example: D12 spaces from Lair entrance, each space counted must be further away from Lair entrance.**



**When Events require that Wandering Monsters move on the map, the current player chooses the Monsters' paths. If the Monster is to be moved towards a particular destination, the player must choose the shortest direct route to that destination. All Movement rules apply to Wandering Monsters.**

**When Events require the placement of new Excavation Tiles, the current player decides where tile is placed; the tile must be placed adjacent to existing explored areas. Placement must always be legal. Tiles can never be placed over Spawn Pits, in Lairs, or on the protective Molted Corrupted Steel of a Lair.**



Remember, when Events require that Excavation cards be drawn, the text on the Excavation cards is ignored. Just tile depicted on the card is placed on the board.

Events are not always catastrophes for players. They can often benefit a Necromancer. An Event can lead to Spawn Pits spitting up coveted Resources, Items and Spells.



## End of a Turn

After all Events are completed the player is finished and the next clockwise player takes his turn.

## End of a Cycle

If each player has had a turn, the Cycle ends. The Blood Eye marker is advanced forward one vortex space on the Awaken Track. If tiles are placed over vortex spaces, Blood Eye is placed on top of tiles on the assumed vortex space.

Remember, The Blood Eye should also have been advanced forward for every Creature made in an Invoke action, during Phase 3.

A new Cycle begins. The game continues until only one Necromancer Stands or until the Awakened Evil has been Conquered.

## Winning the Game

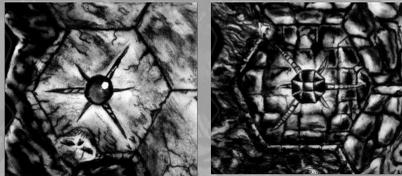
The Last Necromancer standing or the Conqueror of the Awakened Evil wins.

How players will Conquer the Awakened Evil depends on the Awakened Evil card drawn for that game. This is discussed below in Awakened Evil section. (page 29-33)

## Death of a Necromancer

Like any other Creature on the game board, a Necromancer may be Killed through Combat.

Crushing the Necromancer's Chthonic Crystal also destroys the Necromancer. The Necromancer begins the game on its Chthonic Crystal. This Chthonic Crystal is the source of the Necromancer's shadow power. The Crystal may be crushed by Enemy Squads. If the Necromancer's Crystal is crushed, the Necromancer dies no matter where it is on the game board.



To crush a Chthonic Crystal, Attacking Squads need to move adjacent to the Crystal (or be within Range of the Crystal if the Squad's Creatures have Range ability) to Attack. Combat against the Crystal is a battle with the astral shadow form of the Necromancer. The Necromancer Defends but may ONLY use its own Attributes. No Items, Spells, Creatures, Trinkets or Abilities in its Squad may come to its aid. Friendly Squads adjacent to their Necromancer's Chthonic Crystal may provide a Defensive Flank.

If a player's Necromancer is Killed or Chthonic Crystal crushed, that player is out of the game. The Necromancer's Squad drops all Items etc as per Combat, Death. Any Creatures that were controlled by the destroyed Necromancer become Wandering Monsters.

# Important Points

Now that players are familiar with how the game is played, below are some points players can refer to while playing the game.

## Necromancer Abilities

Some Necromancers have an Ability that can be performed “Once per Game.” *This Ability can be performed at any time, even on another player's turn if threatened by that player.* After the ability is performed, ability can not be played again.

“Once Per Game” abilities can not be used on the same turn an Awakened Evil is defeated or accomplished. (explained below)

All Necromancers are Spellcasters and may cast Spells as an action. Each Necromancer can Carry/Use up to 2 Items or Spells or a mix of the two.



**The Rotten Magi:** Once per Game, may teleport it's entire Necromancer Squad up to 5 spaces. If it is the Necromancer's turn, it may move and then teleport, or visa versa. It may teleport through Undug areas but it must materialize in an excavated cave. It may not stop on a Spawn Pit.



**Psychomancer of Fire:** Once per Game, may destroy everything at a range of 1 space. Every adjacent Creature would be killed due to this ability, including Friendly Squads (AND enemy Necromancers). It does not kill the itself, or the cards within it in Squad. No Items, Spell, or resources are destroyed.



**Ice Dead Sorceress:** Once per Game, can permanently take control of one Enemy Squad within a range of 3 spaces using the power of temptation. Necromancer Squads are immune. The Ice Dead Sorceress needs an empty Control Card to place the tempted Squad cards on. Ability can be used on another player's turn: If attacked, player may take control of the attacking squad. If newly tempted Squad is adjacent to enemy, the Enemy Squad must Combat if it has not taken an action already.



**Black Wizard:** Once per Game, may split into 2 smaller Black Wizards. Player must have empty Squad Card available or split Wizard into adjacent existing Squad. Cannot reconnect once split. New Smaller Black Wizards may move if on the turn they split they have not done so already.

Black Wizards can only do one Necromancer type action between them per turn. Conjuration, Invoke, and Secondary Conjuration can only be performed by one of the Wizards per turn. Both Wizards are capable of doing the actions. The Wizards can join the same Squad, but cannot reconnect.

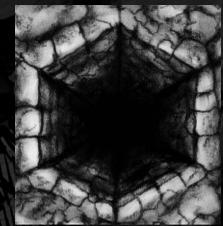
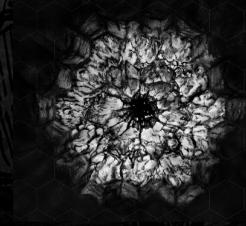
Second Black Wizard may move from Squad to Squad. Black Wizard that remains on Necromancer Control Card must remain, if killed Second Black Wizard must immediately switch Control Cards and Squad Markers to the empty Necromancer Control Card. Squad Markers are not moved on the Map, just switched to Necromancer Markers.



**Blood Sorcerer:** May hold and use up to 4 items. This ability lasts for the entirety of the game. Spells can be carried as well as Items. Since this is not a “Once per Game” ability, it may be used to defeat Awakened Evil.

## Understanding Spawn Rolls

Throughout the game players will populate the map with Creatures, Items and Spells as the Ancient Shadow Abyss boils over with the chaos of the caverns. Spawn Pits can be found in Thronerooms, Shrines and on Temple files. The Pit is also considered a Spawn Pit.



Spawns occur through Event cards and when Excavating newly found areas of the cave.

### Regular Spawn Roll

When a Spawn occurs on a player's turn, the player becomes the Spawning Player. The Spawning Player often times must roll a regular Spawn Roll. There are a few types of Spawns, but the most common type is

simply called Spawn Roll.

As discussed in **Basics** (page 4) When a player is asked to perform a regular Spawn Roll he must roll the 4 sided die (D4) twice. The results of the first die roll will determine what type of Spawn will appear:

### **First die result (Type of Spawn)**

**1 = Metals**

**2 = Gore**

**3 = Shadowflame**

**4 = Conjunction Card**

**If the previous roll was either Metals, Gore or Shadowflame resource,** the D4 is rolled again to determine amount of Resource to place for the Spawn. The player grabs the amount of resources determined by the second die roll and places them on the Spawn space.

**If the previous roll was a Conjunction Card,** the D4 is rolled again to Determine what type of Conjunction card is placed for the Spawn:

**1 = Bribe Deck**

**2 = Construct Deck**

**3 = Summon Deck**

**4 = Abyss Deck**

The player draws a single card from the top of the deck determined by the second die roll.

Events drawn from decks at this point in a Spawn are ignored placed in the box, and a new card is drawn, until either a Creature, Item or Spell is drawn.

Spawns are usually placed on Spawn Pits but might also be placed on the space dictated by the text of the Spawn card. If cards are drawn, matching Wandering Markers are used, one Marker placed on top of cards and the other matching Marker placed on the space where the Spawn occurred. Any newly Spawned Creature is now a **Wandering Monster**.

If a Spawning Wandering Monster needs to be placed on a space where a Wandering Monster already stands, the Spawning player must place the Creatures together if they can form a legal (sized) Wandering Monster squad. If the Spawning Player can not legally place the Creature cards together, he must place the newly Spawned creature in an adjacent space to existing Wandering Monster, his choice.

A newly Spawned Wandering Monster cannot be placed on top of any Players' Squad, it must be placed adjacent.

Player's must deal with the adjacent Wandering Monsters during Phase 1 (Combat Adjacent Wandering Monsters) of their next turn.

If a Spawned Wandering Monster is ever placed between two Squads, each owned by opponent players, the player that conducts a turn first must Combat, Hire or Subdue Squad during his 1st Phase.

A space can Spawn an unlimited amount of Resources, Items and Spells. A Wandering Monster can use these Spells and Items in Combat but only up to the amount the Monster can Carry/Use. The player rolling for the Spawn in Combat may choose what to use.



### **Excavation Spawn Roll**

The second most common Spawn Roll is an Excavation Spawn Roll. After a player has finished Excavating and has flipped up his Excavation card, he must follow the text on the card. When an Excavation Spawn is required, the player rolls a D4 twice just as they would a regular Spawn Roll.

An Excavation Spawn happens immediately following an Excavation, if the Excavation card instructs it to be done. **Excavation Spawn Rolls do not happen in the Event Outcomes Phase.**

**If the Spawn Roll produces any resources,** the player grabs the amount of resources determined by die roll and places them **directly on the Excavating Squad's Control Card**. This is the amount of resources the Excavating squad discovered while digging.

**If the Spawn Roll produces a Conjunction Card,** the Creature, Item, or Spell is placed on the FURTHEST SPACE (on the new tile) from the Excavating Squad. The card drawn is placed near Excavated tile and Matching Wandering Markers are used, one marker is placed on top of cards and the other on the furthest space from the Excavators on the new tile.

If the Spawn was a Creature and is supposed to be placed on an area that already has a Squad or Wandering Monster the Spawned creature must be placed adjacent to the Squad or Wandering Monster creature already there. The newly Spawned creature may be placed into the Wandering Monster Squad if it can be done legally.

If the newly Spawned Creature is placed adjacent to a Friendly Squad that **has NOT taken an action**, the adjacent Squad must Combat, Hire, or Subdue.

If the newly Spawned Creature is placed adjacent to a Friendly Squad that **has taken action**, or Enemy Squad, the player must Combat, Hire, or Subdue the Wandering Monster at the beginning of their next turn, during the Combat against Adjacent Enemies Phase.

Newly Spawned Creature is now a Wandering Monster.

Events drawn from decks due to Excavation Spawn Roll are ignored

### Resource/ Card Spawn Roll

Some cards and Events ask for a Resource Spawn Roll. For Resource, D4 is rolled twice, once to determine resource. For Card, D4 is rolled once to determine Conjunction Deck to draw from.

Resource Roll:

1 = Metals

2 = Gore

3 = Shadowflame

4 = Re-roll until Resource Determined

Card Roll

1 = Bribe Deck

2 = Construct Deck

3 = Summon Deck

4 = Abyss Deck

Once resource is Determined, Spawning player must roll D4 again for amount of resource needed. Card is placed as directed.



## Wandering Monsters

Wandering Monsters may populate the cave for a variety of reasons, primarily due to Spawn Rolls. Wandering Monsters have no loyalty to any player. Any player moving adjacent to a Wandering Monster must choose to either Hire, Subdue or Combat the Monster/s.

Wandering Monster most often appear on top of Spawn Pits. Unlike Squad Creatures, Wandering Monsters can remain positioned on top of a Spawn Pit.

If Wandering Monster/s ever leave the Spawn Pit space, it moves following regular movement rules, and cannot stop on a Spawn Pit again.

Wandering Monsters are not loyal to their own Squad and will split apart if Movement rates differ. *If a Wandering squad has to move, and the squad has 2 Monsters, one Monster can move 2 and the other can move 4. The squad would move together for the first 2 spaces, and the Monster with Movement rate of 4 would split and finish its move.* Wandering Markers are used to keep track of splitting Wandering squads.

Wandering Monsters may use their abilities in Combat and Subdue. Monsters may also use Items and Spells stacked with it, if able.

Wandering Monsters CANNOT use their Range Combat or unique Ability to attack Player Squads within Range. Wandering Monsters can use their Range Combat or unique Abilities in Defense.

If Wandering Markers run out players should improvise until Wandering Markers are available again.



## Item Cards

An Item card can only be **carried** by Creatures that can CARRY and CARRY/USE items, and can only be **used** by creatures that can CARRY/USE items ability. A player may place as many Items and Spells into their Squad as they have Creature that can carry them. Items don't need to be attached to Creatures in Squads. Any Creature in Squad that may use an Item can use any Item the Squad is Carrying when a time arises, but **Items can be used by only one Creature per turn.**



Carry



Carry/Use



- **Always Use:** Items with the above symbol can be used all the time. But may only be used by one Creature per turn.



- **Pay to Use:** Items with the above symbol must be paid for each use. The initial payment of a "pay to use" item will activate the item. Any "pay to use" Item found in cave is not active, a player must follow card text to pay for activation.



- **Discard after Use:** Items with the above symbol must be discarded after using.

In Combat, Items and Spells are considered to be used simultaneously. Some effects may cancel each other out due to interference from their similar nature. I

(Ex: A Necromancer with a **Mourning Face Mace**, duels a Necromancer with an **Opposition Mirror**, neither Necromancer gains the benefit of the Item and Combat occurs normally.)

# Trinket Creatures and Items



## Spell Cards

Spells are always considered “Items”, but not if a player decides to cast them. Only creatures with Spellcasting ability may cast Spells. Spell cards usually must be discarded after use. Any creature with CARRY or CARRY/USE ability may Carry a Spell but only a Spellcaster may use.

Spells take up one Item space.

## Cards with Permanent Effects

Some cards mention a permanent effect when attached to an Enemy Creature. **Permanent effect cards must be attached face up and horizontally to a single Creature in a targeted Squad.** When doing so, the player receiving the permanent effect must declare which card is receiving the effect. Effect lasts for the remainder of the game or until Creature with effect is killed.

Attached card has no affect on the Squad’s size limit. If a Creature with permanent effect moves from Squad to Squad it must carry permanent effect with it.

A **Wandering Monster** can cause a permanent effect. Wandering Monsters (as well as **Protectors** and **Awakened Beasts**) can also suffer from a permanent effect. If a player defeats a Wandering Monster or Protector (that has the ability to cause permanent effect) with Subdue and takes control of Creature, he does not suffer from it’s permanent effect. If a Creature with a permanent effect becomes a Wandering Monster the effect remains attached.

If the Creature attached was killed and caused permanent effect because of death, Kill Points are still earned. *(Example: Jason’s Taker [ see below] kills an Armored Gas. While he suffers the effects of the Armored Gas, he also earns 2 Kill Points due to the killing. (Kill Points discussed below).*



## Species

Each creature may have up to 3 species types noted on the bottom portion of a creature card. The species type relates to the history and race of a creature and can be helpful when certain cards are used in relation with the Species type.

## Bombs

Bombs can be quite nasty in the game. Only a few Creatures are actually immune to bombs. **Friendly Squads including the Necromancer Squad itself can suffer from the effects of a bomb.** Players should be cautious where they detonate a Bomb. The bomb effects will kill **EVERYTHING** mentioned in the card’s text including the Squad detonating the bomb. Creatures trapped in Collapse and adjacent to bomb detonation are immune from bomb effects.

## Turn Markers

The game comes with Turn Markers 1 through 4. These can be used if a player suffers or benefits from an effect that may last a D4 number of turns. Markers are used to keep track of time under effect.

### Take it from the Cavelings:



# Evil Awakens

The **Awaken track** will advance forward any time a player creates a creature with the Invoke Squad Action and at the end of Cycles. Creating Items and Spells will NOT advance the Awakening track, nor will Subduing or Hiring Wandering Monsters.



Midway through the track is the **Reveal Awakening Evil Icon** [see above] (the Icon arrives a bit earlier in a 2-3 player game). At the end of the turn in which the Blood Eye Marker is moved on or past the Reveal Icon, players turn the previously selected (During Set Up) Awakening Evil card over. Players now know the Awakening Event they must contend with. Consult the rulebook regarding any Reveal effects. Some Awaken cards, after being revealed, allow interaction amongst Squads even before being fully awoken.

When the Blood Eye Marker reaches the Awaken Icon, the card is considered Awakened. The Awaken Icon arrives earlier in 2-3 player games. Players must consult the rulebook for any Awakening effects. Some cards will become active immediately when woken, other cards will take Awakening affect at the beginning of each Cycle, before the First Player's turn.

If any Necromancers have been killed, Reveal and Awaken Icons will adjust to amount of players playing the game currently.

**After the card becomes Awakened track continues to be advanced for Invoking Creatures and at the end of every Cycle.** The game will end when either the conditions of the Awakening have been fulfilled, or only one Necromancer remains on the map. Again, a Necromancer can be killed in Combat or when its Chthonic Crystal is destroyed.

The game will also end, in some cases, if the Blood Eye reaches the "Reveal Awakening Icon" a second time (Icon relating to amount of players currently playing). **All players are destroyed if the Blood Eye reaches the Reveal Icon for a second time.**

A player **can't use** their Necromancer's "Once per game" ability on the same turn they fulfill the conditions of the Awakened Evil they automatically lose the game (in other words **you cannot use the special ability to finish an Awakened Evil**).

**"Once per game" abilities are blessings from the Shadow Lords beneath and are considered a laughable display of power when used against them!**



## Kill Points

Some Awakened Evil cards require Kill Points. Kill Points are Creatures that a player's Squad has destroyed. Creatures killed in an Enemy Squad are called **Enemy Kill Points**. Enemy Kill Points earn more points than killing a **Wandering Monster**. Wandering Monster (and Protector) kills are considered **Wandering Kill Points**.

**Kill point values are as follows:**



### Large Creature Kills

3 Enemy Kill Points / 1 Wandering Kill Point



### Medium Creature Kills

2 Enemy Kill Points / .5 Wandering Kill Point



### Small Creature Kills

1 Enemy Kill Point / .25 Wandering Kill Point



### Trinket Creature Kills

0.5 Enemy Kill Points / .125 Wandering Kill Point

*Players earning Kill Points should stack cards near themselves in Separate stacks of Enemy and Wandering Kill Points.*

# Awakening Cards

## Pit of Infinite Shadow



The Pit was thought to be just a legend, a fable, to most Under-realm Empires. Civilizations beneath have risen and collapsed with the creation tales of The Pit. From the first lines of the Tome of Elder Darkness, "From the deep abyss, all light vanished, extinguish by the shadow, and those who defeated life and conquered death, knelt." Morality tales crafted around The Pit were told to inspire ambition, terror, and power throughout generations. But Dark Sects hidden in plain sight sought the source of all Shadow. Untold time had been spent searching for the source by this small group of Lich elite. And now the Ancient Cults have sensed the stirrings of a thousand nightmarish shadows rending the caverns with crevasses and rifts, this must be the Source of all Shadow Flame erupting from eons of slumber! Whosoever can get to this geyser of hate first will have the power to obliterate and enslave his enemies instantly!

**When Revealed:** Nothing happens, players just know the Pit of Infinite Shadow will be the primary goal when Awoken. Rumbblings in the shadows...

**Once Awakened:** Place **Pit of Infinite Shadow** Marker on **The Pit**. At the beginning of the next cycle players may attempt to reach The Pit with their Necromancer.

**To Win:** First Necromancer to move onto The Pit space wins by harnessing the Shadow Source. If Enemy or **Wandering Monsters** are adjacent to The Pit it will not stop the Necromancer. Necromancer does not have to engage in Combat, the player may simply jump into the Pit. He falls deep into the **Pit of Infinite Shadow**, absorbing its power and is transformed into a **Deity of Demonic Dictatorship**, destroying all opponents on the game board.

If a Necromancer has NOT jumped into the Pit of Shadow when the Blood Eye reaches the Reveal Icon a second time ALL Necromancers are destroyed

## Darkest Evil Bitch



Combat Ability:  Binding -3 Strength, Dodge and Armor (not featured on Card)

An Ancient Mother of a million murders, this Serpent Demon is unborn from an egg fertilized by the Shadow Lords and delights in using her knowledge of the blackest arts for insidious assaults. Her historical origins are elusive... Maybe she is the Emperor's Grandmother sent for Him as He cannot be bothered with the trouble of destroying a few paltry Necromancers who have disturbed His slumber? Maybe none shall ever know as the Darkest one slithers forth at Lightning Speed to suck the very essence out of the weak ...

**When Revealed:** Nothing happens, players just know the Evil Bitch will arrive when She awakens.

**Once Awakened:** At the beginning of each Cycle, **Darkest Evil Bitch** appears adjacent to Necromancer with least Enemy Kill Points and Combats the entire Necromancer Squad.

If players tie for lowest Enemy Kill Points, tied players must roll a D12. **Darkest Evil Bitch** appears adjacent to the Necromancer of the lowest roller.

If the Necromancer is completely surrounded by either Collapse or Squads, **Darkest Evil Bitch** destroys everything and her marker is placed in an adjacent space to the Necromancer. If surrounded by undug hexes or in a Collapse, single space Excavation tiles are placed beneath **Bitch** and/or Necromancer to enable Combat.

Awaken Track does not need to be advanced any longer. Eventually the **Evil Bitch** will destroy many or be destroyed.

**To Kill:** Combat between the **Darkest Evil Bitch** and the Necromancer Squad occurs. Evil Bitch cannot be Flanked. All of a Necroman-

cer's Squads, except those **IN** the Necromancer's Squad, are enchanted by the strange and horrific beauty of the Bitch and refuse to fight her. The Necromancer can still convince the close Creatures in its N Squad to help in Combat, however.

*The Evil Bitch immune to Mind Chanter, Brain Sentry, and Astral Worm Abilities if in Necromancer Squad.*

The beauty of the Bitch casts a **Binding** charm over the Necromancer Squad for -3 Dodge, -3 Armor, and -3 Strength. **No Items or Spells can be used.** Combat related abilities can be used. "Once per Game" abilities cannot be used.

If Necromancer Squad can defeat the Evil Bitch in combat, the player wins the game.

**Note:** If Black Wizard has split in two, previously in the game, and is focus of **Darkest Evil Bitch**, she will have to Combat the split Wizards at the beginning of separate Cycles. If split Wizard can acquire more **Enemy Kill Points** before next cycle (so it does not have the Least), it can change **Evil Bitch's** murderous focus.

## Evil Black Old Goat



(Advanced Game use only!)

Ah, the Old Goat has sat on His throne longer than any. His hellish hemorrhoids are horrible, His beard even turned a little grey as of late. Its time for a jog! Curious as to what the ruckus above may be, the Old Goat appears at the Pit for a look. At the sight of such youthful and pathetic evil, the Goat erupts into uncontrollable laughter. In His laughter he may bless one of the young Lich Wizards. The Goat however is fickle and does not laugh too long. Soon His cackle is replaced with foul anger. Fueled with the compressed heat of a million layers of rotting mud, the brimstone core of the goat will blast its way through anything... except perhaps a Necromancer's dagger?

**When Revealed:** Immediately after being revealed, the Goat is placed on **The Pit**. If anything is on The Pit, current player moves everything to an adjacent space. Goat will remain on Pit until Awakened. Anything Spawned on Pit will be placed adjacent to Pit, Spawning player's choice.

The Old Goat will not engage in Combat, nor can players Combat the Old Goat at this time. Players may move adjacent to Old Goat without stopping to Combat.

**If a player acquires 9 Enemy Kill Points**, his Necromancer may move adjacent to Goat and kneel to earn the Goat's blessing amidst all the laughter and **win the game**.

**Once Awakened:** If the Goat awakens, his attitude changes. He no longer cares about Kill Points. Players cannot impress the Goat to win the game. The Awaken Track is still advanced!

At the beginning of the next cycle, and every cycle thereafter, Player 1 must roll a D4. The roll will dictate the direction of the Goats rampage, determined by the compass pointing North on the map board:

- 1 = Goat moves due North for this cycle
- 2 = Goat moves due East for this cycle
- 3 = Goat moves due South for this cycle
- 4 = Goat moves due West for this cycle

Goat moves it's entire 3 movement points, and must move directly in the direction rolled. **If hex line does not move perfectly North or South etc, the player with most Kill Points determines how Goat moves in direction rolled.** If players tie for most Kill Points, D12 is rolled, highest roller determines how **Evil Black Old Goat** moves in direction rolled.

If Goat moves adjacent to ANY Squad or any Squad moves adjacent to Goat, Old Goat immediately **eviscerates** the Squad. Entire squad is killed without Combat and removed from map. Cards destroyed are put in the box. After destroying a Squad, if Goat was moving, Goat continues moving. **Necromancers can't be eviscerated by Goat.**

If Goat is moving in a direction and is stopped by Undug or Collapsed area, players draw an **Excavation card** and place denoted tile adjacent to Goat on undug hex. All Excavation card text is ignored. Any Events drawn are discarded and a new card drawn. If Goat has not finished moving, it continues its move on to the new tile. Goat may immediately Excavate more than once in it's move if it has to.

**To Kill:** Only a Necromancer can Combat the Goat. A Necromancer must be adjacent to Goat to Combat. Any Creatures in Necromancer Squad are immediately eviscerated before Combat. Necromancer cannot use its Items or Spells in the fight or their special ability. Necromancer is Attacker. It must fight the Goat with it's raw attribute power. If Goat is killed, the slaying player wins the game. If a Necromancer has not killed the Goat when the Blood Eye reaches the Reveal Icon for a second time ALL Necromancers are destroyed.

## Darkest Statue of Death



Sculpted in the Pre-Necrolith period and crafted to protect the entrance to the realm of the Elder Shadows. A living statue, that can take several Lava Kissings to move as much as even a single tentacle (1 Lava Kissing is equal to 1.35 Years humanoid players would be familiar with). Cast in an extremely strong living plankton-like material, periodically bathed in the nutrients of mold corroded gore and rotted bone matter, the statue contains two mystical orbs for its eyes, fabricated by the forgotten Magicians of Liazzu. During Necromancers can attempt to bathe the Statue with the dead. In return, the statue will use it's glowing eyes to help destroy an enemy.

**Once Revealed:** (Advanced play only! -- Beginning players may ignore Reveal event.) Place the **Statue** in The Pit. Anything on The Pit is moved adjacent to the Statue. Anything Spawned on the Pit will be placed adjacent to the Pit, Spawning player's choice.

The Statue will not Combat, nor can players Combat the Statue at this time. Players may move adjacent to Statue without stopping to Combat.

Until the Statue Awakens the players may move their Necromancer adjacent to the Statue. If the adjacent Necromancer has acquired at least 6 total Kill Points (Enemy or Wandering), it may bath the Statue in it's kills. Upon doing so, the Statue is pleased and will shine it's Eyes in any direction the Necromancer player desires. Necromancer player discards the 6 Kill Point cards back into the into the box.

The glow of the Eyes is focused and has a Range of 8 spaces. The Statue will Range Combat the first Squad or Wandering Monster in the path chosen by the Necromancer. Line of Sight rules must be respected. Statue is Attacker and attacks with Weapon. If Defending Squad wins, nothing happens to Statue, the Defender is simply lucky to survive. Necromancer does not earn Kill Points from Statue's stare blast.

**Once Awakened:** Once the Statue Awakens it quickly becomes disgusted with the foolish Necromancers. Necromancers can no longer bath the Statue to use its glowing eyes. Now players may destroy the Statue -- Immediately, once awakened, players may attempt to Combat Statue.

**To Kill:** Players must kill the statue with Combat. All Items, Spells, and Abilities may be used. Even Necromancer "Once per Game" abilities may be used to kill the Statue.

**After killing the Statue,** a player must tear the glowing Eyes out of its head. The **Glowing Eyes Marker** is used, and placed on The Pit along with the 3 Gore of the Large dead Statue. First Squad to return the Eyes to their Necromancer's Chthonic Crystal space wins. Squad must move onto Chthonic Crystal space to win. Any Creature may carry Eyes. A Necromancer "Once per Game" ability cannot be used on the turn which wins the game. *If a Squad is killed while Carrying Eyes, Eye are placed on space of death.* If Eyes have not made it to a Crystal when the Blood Eye reaches the Reveal Icon for a second time ALL Necromancers are destroyed

## Eternal Evil Emperor



**The Emperor has Risen from his black void, awakened by the war of the Shadow Arts! Deciding to slay all those who have dared to awaken him, the Emperor rethinks this plan and chooses to let one Necromancer live, the one who has slain the most of his enemies, perhaps this Necromancer will be useful in further apocalyptic assaults...**

**When Revealed:** Nothing happens, players have gained the knowledge that the Emperor will arrive when **He** awakens.

**Once Awakened:** Awaken Track does not need to be advanced any longer. Eventually the Emperor will destroy many or be destroyed. Place **Eternal Evil Emperor** marker on The Pit. **At the beginning of each Cycle hereafter,** players evaluate who has the **most Enemy**

**Kill Points** controls the focus of the Emperor and **must declare** a Necromancer that the Emperor must try to destroy. Until either the said Necromancer is destroyed, or a new player controls Emperor, at the beginning of each Cycle the **Emperor must move toward declared Necromancer**. The player may choose himself. The Emperor may move to either the declared Necromancer's N Squad for Combat or the Necromancer's Cthonic Crystal to destroy, which ever is closer. When declared Necromancer is killed a new Necromancer must be declared (player with highest Enemy Kill Points decides).

If, at the beginning of a Cycle, a new player has more Kill Points, he may declare a new Necromancer as the Emperor's focus. The Emperor will immediately move toward the new Necromancer.

If players tie for highest Enemy Kill Points, all tied players must roll a D12. Highest roller declares Necromancer focus for Emperor. Emperor will keep his focus until declared Necromancer is destroyed or a new player has more Kill Points at the beginning of a Cycle. When a declared Necromancer is killed, if players tie again for most Enemy Kill points, D12s are rolled again. Highest roller determines next focus.

If no player has Enemy Kill Points count each Lair clockwise, beginning with First Player. Roll D-4 for Lair. Emperor moves toward Necromancer of rolled Lair. In 2 and 3 player games, continue rolling D4 until Lair direction is determined. Emperor's focus will not change unless a player can declare the Emperor's focus by having the most Kill Points at the beginning of a Cycle.

The Emperor will Combat any Squad **in its path** (Player or Wandering Monster). Any Squads not in it's path (yet adjacent) are ignored. Emperor continues moving after Combat.

Any Collapse or Undug area in Emperor's path toward the Necromancer is **immediately Excavated**. Moving player draws top Excavate Card. If Event, ignore and redraw until tile. Denoted tile is placed without any Excavation card text, adjacent to Emperor. Emperor CAN place Excavation tiles over Spawn Pits, in Lairs and on molten Corrupted Steel in order to find his target Necromancer.

Emperor can continue to walk after Excavation.

**To Kill:** First player to kill Emperor wins. Emperor can only be defeated in Combat. Players may not use Items or Spells on Emperor. Nor may any Mind related creature combat abilities be used (such as the Mind Chanter, Brain Sentry, Astral Worm). Also "Once a game" Necromancer Abilities can not be used against The Emperor.

**To Kill:** First player to kill Emperor wins. Emperor can only be defeated in Combat. Players may not use Items or Spells on Emperor. Nor may any Mind related creature combat abilities be used (such as the Mind Chanter, Brain Sentry, Astral Worm). Also "Once a game" Necromancer Abilities can not be used against The Emperor.



**Game Designers:**

M Brinkman  
J Hartmann  
N Hayden

**Technical Executioner:**

MarderIII

**Master Strategist:**

Wizard333

**Art Inquisitor:**

Manifester

**Artists:**

Manifester  
MarderIII  
Wizard333  
Commode Minstrels in Bullface

**Guest Artists:**

No Peace at the Gates  
Bludbomb  
Zobbob  
Flapping Ogre Lips  
Knagnen Cushin  
Fingernailz  
Corpse Queen  
Digestor  
Mr. Meat

**Aius Locutius:**

Vlesche

**Res. MGMT.:**

T.W.

**Invisible Lazer Navigator:**

SkullLady

**Jars of Eyes:**

R. Monster  
N. Ultraviolence

**Game tester Frontline:**

Night of Ultraviolence  
Cù Sith  
Rasmussen  
Tripp Nasty  
Chancre  
Wizard Business  
Col. Kurtz  
oozn dmrr  
M. "shambling mound" McC.  
The Unconscious Cleric  
denver playtesters Grey Wolven Dawn:  
Voltar & Scurge Livingstoners, Mad Mike the  
Gamer Complainer, Kieth Meyers, Chance  
Folmar, Travis Meredith, Jeff Slagga, Terry  
Dorchak, Brian Kowalski, Arpie Bowman,  
Aaron Face Changer, Eli Moreland

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Swordsect, The Coach

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## Advanced Rules

After players have become familiar with the game, they may want to incorporate some of these Advanced Rules of play. Some of these details could be incorporated during a first game, if players are comfortable.

### 1. Discarding Unwanted Conjunction Cards for Resources

A player may discard Conjunction cards from his hand, at anytime, during the Squad Action Phase. Discards are placed in the box. Each card discarded will earn the Necromancer Squad 1 type of resource. Resource may be immediately passed to adjacent Friendly Squads. The resource gained depends of the type of card discarded.

This is not an action, and can be done freely on a player's turn, during the Squad Actions Phase..

- Every Bribe card discarded will earn Necromancer 1 Metals
- Every Construct card discarded will earn Necromancer 1 Gore
- Every Summon card discarded will earn Necromancer 1 Shadowflame
- Every Abyss card discarded will earn Necromancer 1 resource of any type, player's choice.

### 2. Squad Action: SACRIFICE MINIONS (only Necromancer may do this)

In the Advanced game, players may also add this Squad Action to the list. Only a Necromancer Squad can perform this action.

A Friendly Creature, Item or Spell within or Moved adjacent to a Necromancer Squad can be Sacrificed by the Necromancer. The Sacrificed Creature, Item or Spell is removed from the game, and the Necromancer earns the resource cost of the Sacrificed card. Resources are taken from the appropriate piles and placed with the Necromancer.

Only creatures with cost may be Sacrificed.

A Necromancer Squad can Sacrifice as much as it likes in a turn, but it is the only action it may take within the turn. Resources earned by Sacrifice can be passed to adjacent Squads.

*(Ex. Jason has tired of his Cave Serpent and needs resources. The Cave Serpent stands in a Squad adjacent to his Necromancer. He Sacrifices the Cave Serpent and places the card in the box. He takes the cost of the Cave Serpent (3 Metals, 2 Gore) from the stock and places the resources on his Necromancer. Jason also needs some Shadowflame, so he decides to Sacrifice his Vapor in his N Squad as well. He places Vapor in the box and takes 1 Metals and 3 Shadowflame.)*

### 3. Squad Action: Flank Excavation

Squads with Pick Axes adjacent to an Excavating Squad may help a dig. This is called Flanked Excavation (or Collapse). Any pick Icons of adjacent Flank Excavating Squad adds to the pace. The Excavation tile must be placed adjacent to initial Excavators.

### 4. More Hiring Action Details

It is possible to Hire one Wandering Monster in a Wandering Monster Squad that contains more than one creature. The Hired Creature will immediately move adjacent to it's former Wandering Squad, and Combat, Hire or Subdue the remaining Squad. The Hiring Squad cannot participate as it has already Hired as an action.

If the player decides to have the Hired Creature move into his Hiring Squad the Hiring Squad cannot Combat, Hire, or Subdue again. The Squad must deal with any remaining adjacent Wandering Monsters in Phase 1 of the player's next turn.

### 5. Abandoning Creatures

On a player's turn, if he tires of a particular creature in his Squad, or an entire Squad, the player may abandon the Creature or Squad.

An abandoned Creature must move it's entire Movement rate away from player's Squad, if it hasn't moved it's entire movement rate already this turn. It becomes a Wandering Monsters and Wandering Markers are placed as normal.

If it has moved but hasn't moved its entire Movement rate, the Creature completes its Movement moving away from player's Squad.

If it has already moved it's entire movement rate, the abandoned creature will move adjacent to player Squad and become a Wandering Monster. The player Squad must perform Combat on adjacent Wandering Monster if it has not yet taken an action this turn. If the player Squad has already taken an action it must wait for next turn. In the first phase of the next turn, player may either Combat, Hire, or Subdue abandoned Wandering Monster.

If abandoning an entire Squad, player must immediately remove Squad Marker and place cards near abandoning space with a Wandering Monster token marking its location in the cave. The abandoned Squad becomes a Wandering Monster squad. If adjacent to Friendly Squad, Combat must occur if the Friendly Squad has not already taken an ac-

tion. If the player's Squad has already taken an action, it must wait for next turn. In the first phase of the next turn, player may either Combat, Hire or Subdue abandoned Wandering Monster squad.

*Protectors cannot be abandoned. (Protectors explained below)*

Items and Spells may be abandoned. They are placed on tile where abandoned using matching Wandering Markers.

### **6. Movement: CROWDED TUNNELS**

**We recommend applying these rules as soon as movement becomes comfortable!**

Movement through Friendly Squads is allowed, but **ONLY IF** the two Squads crossing paths do not exceed the legal size capacity of the one Space moved through: **1 Large Creature or 1 Medium and 1 Small Creature or 3 Small Creatures.** (Squad Size Limits pg 12)

*(Ex. Mike's Squad II contains a Necromonk(Small) and a Shoddy Abomination(Small), he wants to move them two spaces to start an excavation, but his Squad III, containing an Attacktite(Medium), is blocking the entrance to the tunnel. Squad II would not be allowed to pass the obstructing Attacktite, **UNLESS** Mike's Necromancer has an open Squad Control Card open, he could put the control of the two smalls into separate squads to pass the Attacktite and rejoin them in the space desired. **NOTE:** creatures must always maintain proper movement rates, if the Necromonk (Squad II) moves 3 spaces into the tunnel, the Shoddy Abomination (Squad IV) may still only move 2 spaces into the tunnel).*

### **7. Extending Game Length**

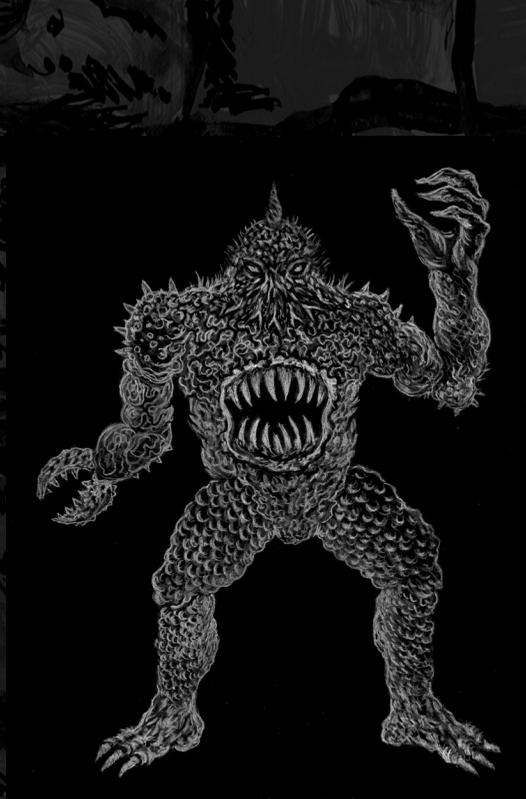
For a more patient and plotting game **Blood Eye Marker** is Advanced on Awaken Track only when Creatures are invoked, and at the end of Cycles in which no player has invoked a Creature. This is the preferred method of time keeping if you know the rules, but can be too long if learning the game.



### **8. Black Diamond Cards**

As the game becomes more comfortable players may want to add the BLACK DIAMOND cards that are removed from the regular game. These cards have concepts that might be hard to follow for first time players. Players more familiar with the game play shouldn't have a problem understanding the Black Diamond cards.

If adding Black Diamond Cards, players may still want to hold off from Protectors until they feel ready.



## **Protectors**

Protectors are a mini-expansion to the Base game. They require adding 4 BLACK DIAMOND Excavation cards to the Excavation Deck, and the Protector Deck itself.

Protectors are denizens of the deep, bound by ancient races to protect sacred Temples and Shrines. During Excavation, Squads may discover passages that lead to these Temples and Shrines. Early blood cults built altars in the rock, never meant to be discovered. Necrotic clergy raised loyal monstrosities taught only to protect the cult's religious secrets. Protectors are Creatures raised by these forgotten religions, sealed for eternity to protect the Temple or Shrine's Spawn Pit.

Protectors, unlike Wandering Monsters, may immediately move and Attack any stack that approaches too close to their dust ridden treasures.

When a player Excavates, he might draw either a Shrine or Temple Excavation Card. These cards ask for large tiles to be placed as Excavation finds. The tiles are placed as normal, Respecting placement rules (cannot cover Spawn Pits, Lairs or Molten Corrupted Steel Shell of a Lair).

After placing tile, player's follow the directions on the Excavation card. 2 to 3 Spawn rolls are required and anything Spawned will be placed on Spawn Pit of the Temple or Shrine.

A Protector card is also drawn, and the matching Protector Marker is placed on top of the new Spawn Pit. Any Spawned Wandering Monster that can not be stacked with Protector, is placed adjacent to Protector, Excavating player's choice.

# ADVANCED NECROMANCER DEATH | SHADOWHUNT DOMINATION

The Protector card should be read aloud and understood by all players.

Protectors, unlike Wandering Monsters, become activated for different reasons. The activations will require the Protector to react. Players must be cautious with these Protector Activation abilities. Protectors will react to Player Movement and will immediately approach player Squads.

A Protector can still be Flanked, even if it moved due to being Activated. After a Protector has moved, a player may still move all his Squads before the Protector Attacks.

If a Protector is victorious in Combat, it returns to its unholy Spawn Pit.

**A Protector is not considered a Wandering Monster and will not follow Event Cards which affect Wandering Monsters. The Protector is Solely concerned with Protecting it's Shrine or Temple.**

A Protector **CAN** be Subdued. A Subdued Protector becomes a player's Creature as normal, but its Protector Ability no longer applies. Some Protectors have a Subdue ability that applies when Subdued. When Subdued, Protector card is placed on a player's Control Card and its marker is removed from the game.

A Protector cannot be Hired. A Subdued Protector cannot be Abandoned or Sacrificed.

In a 3 or 4 Player game, if the Necromancer has been slain by an Opponent Squad, the victorious Necromancer then gains control of ALL Squads of the vanquished Necromancer, except the **N** Squad.

*(Ex.: C.J., the Black Wizard, has defeated the Necromancer Squad of Jason's Blood Sorcerer. Jason had in his control 3 Squads that were occupied by Creatures, C.J. may then take Jason's I-V Squad Control Cards with all creatures and items etc. upon them into his own Control. The Necromancer Control Card is put in the box. The creatures in the occupied 3 Squads will be available for use as per any other in his Control next turn.)*

The slain player's Necromancer card also goes to the opponent's Kill Point stack as per any other Creature Death.



## Phases of a Turn

### 1. Combat against any Adjacent Enemies or Wandering Monsters

Only if needed

### 2. Conjunction of Forbidden Knowledge (Mandatory)

Draw top card of on Conjunction Deck:

Keep or Discard for ONE of the resource amounts

OR draw top card of one of the discard piles. **MUST KEEP.**

### 3. Squad Actions

**A. Invoke.** Creating creatures, items and spells. (Only Necromancer may do)

**B. Secondary Conjunction.** Draw and keep a Conjunction Card. (Only Necromancer may do)

**C. Cast Spells.** (Only Creatures with Spellcasting ability may do)

**D. Excavation or Collapse.** (Only Excavators may do)

**E. Combat.**

**F. Flanking Combat.**

**G. Ranged Combat.**

**H. Hire.**

**I. Subdue.**

**Advanced Actions:**

**J. Sacrifice Minions**

**K. Flank Excavation**

### 4. Event Outcomes (must be done if Events were drawn)

#### Blood Eye Advances:

Every Creature created by Invoke, and one space after every Cycle.

#### Kill Points

3	Enemy Large	1	Wandering Large
2	Enemy Medium	.5	Wandering Medium
1	Enemy Small	.25	Wandering Small
.5	Enemy Trinket	.125	Wandering Trinket

#### Squad Size Limit

1 Large      1 Medium & 1 Small      3 Small      Trinket Creature can fit in any Squad

#### Combat Attributes

Strength (st), Special (sp), Dodge (dd),  
Bloodthirst (bt), Armor (ar), Weapon (wp)

#### Conjunction Decks:

Bribe      Construct      Summon      Abyss

## Card Symbols

Item      Spell      Trinket any can use      Movement Rate      Black Diamond      Event Redraw

Carry Only      Carry & Use      Excavator Speed      Spellcaster

Always Use      Pay to Use      Discard after Use      Binding Ability

Metals      Gore      Shadowflame

#### Excavation Tiles

Tunnel      Alcove      Crook      Antechamber

Throneroom      Shrine      Great Hall      Temple

#### SPAWN ROLL DIAGRAM

1st ROLL

2nd ROLL

1 = Metals → ? = Amount  
 2 = Gore → ? = Amount  
 3 = Shadowflame → ? = Amount  
 4 = Draw one card → 1 = Eye, 2 = Skull, 3 = Flame, 4 = Bat



## PLAYER AID

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