

Catacombs

Paul Morrow

1 Rules for Play

The Catacombs set has no board. The darkness prevents you from seeing where you are going.

WARNING TO ALL WHO ENTER HERE....

The Catacombs is not a place of joy. Be warned all who would adventure into the Dark recesses. Do not tread lightly here. There are monsters to fight and demons to survive and beasts so hideous as to chill the bone, but mostly there is the Dark One who Rules the Night. You are warned!

2 HOW TO PLAY

There are many ways to enter the Catacombs (6 Adventure cards, 2 each Dungeon, City, TimeScape cards) but there are few exits. Any player entering the Catacombs is assumed to be underground, but no one (not even the player) knows quite where. The caverns lead in random directions throughout the land. Each turn a Character is in the Catacombs, draw a Catacombs card and follow the encounter as usual. Once an Exit card is drawn, if you choose to exit, roll the dice to determine where the Character and Party emerge!

Cards encountered do not remain in play unless a player takes them. Enemies, Spirits, Strangers, Events and Places are encountered and then discarded. Object, Magic Objects and Followers which are not taken are discarded as well.

3 EFFECTS OF ADVENTURE CARDS

The Catacombs is NOT part of any region, hence Events, which effect players in other regions, will not apply, EXCEPT Earthquake! In the Catacombs you are effects by Earthquake just as on the Main Board.

4 New kind of cards

The Catacombs introduces LOCALES. For the most part these are like Places except they do not remain on the space first encountered. They are discarded whether or not they are encountered.