

# UNBROKEN

ALTEMA  
GAMES



**Print and Play**

A solo game of survival and revenge by Artem Safarov



# INSTRUCTIONS

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

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

## LARGE SHEETS:

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

## MEDIUM SHEETS:

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

## POKER-SIZED CARDS:

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

[You can use the blank cards and sheets to come up with your own Skills, Conditions, Encounters, Weapons, Characters, and Monsters for *Unbroken*]

In addition to the components above you will need 23 small tracking tokens (we recommend 8mm cubes) and a single six-sided die.

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

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

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



### RESOURCE TRACKER



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

### EFFORT TRACKER



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

8	9	10	11	12	13	14	15
---	---	----	----	----	----	----	----

16	17	18	19	20	21
----	----	----	----	----	----



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

### TIME TRACKER



0	1	2	3	4	5	6	7
---	---	---	---	---	---	---	---

8	9	10	11	12	13	14	15
---	---	----	----	----	----	----	----

16	17	18	19	20	21	22	23
----	----	----	----	----	----	----	----

24	25	26	27	28	29	30	31
----	----	----	----	----	----	----	----

### MONSTER TRACKER



0	1	2	3	4	5	6
---	---	---	---	---	---	---



0	1	2	3	4	5	6
---	---	---	---	---	---	---

7	8	9	10	11	12	13
---	---	---	----	----	----	----

14	15	16	17	18	19	20
----	----	----	----	----	----	----



## ACHIEVEMENTS



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



**CONSISTENCY IS KEY**  
Win 3 games in a row.

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD

Join the ranks of the *Unbroken* leaderboards online at [www.PlayUnbroken.com](http://www.PlayUnbroken.com)

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## ACHIEVEMENTS



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD



**SKILL**  
Win the game with 4 or more Skills.

EASY  
NORMAL  
HARD



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

EASY  
NORMAL  
HARD

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UNBROKEN: SCOREPAD

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

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UNBROKEN: SCOREPAD

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

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UNBROKEN: SCOREPAD

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

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UNBROKEN: SCOREPAD

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

Character	x2	x3	x5	
Difficulty	x3	x10	Score	
Date	x2	x3		

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### Combat Phase

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

**1A. Ambush Step:**

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

**1B. Trickery Step:**

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

**2. Battle Step:**

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

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

**3. Rewards Step:**

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

**4. Hunger Step:**

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

**End of Combat Phase:**

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

**End of Game**

The game will end in 1 of 2 ways:

- You cannot spend when required to during the Battle Step or Hunger Step: you lose.
- You defeat the final monster in Level 4 and do not die of starvation: you win! Calculate your score on the Scorepad and note your Achievements if you win, or reshuffle to start all over again if you dare to revisit the Dark!

Remain Unbroken!

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## QUICKSTART GUIDE

### Setup

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

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

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

Travel Phase

(Flip over to use the Quickstart Reference Sheets to track game phases.)

Get your token to begin your journey into the Dark.

**1. Preparation Step:**

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

**2. Decision Step:**

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

**3. Exploration Step:**

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

Grab the and read on for the Combat Phase!

1

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## QUICKSTART REFERENCE TRAVEL PHASE

START HERE

**1. PREPARATION STEP**  
Take as many General/Travel Actions as you wish. After each action, does Time Tracker reach 0?

YES → Go to Step 1A.

NO

**2. DECISION STEP**  
Are you going to fight the monster now?

YES → Go to Step 1B.

NO

**3. EXPLORATION STEP**  
Reveal 2 ENCOUNTER Cards (more/less as per effects in play). Select 1, then discard the rest.

**REST**  
Receive equal to the ENCOUNTER Card's Time Value.

**ENCOUNTER**  
Perform the Exchange on the ENCOUNTER Card

Lose equal to the ENCOUNTER Card's Time Value. Does Time Tracker reach 0?

NO → Go to Preparation Step.

YES → Go to Step 1A.

3

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## QUICKSTART REFERENCE COMBAT PHASE

**1A. AMBUSH STEP**  
Reveal the monster (if not yet revealed). Reset - Apply the Ambush Effect.

**1B. TRICKERY STEP**  
Reveal the monster (if not yet revealed). Reset - Will you trick the monster?

NO

YES → Pay the Trickery Cost.

**2. BATTLE STEP**  
You and the monster take turns in Combat. Make attacks and take actions to defeat the monster. Were you able to win?

NO

YES → **3. REWARDS STEP**  
Receive the listed Reward, including a new SKILL Card (Draw 2, Keep 1).

**4. HUNGER STEP**  
You may spend equal to current Level [ Requirement]. For every you eat, gain 1 . Lose 1 for 1st you lack, 2 for 2nd you lack, etc. Are you still alive?

NO → **YOU ARE DEAD.**

YES → Advance to next Level. Fill Character Ability bar up to the current Level. Discard any active CONDITION Card(s). Apply the CONDITION Card(s) you gained for the next Level. Go to Step 1. Preparation Step.

Was the monster you defeated Level 4 [ ]?

NO

YES → **YOU WIN!**

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## GIANT SPIDER

Ansheb

3

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

**TRICKERY**

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

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

### COMBAT ACTION

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

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## GIBBERLING

Tishtak

2

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

**TRICKERY**

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

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

### COMBAT ACTION

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

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





## FERAL HYENA

Hesinda

4

**AMBUSH**

Lose

**TRICKERY**



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

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

### COMBAT ACTION

	<b>MISS</b>	No effect
	<b>MISS</b>	No effect
	<b>MISS</b>	No effect
	<b>WOUND</b>	Lose 
	<b>WARN</b>	Lose 
	<b>DAZE</b>	Reduce  to   (lose   if unable)

**REWARD**









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## KOBOLD CRAFTER

Snark

3

**AMBUSH**

Kobold ignores your first attack

**TRICKERY**



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

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

### COMBAT ACTION

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

**REWARD**







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## SHRIEKING FUNGUS

Milhen, spore of Murruga

**3** 

**AMBUSH**

Shrieking Fungus gains +2 to all Combat Rolls

**TRICKERY**

-



Oozing slimy pus, the disgusting, unnerving mutant can barely breathe with the amount of corruption coursing through its innards. You act quickly to end the terrible thing's miserable life, when it suddenly lets out an unexpected howl that pierces your ears.

### COMBAT ACTION

	<b>WOUND</b>	Lose	
	<b>WARN</b>	Lose	
	<b>WARN</b>	Lose	
	<b>REGENERATE</b>	Shrieking Fungus heals <b>1</b> 	
	<b>SPORE</b>	Gain the Panicked  for Level 2 (  )	
	<b>SPORE</b>	Gain the Paranoid  for Level 2 (  )	



**REWARD**









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## WERERAT

Rosalind

**2** 

**AMBUSH**

Lose

**TRICKERY**



Cursed and consumed by an unknown source, she claws at you with an insatiable bloodlust. Your visible keepsakes that pay respect to your fallen comrades unfortunately fuel her vengeance even more...

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

### COMBAT ACTION

	<b>WOUND</b>	Lose	
	<b>WOUND</b>	Lose	
	<b>WOUND</b>	Lose	 
	<b>WOUND</b>	Lose	 
	<b>STEAL</b>	Lose  (lose   if unable)	
	<b>CONFUSE</b>	Lose  (lose   if unable)	



**REWARD**









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## TROGLODYTE

El'lah


1



4






**AMBUSH**

Lose 

You may not attack  
for 2 turns

**TRICKERY**




You notice this battle is not her first. Tasked with defending the witches from her homeland, this reptilian soldier fights with primal fury. The markings self-painted on her scales signify a badge of honor to her people, like in the stories you remember. The dried blood looks similar in color to the cave paintings you've seen scrawled all over the walls.


## ABOMINATION

Lascar

6






**AMBUSH**

Lose 

+ Downgrade Weapon



















**TRICKERY**










Wracked by an otherworldly corruption, a shambling-yet-vicious monstrosity sets its gruesome sights on you, one final agonizing victim to consume before it perishes once and for all...

### COMBAT ACTION

	<b>MISS</b>	No effect
	<b>WOUND</b>	Lose 
	<b>STENCH</b>	Lose  and gain the <b>Weakened</b>  for 2 turns
	<b>WOUND</b>	Lose  
	<b>DAZE</b>	Reduce  to   (lose   if unable)
	<b>THREATEN</b>	Gain the <b>Afraid</b>  for Level 3 

















**REWARD**










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### COMBAT ACTION

	<b>SURGE</b>	Inflict  to the Abomination
	<b>SURGE</b>	Inflict  to the Abomination and lose 
	<b>WOUND</b>	Lose 
	<b>STEAL</b>	Lose  (lose  if unable)
	<b>REND</b>	Gain the <b>Weakened</b>  for Level 3 
	<b>CURSE</b>	Gain the <b>Cursed</b>  for Level 3 

**REWARD**



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## CAVE BEAR

Daynu

5

**AMBUSH**

Lose

**TRICKERY**

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

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

### COMBAT ACTION

	<b>MISS</b>	No effect	
	<b>WOUND</b>	Lose	
	<b>STEAL</b>	Lose	(lose   if unable)
	<b>WOUND</b>	Lose	
	<b>WARN</b>	Lose	
	<b>WOUND</b>	Lose	

**REWARD**

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## CRAZED SURVIVOR

Hirk

4

**AMBUSH**

Gain the Crippled

for
 

3

**TRICKERY**

Downgrade  
Weapon

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

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

### COMBAT ACTION

	<b>MISS</b>	No effect	
	<b>WOUND</b>	Lose	
	<b>WOUND</b>	Lose	
	<b>WARN</b>	Lose	
	<b>STEAL</b>	Lose	(lose   if unable)
	<b>THREATEN</b>	Gain the Weakened  for Level 3 <div style="border: 1px solid black; border-radius: 50%; width: 20px; height: 20px; display: flex; align-items: center; justify-content: center;"> <span style="font-size: 12px; font-weight: bold;">3</span> </div>	

**REWARD**

Basic Weapon  
of choice

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## MINOTAUR

Andrak

**8**

**AMBUSH**

Lose

**TRICKERY**

-

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

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

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

### COMBAT ACTION

	<b>WOUND</b>	Lose		
	<b>WOUND</b>	Lose		
	<b>THREATEN</b>	Gain the <b>Afraid</b> for Level 4		
	<b>WOUND</b>	Lose		
	<b>GORE</b>	Lose		and gain the <b>Crippled</b> for Level 4
	<b>DAZE</b>	Lose		(lose    if unable)

**REWARD**

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## ORC BRUTE

Umkala Silverhand

**1**

**AMBUSH**

Passive:

Each time you suffer a **WOUND** effect lose

+

**TRICKERY**

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

### COMBAT ACTION

	<b>WOUND</b>	Lose		
	<b>WOUND</b>	Lose		
	<b>WOUND</b>	Lose		
	<b>WOUND</b>	Lose		
	<b>DAZE</b>	Reduce  to  (lose   if unable)		
	<b>WOUND</b>	Lose		(lose    if unable)

**REWARD**

{
or

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## BUGBEAR WARLORD

Bulgar

1



5



### AMBUSH

Lose





### TRICKERY







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

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

### COMBAT ACTION

	<b>MISS</b>	No effect
	<b>WOUND</b>	Lose 
	<b>WOUND</b>	Lose  
	<b>DAZE</b>	Gain the Crippled  for Level 4 
	<b>DAZE</b>	Gain the Amnesia  for Level 4 
	<b>DAZE</b>	Reduce  to  (lose   if unable)

REWARD












## DARK ELF

Kantaria

1



5



### AMBUSH

Gain the Weakened and Paranoid  for Level 4 

### TRICKERY








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

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

### COMBAT ACTION

	<b>WOUND</b>	Lose 
	<b>WOUND</b>	Lose   
	<b>WOUND</b>	Lose   
	<b>CONFUSE</b>	Gain the Paranoid  for Level 4 
	<b>THREATEN</b>	Gain the Panicked  for Level 4 
	<b>CONFUSE</b>	Discard a random  (lose    if unable)

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## SAVAGE GNOLL

Schin'kal

8

❤️

**AMBUSH**  
Passive:  
Gnoll takes  
2 turns every  
round

**TRICKERY**

🔪

🥂

📜



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

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

### COMBAT ACTION

👉	<b>MISS</b>	No effect
👉👉	<b>DISARM</b>	Downgrade Weapon to  for 1 turn
👉👉👉	<b>WARN</b>	Lose 
👉👉👉👉	<b>WOUND</b>	Lose 
👉👉👉👉👉	<b>THREATEN</b>	Gain the Afraid  for Level 4 (👉👉👉)
👉👉👉👉👉👉	<b>STEAL</b>	Lose  or  or  or  (lose   if unable)

REWARD









SKILL

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## HOBGOBLIN

Steelkraus

3

🌀

4

❤️

**AMBUSH**  
Hobgoblin gains

1

🌀

**TRICKERY**  
+ Downgrade  
Weapon

🦊

+

Downgrade  
Weapon



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

### COMBAT ACTION

👉	<b>MISS</b>	No effect
👉👉	<b>WOUND</b>	Lose 
👉👉👉	<b>WOUND</b>	Lose 
👉👉👉👉	<b>WARN</b>	Lose 
👉👉👉👉👉	<b>DEFEND</b>	Hobgoblin ignores your next attack
👉👉👉👉👉👉	<b>DISARM</b>	Downgrade Weapon to  for 2 turns

REWARD











Armored  
SKILL

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## TROLL

Moodljin

13

### AMBUSH

Lose

Troll takes a turn for each

you could not lose

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

Response: After taking his turn the Troll heals

### COMBAT ACTION

	<b>WOUND</b>	Lose	
	<b>WOUND</b>	Lose	
	<b>WOUND</b>	Lose	
	<b>DISARM</b>	Downgrade Weapon to  for 1 turn	
	<b>DAZE</b>	Reduce  to  (lose   if unable)	
	<b>DAZE</b>	Reduce  to    (lose   if unable)	

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## BASILISK

Antsingy

1

12

### AMBUSH

The Paralyzed enters play with 2 additional tokens

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

Response: At the beginning of the Battle Step immediately gain Paralyzed [2]

Response: You may spend instead of rolling for Paralysis.

Passive: Basilisk cannot suffer more than in a round.

### COMBAT ACTION

	<b>WOUND</b>	Lose	
	<b>GAZE</b>	+1 Paralysis on the Paralyzed  Card	
	<b>GAZE</b>	+1 Paralysis on the Paralyzed  Card	
	<b>STEAL</b>	Lose  (lose   if unable)	
	<b>STEAL</b>	Lose  (lose    if unable)	
	<b>WOUND</b>	Lose    and +1 Paralysis on the Paralyzed	

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## OGRE

Maj'kar

**3**

**8**

### AMBUSH

Lose

Your

Requirement  
is +1 for  
this Level

Probably corrupted long before the Dark overtook him. Now this gargantuan glutton devours you with his eyes, basking in the glory of satiating his hunger for fresh meat. You refuse to retire yourself to his bag of severed "keepsakes" he pilfered from poor lost souls in the Dark. Yet, you can at least rest easy knowing your severed head will look better than the other rotted trophies in his pouch.

Combat Action: Spend to break **1**

Passive: Ogre cannot suffer more than **3** in a round.

### COMBAT ACTION

	<b>MISS</b>	No effect
	<b>WOUND</b>	Lose
	<b>WOUND</b>	Lose
	<b>DAZE</b>	Lose  (lose    if unable)
	<b>DEFEND</b>	Ogre ignores your next attack
	<b>DESTROY</b>	Downgrade Weapon (re-roll if )

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## SHAMAN

Misthunter

**1**

**10**

### AMBUSH

Lose

Passive:

All actions have an  
additional cost of

A smoldering skull drips remnants of an old potion onto the creature's green skin. Whenever she opens her eyes, an immense power emanates from within her — something dark and terrible. A sense of defeat overwhelms and paralyzes you. Despite this, you search inside yourself to remember rituals from your past to defeat this powerful resident of the Dark.

Passive: All attacks have an additional cost of

### COMBAT ACTION

	<b>SURGE</b>	Break Shaman's <b>1</b> . Shaman gains +1 to all Combat Rolls
	<b>MISS</b>	No effect
	<b>ARMOR</b>	Shaman gains <b>1</b>
	<b>CONFUSE</b>	Lose  (lose   if unable)
	<b>DAZE</b>	Lose  (lose    if unable)
	<b>WRACK</b>	Lose

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13

## AMBUSH

Lose



Vampire ignores your first attack

# VAMPIRE

Lady Luna



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

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

Combat Action: Spend to gain

## COMBAT ACTION

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

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16

## AMBUSH

-

# WYVERN

Zesku



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

Response: At the beginning of the Battle Step immediately gain Poisoned [0]

Combat Action: Spend to inflict

## COMBAT ACTION

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

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 <div data-bbox="414 175 548 271"></div> <div data-bbox="403 295 571 327"><b>AMBUSH</b></div> <div data-bbox="392 486 582 518"><b>TRICKERY</b></div>	 <div data-bbox="1164 175 1299 271"></div> <div data-bbox="1153 287 1332 319"><b>AMBUSH</b></div> <div data-bbox="1142 446 1344 478"><b>TRICKERY</b></div>
<div data-bbox="548 829 896 869"><b>COMBAT ACTION</b></div> <div data-bbox="380 917 436 1292"></div> <div data-bbox="425 1396 571 1428"><b>REWARD</b></div> <div data-bbox="604 1460 840 1484"><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></div>	<div data-bbox="1299 829 1646 869"><b>COMBAT ACTION</b></div> <div data-bbox="1131 917 1187 1292"></div> <div data-bbox="1187 1396 1332 1428"><b>REWARD</b></div> <div data-bbox="1355 1460 1590 1484"><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></div>



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


















 <p><b>AMBUSH</b></p> <p><b>TRICKERY</b></p>	 <p><b>AMBUSH</b></p>
<p><b>COMBAT ACTION</b></p> <div data-bbox="380 909 448 1292"></div> <p><b>REWARD</b></p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>COMBAT ACTION</b></p> <div data-bbox="1120 1069 1187 1452"></div> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>



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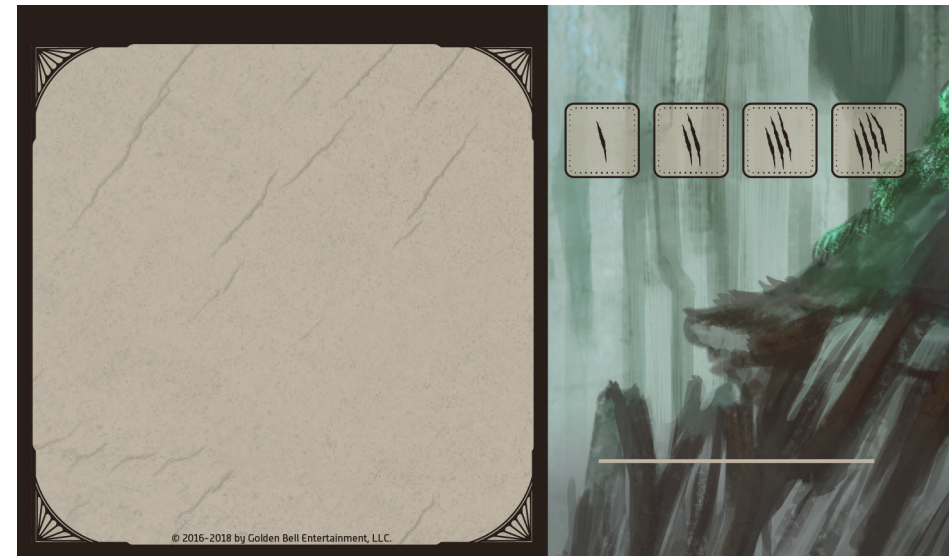
<p><b>SCAVENGE</b>   Travel Action:</p> <p><b>SPEND</b>   <b>GAIN</b> </p> <p><b>LAY OF THE LAND</b>   Travel Action: Look at the top 5 card of the  Deck</p> <p><b>SUBSIST</b>   Response: At the beginning of the Hunger Step, reduce your  Requirement by 1.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>HUNTRESS</b></p> <div>     </div>  <p><b>Kirilla 'el Kaer</b></p> <p>Living off the land, taking only what you need when you need it, your skills are perfectly attuned for escaping these treacherous catacombs. Luckily, your sharp memory and tracking skills serve you well. So far...</p>	<p><b>TAKE A PEEK</b>   Travel Action: Reveal 1 Additional  Card during the Exploration Step.</p> <p><b>FLEXIBLE</b>   Response: Before gaining a new  Card reveal 1 additional  Card to select from.</p> <p><b>DODGE</b>   Response: After a monster's Combat Roll, spend  to reduce the roll result by 1.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>SNEAK</b></p> <div>     </div>  <p><b>Mae'el</b></p> <p>You know you can easily slip by these dangers blocking the end of your little journey. With the promise of stories to bring back home, as long as you escape, you'll have quite the adventure to recount. You only need to survive...</p>
<p><b>I'VE SEEN WORSE</b>   Response: After a monster's Combat Roll, roll the 6-sided Slashes Die again. Use either of the results.</p> <p><b>JUST A SCRATCH</b>   Response: After losing  to a <b>WOUND</b> effect, reduce the amount of  lost by 1 to a minimum of 1.</p> <p><b>POWER THROUGH</b>   Response: After choosing a Wounding Attack, spend   to increase Attack Power by  1</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>BRAWLER</b></p> <div>     </div>  <p><b>Niola</b></p> <p>Fighting on the grimy streets your whole life, you hope you're trained enough to survive. Thankfully, you're no stranger to rough stuff.</p>	<p><b>TOME KNOWLEDGE</b>   General Action:</p> <p><b>SPEND</b>   <b>GAIN</b> </p> <p><b>MEMORIZE</b>   Response: After the Encounter Step, put 1 of the revealed  Cards that you did not select on top of the  Deck. Then, commit to the next </p> <p><b>DANGEROUS IDEA</b>   Travel Action: Roll the 6-sided Slashes Die. If your roll is higher than the current Level, gain  On a roll of 1, lose </p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>SAGE</b></p> <div>     </div>  <p><b>Helena</b></p> <p>Omens and prophecies continue guiding you through the terrifying horrors underground. You must not fail here, for if you do...you fail everyone.</p>



<p><b>TAKE A PEEK</b>   Travel Action:</p> <p>Reveal 1 Additional <b>ENCOUNTER</b> Card during the Exploration Step.</p> <p><b>FLEXIBLE</b>   Response:</p> <p>Before gaining a new <b>SKILL</b> Card reveal 1 additional <b>SKILL</b> Card to select from.</p> <p><b>DODGE</b>   Response:</p> <p>After a monster's Combat Roll, spend  to reduce the roll result by 1.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>SNEAK</b></p> <div>     </div>  <p><b>Maxyn Zenma</b></p> <p>Getting out of these filthy caverns was never going to be easy, but you still have some tricks up your sleeves...</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>SCAVENGE</b>   Travel Action:</p> <p><b>SPEND</b>   <b>GAIN</b> </p> <p><b>LAY OF THE LAND</b>   Travel Action:</p> <p>Look at the top 5 card of the <b>ENCOUNTER</b> Deck</p> <p><b>SUBSIST</b>   Response:</p> <p>At the beginning of the Hunger Step, reduce your  Requirement by 1.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>HUNTER</b></p> <div>     </div>  <p><b>Huckdorf</b></p> <p>No past to speak of. No memory of your life before the Dark. You push on because that's all you can focus on. One thing you know for sure — nobody touches the hat.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>
<p><b>TOME KNOWLEDGE</b>   General Action:</p> <p><b>SPEND</b>   <b>GAIN</b> </p> <p><b>MEMORIZE</b>   Response:</p> <p>After the Encounter Step, put 1 of the revealed <b>ENCOUNTER</b> Cards that you did not select on top of the <b>ENCOUNTER</b> Deck.</p> <p>Then, commit to the next <b>ENCOUNTER</b></p> <p><b>DANGEROUS IDEA</b>   Travel Action:</p> <p>Roll the 6-sided Slashes Die. If your roll is higher than the current Level, gain </p> <p>On a roll of 1, lose </p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>SAGE</b></p> <div>     </div>  <p><b>Tomu</b></p> <p>Imprisoned for far too long, you find yourself trapped underground yet again. But not even the quaking, fearsome monsters of the night will keep you from your hallowed destiny.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>I'VE SEEN WORSE</b>   Response:</p> <p>After a monster's Combat Roll, roll the 6-sided Slashes Die again. Use either of the results.</p> <p><b>JUST A SCRATCH</b>   Response:</p> <p>After losing  to a <b>WOUND</b> effect, reduce the amount of  lost by 1 to a minimum of 1.</p> <p><b>POWER THROUGH</b>   Response:</p> <p>After choosing a Wounding Attack, spend   to increase Attack Power by  1</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>	<p><b>BRAWLER</b></p> <div>     </div>  <p><b>Caellahan</b></p> <p>Making quick work of lowlifes in taverns back at the Capital, you're not so worried about your next brawl. At your peak strength, these scrawny creatures surrounding you won't take you down without a fight...but they can try.</p> <p><small>© 2016-2018 by Golden Bell Entertainment, LLC.</small></p>



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**BASIC WEAPON**

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

**UPGRADE TO THE** **UPGRADE TO THE**

**CLUB** **KNIFE**

**BASIC WEAPON**

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

**KNIFE**

**UPGRADE TO THE** **UPGRADE TO THE**

**SWORD** **SPEAR**

**BASIC WEAPON**

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

**CLUB**

**UPGRADE TO THE** **UPGRADE TO THE**

**MAUL** **AXE**

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ADVANCED WEAPON  
**SWORD**

This sword, once a weapon, fashioned for the noble sort, isn't pretty. Its hilt is made from fragments of scattered wood and brittle bones. Nevertheless, in your hands this blade can still sing. It's about time.



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	=		1
	=		1
	=		3
	=		5

ADVANCED WEAPON  
**AXE**

This beautiful weapon flawlessly flies through the air as you repeatedly swing and bury it in the skulls of your foes. Now, to send your axe home where it belongs. Careful, be sure to watch for splinters...



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	=		1
	=		5
	=		5

ADVANCED WEAPON  
**SPEAR**

Keeping the raging beasts at bay with this piercing weapon, you strike at every weak point, bleeding out every one of your enemies. The spilled blood awakens something within you.



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	=		1
	=		2
	=		3
	=		5

ADVANCED WEAPON  
**MAUL**

Monsters beware! You shall crush foes using this heavy, cruel weapon, perfect for smashing armor. In a time of war, who's better than a hammer forged from your journey's exploits? So now, the Dark will fear you and you will make THEM PAY!



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	=		1
	=		2
	=		3
	=		4
	=		5



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ACTIONS GUIDE

SPEND

FOCUS

General Action

INSPIRATION

General Action

PLAN

General Action

CRAFT

General Action

ORIENTEER

Travel Action

SCOUT

Travel Action

GAIN

Upgrade Weapon

Reveal 2 additional cards during Exploration

Reveal monster

WEAPON

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# Unbroken: Encounter Cards - Double sided sheets - set printer to flip on short edge to match the backs of the cards

 <div data-bbox="347 470 481 566"> <p>2</p>  </div> <div data-bbox="526 510 638 534"> <p>Rachel Korsen</p> </div> <div data-bbox="257 558 548 598"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="302 614 593 670"> <p>—   </p> </div> <div data-bbox="235 686 616 750"> <p>Scorching flames encapsulate and dance around the preserved talisman of power. Its strange glow disperses through the Dark around you, preserving the strength of forlorn misfits, inspiring you for countless battles on the horizon.</p> </div> <p><b>GOLDEN AMULET</b></p>	 <div data-bbox="817 470 952 566"> <p>1</p>  </div> <div data-bbox="683 510 795 534"> <p>Artem Sarafov</p> </div> <div data-bbox="996 510 1108 534"> <p>Jon Meller</p> </div> <div data-bbox="739 558 1030 598"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="750 614 1019 670"> <p> </p> </div> <div data-bbox="705 686 1086 750"> <p>This faded, blood-stained map serves you one purpose. Remembering "X" always marks the spot, you orient yourself to the adjoining room for food stores using a discarded key. Secret locations and walled-off rooms must protect certain valuables you will need later.</p> </div> <p><b>OLD CARTOGRAPHER'S MAP</b></p>	 <div data-bbox="1288 470 1422 566"> <p>0</p>  </div> <div data-bbox="1467 510 1579 534"> <p>Jacob Atienza</p> </div> <div data-bbox="1209 558 1534 598"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="1220 614 1523 670"> <p> <b>Reveal 3 additional</b> <b>ENCOUNTER Cards</b> <b>next Exploration</b></p> </div> <div data-bbox="1176 686 1556 750"> <p>Staring ahead with grim determination, you harness the anger within, leading you to better plan for whatever waits around the corner of this underground maze. With dead ends and winding pathways, the last thing you want to do is retrace your steps.</p> </div> <p><b>A LOOK AHEAD</b></p>	 <div data-bbox="1758 470 1892 566"> <p>1</p>  </div> <div data-bbox="1937 510 2049 534"> <p>Nikolai Ostertag</p> </div> <div data-bbox="1680 558 1982 598"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="1691 614 1971 670"> <p> </p> </div> <div data-bbox="1646 686 2027 750"> <p>You pay your respects for a fallen comrade at a crudely-marked mass grave. All that drives you now is a constant, burning desire for revenge, reinvigorating your search for an escape from these unending underground chambers.</p> </div> <p><b>BURYING A FRIEND</b></p>
 <div data-bbox="347 1157 481 1252"> <p>4</p>  </div> <div data-bbox="526 1181 638 1204"> <p>Barbara Lucas</p> </div> <div data-bbox="257 1228 548 1268"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="280 1284 571 1340"> <p>  </p> </div> <div data-bbox="235 1356 616 1420"> <p>You vaguely remember this fruit being poisonous. You're careful when picking them, aware that they've somehow affected your companions not long ago. Skulls appear in the air, and you're not sure if you're hallucinating.</p> </div> <p><b>SUSPICIOUS FRUIT</b></p>	 <div data-bbox="817 1157 952 1252"> <p>1</p>  </div> <div data-bbox="996 1181 1108 1204"> <p>Nikolai Ostertag</p> </div> <div data-bbox="739 1228 1030 1268"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="750 1284 1086 1340"> <p>    </p> </div> <div data-bbox="728 1356 1064 1420"> <p>Some of your scarce food will go a long way toward making you stronger for the dangers lurking in the shadows. For the beasts might attack you at any time...</p> </div> <p><b>RAVENOUS HUNGER</b></p>	 <div data-bbox="1288 1157 1422 1252"> <p>4</p>  </div> <div data-bbox="1467 1181 1579 1204"> <p>Nikolai Ostertag</p> </div> <div data-bbox="1209 1228 1534 1268"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="1220 1284 1523 1340"> <p>   </p> </div> <div data-bbox="1176 1356 1556 1420"> <p>An enraged boar attacks you. The struggle is taxing, but the meat is plentiful and will nourish you for the journey ahead.</p> </div> <p><b>BOAR AMBUSH</b></p>	 <div data-bbox="1758 1157 1892 1252"> <p>1</p>  </div> <div data-bbox="1937 1181 2049 1204"> <p>Nikolai Ostertag</p> </div> <div data-bbox="1680 1228 1982 1268"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="1691 1284 1971 1340"> <p>— </p> </div> <div data-bbox="1646 1356 2027 1420"> <p>Some discarded lumber. Perhaps you can put it to good use. Who could have left it behind?</p> </div> <p><b>LUMBER ENTHUSIAST</b></p>



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 <div data-bbox="347 470 481 566"> <b>1</b>  </div> <div data-bbox="526 510 638 526">Nikolai Ostertag</div> <div data-bbox="257 558 548 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="280 598 347 678"></div> <div data-bbox="414 598 593 678"></div> <div data-bbox="235 694 593 742"> <p>No one will see you build a fire in this crevasse. Unless this grotto is home to something else...</p> </div> <div data-bbox="257 758 571 790"><b>SECLUDED CREVASSE</b></div>	 <div data-bbox="817 470 952 566"> <b>3</b>  </div> <div data-bbox="996 510 1108 526">Barbara Lucas</div> <div data-bbox="728 558 1019 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="750 598 817 678"></div> <div data-bbox="907 598 1041 678"></div> <div data-bbox="705 686 1086 750"> <p>Remains of a small fire. You satisfy its hunger, and it returns warmth. Crackling and burning from within, your strength swells with the flames, leaving you a force to be reckoned with.</p> </div> <div data-bbox="728 758 1064 790"><b>THE GLOWING EMBERS</b></div>	 <div data-bbox="1288 470 1422 566"> <b>2</b>  </div> <div data-bbox="1467 510 1579 526">Jacob Atienza</div> <div data-bbox="1198 558 1489 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1243 622 1265 638">-</div> <div data-bbox="1377 598 1512 678"></div> <div data-bbox="1176 694 1556 742"> <p>You cannot go on any longer. You take the time to stop and catch your breath before you collapse, remembering the somber face of your fallen expedition member.</p> </div> <div data-bbox="1220 758 1512 790"><b>A CHANCE TO REST</b></div>	 <div data-bbox="1758 470 1892 566"> <b>3</b>  </div> <div data-bbox="1937 510 2049 526">Nikolai Ostertag</div> <div data-bbox="1668 558 1960 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1691 598 1758 678"></div> <div data-bbox="1848 598 1982 678"></div> <div data-bbox="1646 694 2027 742"> <p>Hunting trophies litter the bugbear's den. Some look oddly familiar. If you build a fire, you can make some of the leftover meat edible for later...</p> </div> <div data-bbox="1668 758 2004 790"><b>RAW HUNTING TROPHIES</b></div>
 <div data-bbox="347 1141 481 1236"> <b>2</b>  </div> <div data-bbox="526 1181 638 1197">Nikolai Ostertag</div> <div data-bbox="257 1228 548 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="280 1268 347 1348"></div> <div data-bbox="459 1268 548 1300"><b>Armored</b></div> <div data-bbox="481 1300 526 1332"></div> <div data-bbox="436 1324 571 1356"><b>(immediately)</b></div> <div data-bbox="235 1364 593 1420"> <p>An old, faded emblem of a snarling wolf adorns the now-abandoned armor. Donning it might serve you well for the battles to come.</p> </div> <div data-bbox="302 1428 526 1460"><b>RUSTED ARMOR</b></div>	 <div data-bbox="817 1141 952 1236"> <b>1</b>  </div> <div data-bbox="996 1181 1108 1197">Nikolai Ostertag</div> <div data-bbox="728 1228 1019 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="750 1268 817 1348"></div> <div data-bbox="952 1268 996 1348"></div> <div data-bbox="705 1356 1086 1428"> <p>Coated in dried blood, with no fur in sight. Curiously, you question how the last creature escaped this misplaced bear trap. Will you avoid bloodying your hands while tearing apart the rusted contraption for extra resources?</p> </div> <div data-bbox="705 1428 1086 1460"><b>INSTRUMENT OF TORTURE</b></div>	 <div data-bbox="1288 1141 1422 1236"> <b>1</b>  </div> <div data-bbox="1467 1181 1579 1197">Nikolai Ostertag</div> <div data-bbox="1198 1228 1489 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1198 1268 1310 1316"><b>Commit to the next</b></div> <div data-bbox="1220 1316 1288 1348"></div> <div data-bbox="1422 1268 1467 1348"></div> <div data-bbox="1176 1356 1556 1428"> <p>Taking a sharp, discarded weapon might mean you must face what's around the corner. The sounds of goblins and other horrors bounce and echo off the walls. Time is running out. Tick-tock.</p> </div> <div data-bbox="1198 1428 1534 1460"><b>DISCARDED WEAPONRY</b></div>	 <div data-bbox="1758 1141 1892 1236"> <b>2</b>  </div> <div data-bbox="1937 1181 2049 1197">Nikolai Ostertag</div> <div data-bbox="1668 1228 1960 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1691 1292 1713 1308">-</div> <div data-bbox="1870 1268 1960 1348"></div> <div data-bbox="1668 1364 2027 1420"> <p>A disgusting, slimy creature crawls along the wall. Capturing it is easy. The challenge is keeping it down. Gulp. It's slimy, yet satisfying...</p> </div> <div data-bbox="1668 1428 2004 1460"><b>SLIMY YET NOURISHING</b></div>



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 <div data-bbox="203 464 622 746"> <div>1</div> <div>SPEND</div> <div>GAIN</div> <p>The dark, gaping entrance to the hovel begs for a visitor. Voices beckon and ask you to part with a piece of yourself for knowledge of the Dark. You feel the need to prepare for the monsters ahead at any cost.</p> </div> <p>ABANDONED HOVEL</p>	 <div data-bbox="678 464 1097 746"> <div>0</div> <div>SPEND</div> <div>GAIN</div> <p>Lightning-quick, you chase after the rodents to stave off your hunger. They seem to be following the red letters marked along the walls.</p> </div> <p>CHASING RODENTS</p>	 <div data-bbox="1153 464 1572 746"> <div>2</div> <div>SPEND</div> <div>GAIN</div> <p>You struggle to decipher the cryptic blood markings staining the wall. What little you learn from this occult language grants you some insight of the catacomb's previous inhabitants. Still, the translated references to a faraway place remain a mystery.</p> </div> <p>CRYPTIC MARKINGS</p>	 <div data-bbox="1628 464 2047 746"> <div>1</div> <div>SPEND</div> <div>GAIN</div> <p>The two orcs argue about where bats and blood drinkers lurk in the deeper caves. Your curiosity gets the better of you, but, if you linger too long, you run the risk of being discovered.</p> </div> <p>EAVESDROPPING</p>
 <div data-bbox="203 1145 622 1428"> <div>5</div> <div>SPEND</div> <div>GAIN</div> <p>You spend a long time tracking a pack of reptilian creatures, learning their movements by studying the trail they leave behind. Ahead, you notice another set of smaller footprints resembling those of a fox — you remember seeing these tracks before...</p> </div> <p>CURIOUS TRACKS</p>	 <div data-bbox="678 1145 1097 1428"> <div>2</div> <div>SPEND</div> <div>GAIN</div> <p>The eyes peering at you from the deep dark of the catacombs — they torture you, shadows digging into your spirit. But you gather your resolve to overcome this foul place.</p> </div> <p>THE DARK PLACES</p>	 <div data-bbox="1153 1145 1572 1428"> <div>1</div> <div>SPEND</div> <div>GAIN</div> <p>Bats glide overhead. All you can think about is your next meal. Will you leap up and grab a few out of the air to feed yourself?</p> </div> <p>JUICY BATS</p>	 <div data-bbox="1628 1145 2047 1428"> <div>1</div> <div>SPEND</div> <div>GAIN</div> <p>You find a twisted and deformed tree. You wonder how it came to be this way. You must act quickly to collect some wood for later use, as the gnarled branches appear to move and claw toward the ground.</p> </div> <p>DEFORMED TREE</p>



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 <div data-bbox="347 1141 481 1236"> <b>2</b>  </div> <div data-bbox="526 1173 638 1197"> <small>Nikolai Osterlag</small> </div> <div data-bbox="257 1236 548 1268"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="268 1268 347 1348">  </div> <div data-bbox="436 1268 560 1348">  </div> <div data-bbox="235 1364 593 1420"> <p><i>The hunger is too much to bear, clawing and gnawing at your insides. You disregard your careful rationing and feast on some of your scant supplies.</i></p> </div> <div data-bbox="291 1428 526 1460"> <b>HUNGER PANGS</b> </div>	 <div data-bbox="817 1141 952 1236"> <b>1</b>  </div> <div data-bbox="996 1173 1108 1197"> <small>Jacob Atienza</small> </div> <div data-bbox="739 1236 1019 1268"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="772 1292 795 1308"> <p>—</p> </div> <div data-bbox="918 1268 1041 1348">  </div> <div data-bbox="716 1364 1064 1420"> <p><i>Resting against a stone wall, a memory captures you. You're now better able to plan for your next step through the otherworldly ruins around you.</i></p> </div> <div data-bbox="739 1428 1030 1460"> <b>CATCHING A BREATH</b> </div>	 <div data-bbox="1288 1141 1422 1236"> <b>2</b>  </div> <div data-bbox="1467 1173 1579 1197"> <small>Jacob Atienza</small> </div> <div data-bbox="1209 1236 1489 1268"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1232 1268 1299 1348">  </div> <div data-bbox="1411 1268 1489 1348">  </div> <div data-bbox="1198 1356 1523 1428"> <p><i>Evidence of other explorers or bandits building the structure in haste is clear. Resting here may be an option, but the broken-down pieces show it might need some wood to patch up.</i></p> </div> <div data-bbox="1209 1428 1512 1460"> <b>MAKESHIFT SHELTER</b> </div>	 <div data-bbox="1758 1141 1892 1236"> <b>3</b>  </div> <div data-bbox="1937 1173 2049 1197"> <small>Nikolai Osterlag</small> </div> <div data-bbox="1680 1236 1960 1268"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1713 1292 1736 1308"> <p>—</p> </div> <div data-bbox="1836 1268 2016 1348">  </div> <div data-bbox="1668 1364 2004 1420"> <p><i>Near the brink of collapse, a well-deserved rest by a kindled fire does you some good, spiriting you for the battles to come.</i></p> </div> <div data-bbox="1668 1428 2004 1460"> <b>EDGE OF EXHAUSTION</b> </div>




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 <div data-bbox="347 1141 481 1236"> <p>1</p>  </div> <div data-bbox="526 1173 638 1197"> <p>Rachel Korsen</p> </div> <div data-bbox="257 1228 548 1260"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="302 1292 324 1316"> <p>—</p> </div> <div data-bbox="481 1260 548 1348">  </div> <div data-bbox="224 1356 593 1420"> <p>Familiar, deep marks in the wooden beams stand out to you. It is not the first time you notice the slashes in multiple places here in the underground forests of the Dark. It doesn't hurt to take some now and ask your questions later...</p> </div> <p><b>STRANGE SLASHES</b></p>	 <div data-bbox="817 1141 952 1236"> <p>2</p>  </div> <div data-bbox="996 1173 1108 1197"> <p>Nikolai Ostertag</p> </div> <div data-bbox="728 1228 1019 1260"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="772 1292 795 1316"> <p>—</p> </div> <div data-bbox="952 1260 1019 1348">  </div> <div data-bbox="716 1356 1064 1420"> <p>You reach up, grabbing the old, cracked blade, freeing the weapon forged to the crumbling remains of a fallen warrior. You ponder the poor soul's fate and hope the metal will serve you better than him.</p> </div> <p><b>UNFORTUNATE ADVENTURER</b></p>	 <div data-bbox="1288 1141 1422 1236"> <p>4</p>  </div> <div data-bbox="1467 1173 1579 1197"> <p>Nikolai Ostertag</p> </div> <div data-bbox="1198 1228 1489 1260"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="1220 1260 1288 1348">  </div> <div data-bbox="1400 1260 1512 1348">  </div> <div data-bbox="1176 1356 1556 1420"> <p>Howls emanate from deep inside the caverns, the sounds growing louder by the second. Rusted metal clings to the bones of this corpse. The loosened, sharp barbs hanging from the cage can be easily pried. Rest assured, they'll come in handy.</p> </div> <p><b>RUSTED CAGE</b></p>	 <div data-bbox="1758 1141 1892 1236"> <p>1</p>  </div> <div data-bbox="1937 1173 2049 1197"> <p>Nikolai Ostertag</p> </div> <div data-bbox="1668 1228 1960 1260"> <p><b>SPEND</b> <b>GAIN</b></p> </div> <div data-bbox="1691 1260 1758 1348">  </div> <div data-bbox="1848 1260 2027 1348">  </div> <div data-bbox="1668 1356 2004 1420"> <p>An unknown metal protrudes from the barrier. Markings whisper tales of defeated knights and explorers lost to the Dark. Each scuff almost triggers a distant, violent memory.</p> </div> <p><b>DISLODGING THE BEAM</b></p>



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 <div data-bbox="347 470 481 566"> <b>1</b>  </div> <div data-bbox="526 502 638 534"> <small>Nikolai Ostertag</small> </div> <div data-bbox="257 558 548 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="280 590 571 670">     </div> <div data-bbox="224 678 604 750"> <p>The safety of a secluded cave calls to you. You debate whether to part with some of your metal to secure footing for the climb — so you can rest — and earn a respite from the unintelligible whispers following your every step.</p> </div> <div data-bbox="235 758 593 790"> <b>REACHING THE SHELTER</b> </div>	 <div data-bbox="817 470 952 566"> <b>3</b>  </div> <div data-bbox="996 502 1108 534"> <small>Nikolai Ostertag</small> </div> <div data-bbox="728 558 1019 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="728 590 1041 670">     </div> <div data-bbox="705 678 1086 750"> <p>The climb is tiring. You look down from the ledge, noticing a completely unscalable chasm. Braving this height, you study your remaining surroundings, surveying the Dark, and gain knowledge needed for future encounters.</p> </div> <div data-bbox="784 758 996 790"> <b>STEEP LEDGE</b> </div>	 <div data-bbox="1288 470 1422 566"> <b>2</b>  </div> <div data-bbox="1467 502 1579 534"> <small>Nikolai Ostertag</small> </div> <div data-bbox="1198 558 1489 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1220 590 1512 670">    </div> <div data-bbox="1153 678 1556 750"> <p>Hissss...chills roll down your spine. Alarmed, you see a snake crawl by your foot, freezing you like a statue. If you're careful, you can kill it for its meat. But doing so without poisoning yourself will be a challenge.</p> </div> <div data-bbox="1209 758 1500 790"> <b>SLITHERING SNAKE</b> </div>	 <div data-bbox="1758 470 1892 566"> <b>1</b>  </div> <div data-bbox="1937 502 2049 534"> <small>Jacob Atienza</small> </div> <div data-bbox="1668 558 1960 590"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1691 590 1937 670">   </div> <div data-bbox="1646 678 2027 750"> <p>The pain is too much to bear. You offer a great treasure and a half-whispered prayer to the First King. This may relieve your suffering...or so you hope.</p> </div> <div data-bbox="1646 758 2016 790"> <b>SALVATION FOR A PRICE</b> </div>
 <div data-bbox="347 1141 481 1236"> <b>1</b>  </div> <div data-bbox="526 1173 638 1204"> <small>Nikolai Ostertag</small> </div> <div data-bbox="257 1228 548 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="280 1260 548 1340">   </div> <div data-bbox="235 1348 604 1428"> <p>These near-poisonous berries might be worth some nourishment. Maybe the fact that they're still alive when everything around them is dying says something about their origins.</p> </div> <div data-bbox="291 1428 537 1460"> <b>SICKLY BERRIES</b> </div>	 <div data-bbox="817 1141 952 1236"> <b>1</b>  </div> <div data-bbox="996 1173 1108 1204"> <small>Nikolai Ostertag</small> </div> <div data-bbox="728 1228 1019 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="750 1260 1086 1340">      </div> <div data-bbox="694 1348 1097 1428"> <p>Do you dare relax your weary bones on the changing moss, shifting and molding to your body as you step on it, or, better yet, save some to snack on for later?</p> </div> <div data-bbox="784 1428 996 1460"> <b>BED OF MOSS</b> </div>	 <div data-bbox="1288 1141 1422 1236"> <b>1</b>  </div> <div data-bbox="1467 1173 1579 1204"> <small>Jacob Atienza</small> </div> <div data-bbox="1198 1228 1489 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1220 1260 1512 1340">    </div> <div data-bbox="1153 1348 1556 1428"> <p>You meet a peaceful goblin collecting wood, building a fire to warm a great cauldron. In exchange for some metal you share with him, he points to a place in the catacombs where rituals are held, close to a cave exit known as the Den of Dragons.</p> </div> <div data-bbox="1153 1428 1556 1460"> <b>GOBLIN WOOD COLLECTOR</b> </div>	 <div data-bbox="1758 1141 1892 1236"> <b>0</b>  </div> <div data-bbox="1937 1173 2049 1204"> <small>Jacob Atienza</small> </div> <div data-bbox="1668 1228 1960 1260"> <b>SPEND</b> <b>GAIN</b> </div> <div data-bbox="1691 1260 1937 1340">   </div> <div data-bbox="1635 1348 2038 1428"> <p>The embers from the candles give you some much-needed warmth. You light one in memory of the home you are desperately fighting to return to...</p> </div> <div data-bbox="1680 1428 1993 1460"> <b>SOLACE IN WARMTH</b> </div>



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**Unbroken: Encounter Cards - Double sided sheets - set printer to flip on short edge to match the backs of the cards**

 <div data-bbox="347 470 481 566"> <b>2</b>  </div> <div data-bbox="526 502 616 526"> <small>Jacob Atienza</small> </div> <div data-bbox="257 558 571 678"> <b>SPEND</b>  <b>GAIN</b>  </div> <div data-bbox="246 678 582 742"> <p>Examining the shrine of uncaring gods, you notice a mysterious light underneath the candles and religious offerings that past adventurers once offered to the solemn witch mother.</p> </div> <div data-bbox="291 758 537 790"> <b>TRAPPED SHRINE</b> </div>	 <div data-bbox="817 470 952 566"> <b>1</b>  </div> <div data-bbox="996 502 1086 526"> <small>Nikki Storme</small> </div> <div data-bbox="739 558 1019 678"> <b>SPEND</b>  <b>GAIN</b>  </div> <div data-bbox="694 678 1075 742"> <p>You stumble upon a derelict shrine, infecting your head with visions, dreams, or memories—it is impossible to tell. But you know they aren't your own. An image of a familiar witch manifests in your mind, and you're suddenly empowered and energized.</p> </div> <div data-bbox="750 758 1019 790"> <b>FORSAKEN SHRINE</b> </div>	 <div data-bbox="1288 470 1422 566"> <b>3</b>  </div> <div data-bbox="1467 502 1556 526"> <small>Rachel Korsen</small> </div> <div data-bbox="1209 558 1534 678"> <b>SPEND</b> — <b>GAIN</b>    </div> <div data-bbox="1176 678 1545 742"> <p>A flash of a monstrous memory envelops you. Visions of the dangers ahead keep you up. Despite the overwhelming terrors, you prepare for the oncoming battles.</p> </div> <div data-bbox="1198 758 1512 790"> <b>EYE-OPENING VISION</b> </div>	 <div data-bbox="1758 470 1892 566"> <b>1</b>  </div> <div data-bbox="1937 502 2027 526"> <small>Rachel Korsen</small> </div> <div data-bbox="1680 558 1982 678"> <b>SPEND</b> — <b>GAIN</b>   </div> <div data-bbox="1657 678 2016 742"> <p>The lost trinket calls to you, like a deity or soul trapped from another world. While you know it does not belong, it somehow strengthens you for dangers you have yet to face.</p> </div> <div data-bbox="1702 758 1971 790"> <b>CHAINED LEGACY</b> </div>
 <div data-bbox="347 1141 481 1236">  </div> <div data-bbox="526 1181 616 1204"> <small>Jon Meller</small> </div> <div data-bbox="257 1236 571 1356"> <b>SPEND</b>  <b>GAIN</b> </div> <div data-bbox="246 1356 582 1420"> <p>_____</p> </div> <div data-bbox="291 1436 537 1468"> <b>TRAPPED SHRINE</b> </div>	 <div data-bbox="817 1141 952 1236">  </div> <div data-bbox="996 1181 1086 1204"> <small>Jon Meller</small> </div> <div data-bbox="739 1236 1019 1356"> <b>SPEND</b>  <b>GAIN</b> </div> <div data-bbox="694 1356 1075 1420"> <p>_____</p> </div> <div data-bbox="750 1436 1019 1468"> <b>FORSAKEN SHRINE</b> </div>	 <div data-bbox="1288 1141 1422 1236">  </div> <div data-bbox="1467 1181 1556 1204"> <small>Jon Meller</small> </div> <div data-bbox="1209 1236 1534 1356"> <b>SPEND</b>  <b>GAIN</b> </div> <div data-bbox="1176 1356 1545 1420"> <p>_____</p> </div> <div data-bbox="1198 1436 1512 1468"> <b>EYE-OPENING VISION</b> </div>	 <div data-bbox="1758 1141 1892 1236"> <b>3</b>  </div> <div data-bbox="1937 1181 2027 1204"> <small>Nikolai Ostertag</small> </div> <div data-bbox="1680 1236 1982 1356"> <b>SPEND</b> — <b>GAIN</b> <b>-1 to all of the monster's Combat Rolls on this Level</b> </div> <div data-bbox="1657 1356 2016 1420"> <p>This old, rusted contraption isn't going to catch anything lying here. It could be used to your advantage against some of the dangers lurking around the corners of the Dark's tunnels...</p> </div> <div data-bbox="1702 1436 1971 1468"> <b>FORGOTTEN TRAP</b> </div>



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# Unbroken: Encounter Cards - Double sided sheets - set printer to flip on short edge to match the backs of the cards

 <div data-bbox="347 470 481 566"> <b>2</b>  </div> <div data-bbox="257 558 571 590"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="280 590 571 662">   </div> <p>A horde of hobgoblins celebrate a recent victory and worship unseen, fatherly gods. In their distraction, they leave themselves open for easy theft. Sneak by them, and you'll find a useful reward.</p> <p><b>HOBGOBLIN STOCKPILE</b></p>	 <div data-bbox="817 470 952 566"> <b>2</b>  </div> <div data-bbox="728 558 1041 590"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="750 590 1041 662">   </div> <p>You are hungry and desperate enough to steal from the hobgoblins' feast. It may be risky, but harnessing the stealth you've mastered along the way gives you a survivor's chance!</p> <p><b>DISRUPTING THE FEAST</b></p>	 <div data-bbox="1288 470 1422 566"> <b>2</b>  </div> <div data-bbox="1198 558 1512 590"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="1220 590 1512 662">   </div> <p>As the starving goblins call out in pain, you toss the greenskins only a single morsel to wrestle over. Whoever said mercy is for the weak, never benefited from it as much as you!</p> <p><b>STARVING GOBLINS</b></p>	 <div data-bbox="1758 470 1892 566"> <b>1</b>  </div> <div data-bbox="1668 558 1982 590"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="1691 590 1982 662">   </div> <p>In exchange for a shiny trifle, the goblins share their tribal legends. Your ears are left ringing with stories of old kings, long dead, but they inspire you to carry on and escape these wretched caves.</p> <p><b>BRIBING THE WHELPS</b></p>
 <div data-bbox="347 1141 481 1236"> <b>1</b>  </div> <div data-bbox="257 1228 571 1260"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="268 1260 571 1332">   </div> <p>This annoying little imp is amusing itself at your expense. Perhaps a bone will shut it up, allowing you a moment to make off with one of its guarded, shiny trinkets while it chews away on the scraps.</p> <p><b>OBNOXIOUS IMP</b></p>	 <div data-bbox="817 1141 952 1236"> <b>2</b>  </div> <div data-bbox="728 1228 1041 1260"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="739 1260 1041 1332">   </div> <p><b>[Draw 2, Keep 1]</b></p> <p>The imp's proposal entices you to give up a piece of your food. As you stare into its empty eyes, you feel yourself filled with sudden, new knowledge.</p> <p><b>AN UNEXPECTED TEACHER</b></p>	 <div data-bbox="1288 1141 1422 1236"> <b>2</b>  </div> <div data-bbox="1198 1228 1512 1260"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="1209 1260 1512 1332">   </div> <p>You can see most of the Dark's catacombs from here. A river giving off a strange glow draws your eye, and you nearly fall if not for the smell of rotting meat left on the ground. This will help for the long climb down, if you don't slip...</p> <p><b>DANGEROUS HEIGHTS</b></p>	 <div data-bbox="1758 1141 1892 1236"> <b>2</b>  </div> <div data-bbox="1668 1228 1982 1260"> <b>SPEND</b>      <b>GAIN</b> </div> <div data-bbox="1691 1260 1982 1332">   </div> <p>You meet a blind, elderly kobold. While his scaled fingers appraise your treasure, he rambles about legends of the Dark and offers supplies to stave off the many dangers to come.</p> <p><b>BLIND TRADER</b></p>



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 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>   </p> <p>A talkative kobold spills out secrets of forgotten and lost maps of the Scarred Wastelands. Understanding his wisdom is daunting.</p> <p><b>MUMBLING KOBOLD</b></p>	 <p>3 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>     </p> <p>Scattered remnants from a failed expedition long gone. You rest and replenish your mind and body. Looking back to pay your respects to the fallen, it's no matter, that party is lost to the Dark now...</p> <p><b>ABANDONED CAMP</b></p>	 <p></p> <p><b>SPEND</b> <b>GAIN</b></p> <p>_____</p> <p><b>_____</b></p>	 <p>1 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p> </p> <p>The dimmed, yet still-glowing, branches light a path to aid you on your journey. The source seems to stem from the flowing rivers of the Dark you saw from above. Its roots lead you to food you desperately need. Easy enough to pry using only some of your strength...</p> <p><b>EDIBLE TREE</b></p>
 <p></p> <p><b>SPEND</b> <b>GAIN</b></p> <p>_____</p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>  </p> <p>For the trouble of some discarded metal, the chatty goblin parts with a little bit of food and knowledge of another expedition lost in the underground catacombs.</p> <p><b>TALKATIVE TRADER</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>  </p> <p>A greedy goblin is willing to trade some supplies for a shiny prize to help in your fight against the monsters of the Dark. His weighted, raspy voice warns you that some foes may not be as they appear.</p> <p><b>GREEDY GOBLIN</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>— </p> <p>A vision of a wandering sage from your past inspires you to meditate. Upon entering this deep state, you recall your family and home outside of the Iron Mines. This reflection is short but empowering.</p> <p><b>GATHERING STRENGTH</b></p>



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 <p><b>3</b> </p> <p><b>SPEND</b>  <b>GAIN</b> </p> <p>Snow and ice cling to the floors and walls of the cavern. With only a single entrance, this place is well guarded from intruders. So why do your bones still shake when the wind howls?</p> <p><b>A SAFE PLACE</b></p>	 <p><b>1</b> </p> <p><b>SPEND</b>  <b>GAIN</b>  </p> <p>Shade crystals shine and reflect all around you. More light is stashed here than on the surface, and it awakens untapped power inside of you. Shadowed figures challenge you in the distance, yet they seem to be mere illusions in these caverns.</p> <p><b>THE CRYSTAL CAVERNS</b></p>	 <p><b>0</b> </p> <p><b>SPEND</b>  <b>GAIN</b>   </p> <p>More of these apparitions are appearing after the calamity. This strange, afflicted spirit allows you to rest and restore some of your vitality in her underground garden... but only if you first offer a generous gift.</p> <p><b>A WELCOMING SPIRIT</b></p>	 <p><b>2</b> </p> <p><b>SPEND</b>  <b>GAIN</b>  </p> <p>The glow of the pool is otherworldly and ethereal. It takes some precious metal to spear a few fish, but the hearty meal they'll make might mean the difference between life or death.</p> <p><b>SPEARFISHING</b></p>
 <p><b>3</b> </p> <p><b>SPEND</b>  <b>GAIN</b>   </p> <p>Careful and quiet, you trail behind the light of a watchful spirit in her garden. Sneaking past her, you come across a shallow pool with rare resources you reach out to claim as your own...</p> <p><b>GHOSTLY ADVENTURER</b></p>	 <p><b>4</b> </p> <p><b>SPEND</b>  <b>GAIN</b>  </p> <p>Wading in the underwater lake, you feel its radiating and calming energy. You take a drink, and something courses through your blood, rejuvenating your body and spirit.</p> <p><b>A PURIFYING POOL</b></p>	 <p><b>1</b> </p> <p><b>SPEND</b>  <b>GAIN</b>  </p> <p>A blocked room. A door with no handles. An entrance with no way in, you know you shouldn't be there, but an untapped energy inside of you stirs. There's only one way to get through that door: brute force! A calling from deeper in the Dark summons you, and it makes you stranger.</p> <p><b>FORBIDDEN ROOM</b></p>	 <p><b>2</b> </p> <p><b>SPEND</b>  <b>GAIN</b>  </p> <p>Your vivid dreams are starting to get the better of you. A blind witch urges you to escape while you still can. Even as you awake stronger, the wandering whispers follow you, uttering the word "mother" over and over. You cannot shake an impending sense of doom from your mind, her words bringing more paranoia.</p> <p><b>FOREBODING WARNING</b></p>



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 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>— </p> <p>Looking over a demolished idol, you search deep within yourself, remembering the wise, old sage in your party and his quick planning. The memory of your tattooed friend inspires you to hatch a bold strategy.</p> <p><b>A CLEVER SCHEME</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p> </p> <p>You struggle with the old door inscribed with mysterious glyphs. Luckily, you can reach through the bars and grab a few scraps of wood. Looking out at the seemingly unending room, you feel hopeful that freedom is around the corner. But what lies through the bars might concern you even more when you stop to think about it.</p> <p><b>ABANDONED DUNGEON DOOR</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>— </p> <p>A red glow shines and washes over you, flickering with a strange brilliance and reminding you of a time yet to pass. You recall a strange dream where spirits once guided you through the trials of the Dark.</p> <p><b>THE MAN WITH THE LANTERN</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>— </p> <p>The stone giant answers no questions, but his ancient knowledge helps stave off your death for a bit longer. You hope his foreboding words won't be the last thing you hear echo in the Dark. Wise seers once warned you to never disturb old things, and so you turn around while you still can...</p> <p><b>GIANT PROTECTOR</b></p>
 <p> </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>—</p> <p><b>TO EAT OR NOT TO EAT</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>— </p> <p>A wriggling creature, still alive, crawls out from the skull you only just found. You're desperate and famished so you know this is going to be better than starving.</p> <p><b>TO EAT OR NOT TO EAT</b></p>	 <p>2 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>— </p> <p>You stumble upon a room of iron armor-plated knights lining the walls. Who knows what dark secrets they guard? Their armor is scarred from endless battles, but the scraps of metal they cling to are still sharp. How odd that the metal is warm to the touch...</p> <p><b>ARMY OF GUARDIANS</b></p>	 <p>1 </p> <p><b>SPEND</b> <b>GAIN</b></p> <p>  </p> <p>You spot a doorway. A rattling noise from within a hidden chamber ignites your curiosity. Breaking in could reward you with untold precious riches. You've been warned the vast wealth may cost you a price higher than life, however, so you don't stay long.</p> <p><b>VALUABLE HOARD</b></p>



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



 <p>2 </p> <p><b>SPEND</b>  <b>GAIN</b> </p> <p><i>You spend some time recalling your fallen companion, and flashes of their battle speeches inspire you. Their death will not be forgiven. Their memory will not be forgotten.</i></p> <p><b>A SURGE OF CONFIDENCE</b></p>	 <p>1 </p> <p><b>SPEND</b>  <b>GAIN</b> </p> <p><i>Something glistens through the cracks in this golden chest, drawing you near. You almost break an arm forcing it open, but the hidden scrolls yield invaluable secrets about the caverns. The gold is nice as well!</i></p> <p><b>HEAVY CHEST</b></p>	 <p>2 </p> <p><b>SPEND</b>  <b>GAIN</b> </p> <p><i>The wild idol from a tribe long extinct screams down at you. You almost turn away until you notice something reflecting beside its stone base...</i></p> <p><b>MAKESHIFT BLOOD IDOL</b></p>	 <p>2 </p> <p><b>SPEND</b>  <b>GAIN</b>  <b>SKILL</b></p> <p><b>(Draw 2, Keep 1)</b></p> <p><i>You might be hearing things, but the statue speaks to you in riddles. Suddenly you realize you learned something new, though a voice ringing in your ears continues telling you, "It's all your fault."</i></p> <p><b>TALKING STATUE</b></p>
 <p>2 </p> <p><b>SPEND</b>  <b>GAIN</b> </p> <p><i>Sacrificing the blood spilled from a beaten beast, your worshipping at the idol's altar grants you a glittering trinket.</i></p> <p><b>IDOL SACRIFICE</b></p>	 <p>5 </p> <p><b>SPEND</b>  <b>GAIN</b> </p> <p><i>Nightmares, so real the sights and sounds stick to you like a memory, plague you while you sleep. Despite the vivid dreams of unknown monsters, you wake up with renewed strength.</i></p> <p><b>MISGUIDED DREAMS</b></p>	 <p>1 </p> <p><b>SPEND</b>  <b>GAIN</b>  <b>Reveal 3 additional Cards next Exploration</b></p> <p><i>There is no escape here. Believing the Den of Dragons to be the stuff of legends, the warring beasts in the distance force you to reconsider this and turn around. You can almost hear the screams of past visitors who were not as observant.</i></p> <p><b>DEAD END</b></p>	 <p>1 </p> <p><b>SPEND</b>  <b>GAIN</b>  <b>Reveal 3 additional Cards next Exploration</b></p> <p><i>A near-escape. Leaning down to peek from the ledge, you're disappointed to see more of the underground open before you. Grim and desolate, the catacombs call out to you, like a siren's song pulling you forward to whatever fate awaits. Careful though, it's a long way down...</i></p> <p><b>A WAY OUT</b></p>



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 <div data-bbox="347 470 481 566"> <b>1</b>  </div> <div data-bbox="264 561 360 588">SPEND</div> <div data-bbox="463 561 539 588">GAIN</div> <div data-bbox="280 598 340 678"></div> <div data-bbox="465 598 539 678"></div> <p>Memories of someone close to you flood your mind. You lose some willpower to continue fighting on, but you manage to stop and find a tucked bit of food for later. Better days in your past will have to wait...</p> <p><b>LOST LOVE</b></p>	 <div data-bbox="817 470 952 566"> <b>1</b>  </div> <div data-bbox="739 561 835 588">SPEND</div> <div data-bbox="940 561 1016 588">GAIN</div> <div data-bbox="779 622 795 635">—</div> <div data-bbox="952 598 1012 678"></div> <p>From the pages of an old sage's dusty tome, there are staves inlaid with rare minerals concealing great power. No reason to get mixed up in that yet — the wood suits your needs just fine. You can always repurpose it later.</p> <p><b>UMBRADEN</b></p>	<div data-bbox="1288 470 1422 566">   </div> <div data-bbox="1211 561 1308 588">SPEND</div> <div data-bbox="1411 561 1487 588">GAIN</div> <div data-bbox="1198 678 1512 694">_____</div> <p><b>SURVIVOR</b></p>	<div data-bbox="1758 470 1892 566">   </div> <div data-bbox="1684 561 1780 588">SPEND</div> <div data-bbox="1883 561 1960 588">GAIN</div> <div data-bbox="1668 678 1982 694">_____</div> <p><b>WRECKER</b></p>
<p><b>DARING</b></p> <p>The dangers lurking in the shadows are nothing to smile about, but your brazen laughter still echoes throughout these unending caves. You expect a battle at every step, yet all the challenges are something you're more than prepared to handle. What will you take down next?</p>	<p><b>PATIENT</b></p> <p>Observing the monster's every move, studying how it fights, and even learning when it needs rest, you quickly master how to best evade its future strikes. You're prepared for any opportunity that presents itself. Patience always pays off...</p>	<p><b>SURVIVOR</b></p> <p>Bearing witness to everything in the caves following your expedition, your resolve hardens. It looks like you've been resourceful during your exploration of the Dark's depths. Something has drawn you deeper, bringing you beyond the brink of mere survival. A familiar voice brings you back to a place where you know you belong...</p>	<p><b>WRECKER</b></p> <p>Every monster's defenses turn to dust beneath your blows. As you storm in, smashing through their armor, you continue your assault with savagery and a thirst for blood in your eyes. Your veins swell as you clench your fists. Nothing can stand in your way.</p>
<p><b>Response:</b></p> <p>At the beginning of the Battle Step gain</p> <div data-bbox="392 1189 436 1268"></div> <p>equal to the current Level.</p> <p><b>SKILL</b></p>	<p><b>Response:</b></p> <p>After taking your turn during the Battle Step spend</p> <div data-bbox="828 1133 940 1204"> </div> <p>(or    if the monster is Level  )</p> <p>to immediately take another turn.</p> <p>Limit 1 per round.</p> <p><b>SKILL</b></p>	<p><b>Passive:</b></p> <p>Ignore all <b>THREATEN</b> and <b>CONFUSE</b> effects in combat.</p> <p><b>Response:</b></p> <p>After you Rest during the Exploration Step, you may spend</p> <div data-bbox="1265 1324 1310 1388"></div> <p>to gain </p> <p><b>SKILL</b></p>	<p><b>Passive:</b></p> <p>Ignore all <b>DEFEND</b> effects in combat.</p> <p><b>Response:</b></p> <p>After making an Armor-Breaking attack, you may make another attack.</p> <p>Limit 1 per turn.</p> <p><b>SKILL</b></p>







## SHADOW

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


### Passive:

Ignore all **WARN** effects in combat.

### Passive:

Ignore all  cost of the Scout General Action.

### Response:

After taking the Scout General Action gain 

### SKILL

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## BERSERK

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

### Response:

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



### SKILL

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## SACRIFICE

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

### Combat Action:

#### SPEND



#### WOUND



This  bypasses



### SKILL

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## CAUTIOUS

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

### Response:

At the beginning of the Level gain



equal to current Level +1. If you do, you immediately gain the **Afraid** 

### SKILL

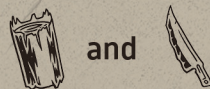
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## TINKER

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

### Passive:

You may use



and

interchangeably.

### SKILL

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## VERMIN MASTER

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

### Combat Action:

#### SPEND



#### WOUND




### SKILL

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## RESISTANT

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

**Response:**  
After a monster's **Combat Action** would cause you to gain a  you may gain



and reduce **Combat Roll** result by 1.

Limit 1 per turn.

### SKILL

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## IMPALE

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

### Combat Actions:

#### SPEND



#### WOUND



### SKILL

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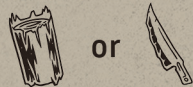


## IMPROVISED ARMOR

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

### Response:

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



to ignore that effect.

### SKILL

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## WEAPONSMITH

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

### Passive:

Ignore all **DISARM**  
effects in combat.

### Passive:

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



### SKILL

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## STOIC

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

### Passive:

Your **Requirement**  
is reduced by 1.

### SKILL

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## SPIKE THROWER

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

### Combat Actions:

#### SPEND



#### WOUND



### SKILL

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## POISON MASTERY

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

This **SKILL** bypasses

### Combat Action:

#### SPEND



#### WOUND



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

### SKILL

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## COUNTERATTACK

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

This **SKILL** bypasses

### Response:

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



to the monster.

### SKILL

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## MOSS EATER

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

### Passive:

You may use



instead of



### SKILL

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## DEFENSIVE STANCE

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

### Response:

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



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

### SKILL

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## PERFECT MEMORY

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

### Response:

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

*Limit 1 per Level.*

### SKILL

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## HEROIC PERSEVERANCE

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

### Passive:

Your Inspiration General Action is now spend



### Response:

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

### SKILL

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## AWARENESS

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

### Passive:

Ignore all STEAL effects in combat.

### Response:

After the beginning of the Ambush Step, spend



to ignore the monster's Ambush Effect.

### SKILL

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## OUTDOORSMAN

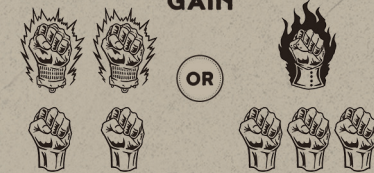
*You move swiftly through the catacombs, taking short stops only at a moment's notice to regain lost strength. You continue to retrace your steps in a world you feel is more familiar, striking blows every chance you get. Scavenging for supplies is your only solace, but you act quickly. With this level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

### Travel Action:

#### SPEND



#### GAIN



### SKILL

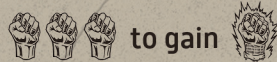
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## GRIM DETERMINATION

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

### Passive:

Your Focus General Action is now spend



### Response:

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

### SKILL

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## INVENTIVE

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

### Passive:

Your Planning General Action is now spend



### Response:

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

### SKILL

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### SKILL

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## PANICKED

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

**Passive:**  
Reveal 1 less



(to a minimum of 1)

during the  
**Exploration Step.**

**CONDITION**

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## PARALYZED

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

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

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

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

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## ARMORED

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

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

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


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

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## POISONED

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

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

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

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

**CONDITION**

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## WEAKENED

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

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



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## AMNESIA

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

**Passive:**  
You may not use any



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## PARANOID

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

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



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## CURSED

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

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



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