



Your exploits will be the stuff of legend. Bards across the Four Kingdoms will tell your gripping tale to future generations. But today, those stories are just unfolding and each action you take is another turn of the page. Destiny dogs your every step. Whether your name becomes famous - or infamous will depend on the choices you make, here and now. Remember...

Without teamwork, you will never survive.

Without betrayal, you'll never win.

Welcome Back to Cutthroat Caverns.

Game Components:

15 Encounter Cards • 15 Event Cards • 10 Relic Cards • 1 Quest Card • 2 Token Sheets
 Double Sided ADVENTURE MODULE A1 & A2 - *The Lady of Magtherium & Mad God's Maze*

This is an Expansion Pack and not a complete game. You will need a copy of Cutthroat Caverns to play.

Cutthroat Caverns: Tombs & Tomes is the third expansion to our critically acclaimed game of dungeon delving and cooperative-backstabbing. In this set, you will find even more challenging Encounters and exciting additions to our expanded set of game mechanics that will greatly enhance the game and extend the replay value exponentially. **PLUS** - the adventure modules add layers of richness to game play while helping to introduce players to the new creatures. ***Just don't read them before you are ready to play!***

NEW RULES/MECHANICS

The Event Deck:

TOMBS & TOMES comes with 25 Event Cards that give a context to each Encounter and makes playing even the most familiar Encounters new again. It may be that the room the Encounter takes place in has a nefarious effect all its own, that a once familiar creature will be enhanced in some unusual way, a side challenge between players has been proposed, or other game enhancing effects. Most will make the Encounters far more challenging or deadly. But as risk goes up, so do the rewards. For other Event cards will open a pathway to unique power items and far greater riches in the form of Relics.

Two Types of Event Cards:

Event!

Event cards change game play conditions during Encounters by adding additional challenges to the creatures you face in battle. They all begin with a character quote that gives flavor to the Event and a set of rules that govern how the Event will play out.

Treasure!

These Event cards indicate that treasure has been discovered in the Encounter. In almost all cases, these Relics can only be claimed at the end of an Encounter by meeting the specific conditions of the card. Typically, earning one is a competition all its own.



All Event Cards also have an 'Activation' track located just under the artwork on the card. The circles represent the numbered Encounters you will face during the game, from Encounter #1 to Encounter #10 and higher. This is used in determining if an Event Card will trigger in a given Encounter.

A few have a 'star' in the lower corner. This signifies an Event that, in certain circumstances, could be very deadly indeed. Shuffle them into the deck at your own peril.

Playing with the Event Deck:

Shuffle the Event Cards thoroughly, breaking up clumps of **Event!** and **Treasure!** Event Cards so they are well blended. Place the Event Deck face down near the Encounter Deck in the center of the table.

During the game, whenever an Encounter Card is revealed to be faced by the party, read the Encounter to the group as you normally would, taking care to note the TYPE of Encounter you face. If the Encounter is creature-based, draw an Event Card and place it face up next to the Encounter card.

NOTE: Event Cards are NOT drawn for Trap, Boon, Challenge or other non-creature / non-combat based Encounters. If you forget and draw one anyway, discard it without effect.

Next, note what *number* Encounter you face (as shown on the Monster Tracker) and see if that number appears on the Activation track of the Event Card. If it does not, discard the Event without effect. If it does, read the Event aloud to all players and take a moment to understand the implications for the creature you face this Encounter.

Each Event card will specifically state when the effect goes into play, though as a general rule, **Events!** activate immediately and **Treasures!** are resolved at the end of an Encounter. You will quickly see how the addition of this mechanic turns even the most familiar Encounters into new and interesting challenges for the group.

Relic Cards:

Relic cards confer powerful abilities to their owners, other Relics gain them Prestige and some grant both. Make no mistake, Relics are the very stuff of legend and will open up many new possibilities for players.

Unlike standard 'Items' in the Base Game, which are discovered amid all the Attack and Action Cards of the Draw deck, Relic Cards can only be claimed through use of the Event Deck.

Note: In game terms, 'Relics' are 'Items'. As such, they can be stolen by 'Stab & Grab' and otherwise be affected by cards that interact with Items. 'Items', though, may not necessarily be 'Relics'. The Items (green jeweled cards) from the Base Game, for example, are not Relics.

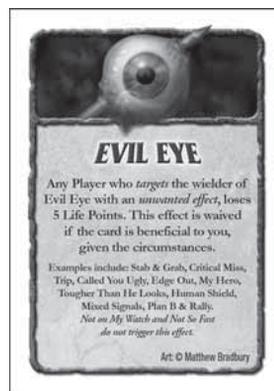


Activation Track



Relics must be earned. Each **Treasure!** Event Card will outline the specific parameters for how Players will be awarded Relic Cards in this Encounter. You may find that this creates an interesting situation as you face the Encounter, in that it sets up a dual goal... laying the final blow on the creature AND meeting the requirements for earning a Relic.

When a Player comes into possession of a Relic, he/she places it face up next to their character card, as they would any Item. It may be used at anytime, given the limitations proscribed on the Relic Card itself. Many have continuous effects. There is no limit to the number of Items a Player may have.



The Adventure Modules:

Cutthroat Caverns has often been called a 'diceless RPG'. That has never been closer to the truth than with the guided adventures that come in this set. Each Adventure Module is a self-guided, RPG-style story with a unique adventure hook that adds new dimensions to the winning conditions of the game. *Basic game play has not changed*, but fun tricks, traps and a story are woven in between the Encounters. You will also find decision trees built into the narrative that allows the party to control their destiny to a degree. Of course, the adventures are one-shots but you will find they add a layer of richness to the game and serve as a wonderful way to introduce the new Encounter Cards and other new elements to Players. Afterwards, the cards will be that much more interesting in the regular game.

That said, should you wish to replay the adventure with a new group of gamers, (or if you goofed and read the adventure before sitting down to play) you will simply need to allow the *other players* to make all the decisions during the game. If the situation forces you to make a decision, do so at random by flipping a coin or similar means. Of course, you could also choose to sit out and be the game's narrator. As the creator of the game and the writer of these adventures, I can tell you from experience that it is equally fun to run the game in this way.

For the same reasons, I can heartily recommend creating your own adventure modules and running your friends through your homemade horrors. Should you do so, we recommend setting up 9 to 12 Encounters, devising your own nasty tricks and traps to weave between the Encounters and building a narrative that hangs everything together. Additional winning conditions or on-going challenges help keep the adventure unique and exciting. And feel free to modify existing creatures to add new wrinkles or create completely new monsters of your own design – but just make sure that nothing you create unbalances the game unfairly. Have fun! I know I did.

New Glossary Items

Negative Prestige: This set includes tokens for Negative Prestige and introduces the concept of losing Prestige through certain actions, effects or items. It is now possible to have less than zero Prestige. Negative Prestige tokens are placed into your Prestige Pile as any other Prestige tokens or cards would be.

Active, Activated, Activation: Drawing an Event card does not necessarily mean it will have an effect. To be 'Activated', it must be drawn during a creature-based Encounter and the Encounter Number (from the Monster Tracker) of the Encounter you face must be listed on the Event Card's Activation Track.

Quest card: Even without a full adventure module, Quest cards can add to the winning conditions of the standard game. The Lady of Magtherium card roughly outlines those conditions and serves as an NPC character score card.

Award-Winning Encounters & Events:

Many of the new Encounters in Tombs & Tomes were created by fans as part of our 'Create an Encounter' Contest. Several of the top finishers are contained within and they are just 'killer' - in every sense of the word.

First Prize: Greed- Bracken van Ryssen , Hivemind- Benjamin Jaberg.

Runner Ups: Ashkara, Barrier Magus & Ragnarok- Blak Stark, Betrayal- Marshall Pyle
Muck Monster- Henry Chi, Diminishing Draygon- Patricia Antonetti
Assassin's Shadow- Jukka Höysniemi & Bryant Brown, Holy Scale- Ben Jaberg
Trickster's Charm- Jukka Höysniemi, Jelly Hive- Uriah Otting
Mystic Lamp- Jacob Zimmer, Emperor Lich- Bill Hand

FAQ

Emperor Lich: This Encounter takes place in three phases. First, the players (who have survived to this final Encounter) must battle skeletons. Place a skeleton token into play for every living player. The skeletons all have 50 life points and attack players for 5 damage in Initiative order, lapping if it becomes necessary. They are worth 0 Prestige.

Once the last skeleton has been killed, their comrades, the players who died *prior* to this Encounter, automatically engage the party in battle. (Players who die during this Encounter are not raised) The dead players each have 100 life points, are considered creatures (not Players) and are worth 2 Prestige each. The trick is that they will be attacking you with Attack Cards, not a set damage value. So, yes, they can swing for 100 points of damage potentially. However, as undead, they are not as potent. They only have 4 card hands and must discard and redraw any Action Cards or Items they may draw – other than Critical Miss or Trip. They do not get dealt Initiative cards, but attack as 'creatures' at the end of the Round. (So yes, you may Counter Strike them)

Finally, once all the dead players are eliminated, the party automatically engages the Lich himself. Killing the Lich is the only part of the Encounter that grants Bonus Prestige.

Hivemind: If Hivemind attacks in a Round where a player has played 'I think he called you ugly too', the specific token that was attacked with that card splits off from the group and attacks the named player. It does not redirect the entire swarm.

Thantigist: Yes, you physically stand up and trade seats with the Player who has the Initiative card you were dealt in the first Initiative deal of the Encounter. You have effectively become the other character and now hold their hand, life points, Prestige, and Items. (*Sure. You could pass everything to them, but it is a lot messier, less fun and lacks the impact of now viewing the whole game from a different perspective at the table.*) Your strategy in how quickly you try to end the Encounter will be based on how happy you are in your new body.

Ragnarok: It is almost assured that several members of the party will 'die' facing Ragnarok. Fear not, for death is a transient state – so long as at least one of you survives to bring the others back. Bringing players back to life is an all or nothing thing. You can't pick and choose whom to bring back. But, if you were the last player standing, you'll certainly get more Prestige than if just one player died. Of course, you don't have to bring anyone back to life – but I'd be careful about that. You will likely need their help.

Barrier Magus: Yes, when the barrier is 'popped', all excess damage is applied to the Magus. No, popping the barrier is not a 'creature attack', so you can't play Counter Strike. If his barrier is up, the Magus attacks. If the barrier is down, he raises his barrier instead of attacking.

Event: "T is the Fog of war." WHAT? It's simple, really. All cards are played hidden. Whether it is the attack card you 'set' or an Action card you play from your hand, you will tell people what it is – without actually showing it. You are on your honor. Yes, your honor isn't worth much and you can lie. But unless someone forces you to show your card by challenging you, it is the card you stated, regardless of its true nature. Of course, if you are caught in a lie, your card is countered and you lose 3 Prestige. (And if you didn't lie, they lose a prestige point) NOTE: We recommend moving the bead on the Monster Track as the damage is announced in this particular case. *And should it come up during a fight with Clockwork Golem, Paradox or other creatures that play havoc with the damage stack, we advise you to skip this Event. It's just too much.*

NOTE: At the time of this product's printing, a set of updated rules for the Base game was released. If you do not have the Core Rules Version 2.0, they may be downloaded at www.smirkanddagger.com. You will also find card addenda for Attack, Action and Encounter Cards listed in this area. No major rules changes have occurred, but the expanded rules and rewordings on some of the cards add clarity and consistency to the game.

THE ART OF CUTTHROAT CAVERNS

This game simply would not have been possible without the amazing contributions of these very talented artists. Many of these folks take commissions or sell art prints of the works featured in this game. We encourage you to follow the links below to see more of their art.

David Bolt - Emperor Lich

David's art gained national recognition as his illustrations appeared on the covers of Heavy Metal Magazine, International Tattoo Art, Hustler Comics, Juxtapose and many more. Since then, David has been proclaimed as one of today's hottest tattoo artists. David's well known painting "The Zombi King" (used for Emperor Lich) is the theme of an elaborate drum set currently on tour with the rock band, QUEENSRYCHE. www.davidbolt.com

CB Sorge - Thantigist

Having grown up drawing all kinds of horrible creatures, the artist is finally going legit by studying sequential art (comics) at the Savannah College of Art and Design. Open for commissions. <http://studentpages.scad.edu/~csorge20/>
Email for quotes at psychohazardCS@gmail.com

John Bilodeau - Barrier Mage

John is an amateur artist and professional academic. He doesn't work for commissions or try to profit from drawing, but he might draw something for you if you ask him politely and offer to take him out for coffee one day. <http://jbilodea.deviantart.com/>

Nikolay Georgiev - Assassin's Shadow

Nikolay is an artist, experienced in illustration, game concept art, comic art and design. Currently working as concept artist and illustrator for Black Sea Studios, Bulgaria. Available for commissions. Gallery: ngart.deviantart.com
e-mail: djcybergod@gmail.com

Wenqing Yan ~ Yuumei - Greed

I am an artist of many mediums and styles; Photoshop, paint, watercolor, markers, pens, and pencils and clay. I love to draw anime and realism about humorous comics and human corruption. Contact me for commissions.
Email: Akutenshiyuumei@yahoo.com
Web: <http://yuumei.deviantart.com/>

Ceeco - Claw of the Ripper, Flame Gems

Love the game. Hope you enjoyed my bits of art.

Matthew Taylor - Jelly Hive

Since necromancy isn't a viable career option, Matt makes his living as an illustrator and 3D character artist. His love for unfathomable horrors and the living dead knows no bounds. Gallery: <http://kezef.deviantart.com/>
e-mail: Xiphisternum@gmail.com

Scott Gearhart - Muck Monster

I am a freelance concept artist and have only recently started to work with digital painting. I mostly specialize in concept creatures. I sell prints and am open for commissions at <http://sinslave.deviantart.com/>
email :sinslave23@hotmail.com

Kirsi Salonen - The Lady of Magtherium

A digital illustrator and visual artist from Finland. Kirsi has always had a great passion for fantasy art and she's been in the industry for about 5 years. Her works are also showcased in Exposé 6 & Exotiqué 3.
Open to commission queries. www.kirsisalonen.com

Mauro Mazzara -

Diminishing Draygon, Malicious Imps

Born in Milan, Italy in 1980. Graduated as an illustrator & designer, he later enrolls in Brera Academy of Fine Art. In the organized chaos of his mansard he creates the fantasy characters that live his stories and the real figures of his paintings. Please visit his website at www.mauromazzara.com.

Marko Luna Zoto - "IT"

Marko Luna is a digital concept illustrator from Mexico who uses Painter and photoshop to create vivid and expressive works. 'Soul' is the key ingredient. Visit the gallery at <http://markoluna.deviantart.com/>

Matt Bradbury - Evil Eye

Matt is a digital artist in the UK who says that "Monsters are always fun" Influences include Frizetta, Boris Valegio and Craig Mullins is my god! Please visit the gallery at <http://www.epilogue.net/cgi/database/art/list.pl?gallery=11601&genre=>

Jared Magneson - Treasure! art, Cursed Blade

Jared is a digital 3-D artist from Auburn, Washington He has recently contributed to the 2009 Wheel of Time calendar honoring Robert Jordan, whom he greatly admires. To look at his full gallery or request prints and commissions, visit <http://lordstormdragon.deviantart.com/>

Levente Peterffy - EVENT! art - both styles

Sweden. I just love the detail work and I can spend hours and hours in front of a drawing, perfecting it to the end. Lately have been progressing alot in the digital area with CG works both in 2d & 3d. See more at my website: www.leventep.com
contact:lp@leventep.com

Eliza Gauger - Betrayal

Well known in gaming circles as the digital illustrator for The Book of Erotic Fantasy, Green Ronin's Blue Rose, Legend of the Five Rings CCD and the cover of The First Mile by Malinche Entertainment. Stunning gallery at: <http://vebelfetzer.deviantart.com/>

Marcos Villarroel Lara - Hivemind

Marcos is a digital artist, illustrator and self-proclaimed Emperor from Chile. Check out his amazing gallery at www.highdarktemplar.deviantart.com
mwillarroe@gmail.com

THE RELICS OF CUTTHROAT CAVERNS

You know what's cool? The Relics pictured in this game are not just gorgeous, many of them are **REAL!** Yep. We worked with actual artisans, jewelers and armorers to feature their real world treasures. What's better? Some of the Relics are for sale. Others are one of a kind, but if you really like them, you may be able to commission a cool new Relic of your very own - built to your specifications. Just as rare a find, with none of the backstabbing. Follow the links below for more.

Chris Ploof Studio - Ring of Storing

My jewelry designs feature meteorite iron, Damascus stainless steel, colored golds, palladium, platinum and silver, as well as quality gemstones which I use to make wearable objects of art. My expertise in the use of difficult to work materials and the manufacture of mokume gane allows me to design and make beautiful treasures for a lifetime of enjoyment. Please visit my studio gallery at: <http://www.chrisploof.com/>

Eleonore Pieper - Totem of Striking

Eleonore Pieper is a jewelry designer inspired by ethnic and ancient art and fascinated by magical objects. She believes that jewelry should always be more than just an adornment but also harmonize with and enhance the essence of the wearer. For art commissions contact by email at jewelry@eleonorepieper.com. Objects for sale at www.ellejewelry.etsy.com

Jennifer Miller - Gem of Foresight, Trickster's Charm

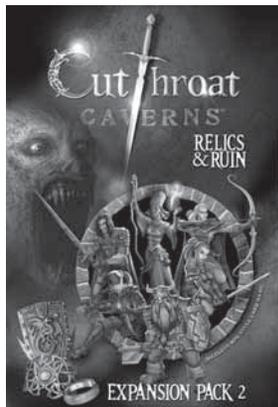
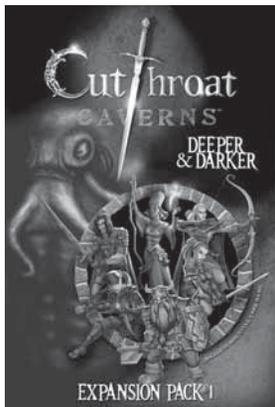
A professional fantasy artist that also dabbles in jewelry making in her spare time. She sells her work through her website: <http://www.featherdust.com>
email: nam_art@hotmail.com

Don't miss these other products:

Cutthroat Caverns: Deeper & Darker
with 15 great creatures and a unique character ability for each adventurer.

Cutthroat Caverns: Relics & Ruin
with 15 Encounters, the original set of 25 Event Cards and 20 Relic cards.

Look for **Cutthroat Caverns: Fresh Meat** coming next year, with all NEW Player characters with varying hand sizes and unique special abilities baked right in. Plus an expanded play deck.



DELVE DEEPER!

Visit www.smirkanddagger.com
for updates, game FAQs,
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Cutthroat Art Gallery and More!

Cutthroat Caverns: TOMBS & TOMES Item # S&D 0043

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Playtesting and other contributions by the enthusiastic attendees of GTS, GenCon, Dexcon, Fairfield County Gaming Group, family, friends and way too many others to mention by name. Many thanks to you all.

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