



You'd thought you'd seen the worst of it - until the entire party plummeted to the lower lairs; a series of caverns that are deeper, darker and more dangerous than any you've yet known. But it's the danger from within that you must concern yourself with now. To see daylight again, you will need to use every skill and ability at your disposal. Remember...

Without teamwork, you will never survive.

Without betrayal, you'll never win.

Welcome Back to Cutthroat Caverns.

Game Components:

15 all new Encounter Cards • 6 Character Ability Cards • 1 Token Sheet

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

WHAT'S NEW:

New Encounters

A decidedly more dangerous level awaits. The Encounters within present 15 new challenges to overcome in the darkness. Like those that came before, each will demand a different strategy to defeat, both as a group and individually - for your own selfish goals. Test your teamwork with Cursed Goblin, play backwards in time against Paradox, and fight temptation in the lair of Ashtongue the Cruel.

You can even bring into the game the latest creature ideas from our website or Encounters of your own imagining with Obsidian Gate. Use it as a surrogate card in the Encounter Deck - and when it is revealed, replace it with your latest insidious invention.

New Character Abilities

Deeper & Darker introduces a whole new game mechanic. Each character now has at their disposal a one-use Character Ability - completely unique to that character. You may be granted card advantage when you need it most, damage prevention or the ability to leap into the fray with added or boosted attacks. Choose your favorite - or randomly distribute characters at the beginning of the game.

But most importantly, Character Abilities are the stuff of legends and boastful tavern tales. As such, it simply would not do to have a character's signature move mucked by a 'Trip' or 'Critical Miss'. And so, for most of the game, abilities shield your corresponding attack from 'unwanted' Action Cards.

To use a Character Ability, simply announce that you are doing so by saying aloud "ABILITY". The timing is dependant on the ability. Vasha and Nyx activate on their Turn. Edaiyn, at the start of an Encounter. Nepheidra at any time. Talon and Orn, in reaction to creature attacks. (If Talon and Orn both try to activate at the same time - the first one to speak will activate)

Once a player says 'ABILITY', the ability immediately takes effect. In **NON-Bonus** Rounds, any associated attacks linked to that ability immediately become immune to 'unwanted' Action Cards, effectively making the attack uncounterable. If you decide to wait until Round 7 or more, your ability goes off - but the attack linked to it may be targeted by Action Cards per normal. (Edge Out cards, while legal, must be undisputably played before the player starts their announcement)

TRUST NO ONE.

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 illustrations featured in this game. We encourage you to follow the links below to see more of their work.

Tim Wollweber - Talon, Orn Hammerfist, Nyx, Vasha the Red, Nepheidra, Edaiyn Bloodthorn

Southern California. Tim is a graphic designer, concept artist, and sculptor for Disney Entertainment, and also is a member of Dunce Cap Studios, makers of art sketchbooks, prints, and sculpts. For more of Tim's art, check out timw-art.com or www.gryphonswing.com

Adam Vehige - Ogre Challenge, Cursed Goblin, Executioner, Tentakill

Washington, MO. Adam is a 30 year old freelance artist who loves to draw monsters and creature designs from deep within his 2 year old, in-house studio. Visit his gallery at: <http://vegasmike.deviantart.com/gallery/>

Eric R. Martin - Chaos

Southern California. Eric specializes in American/anime fusion and does commission work. Prints available at <http://ghostwolf82.deviantart.com/>.
Email: ghostwolf@elfwood.zzn.com.

Bruno Krippahl - Xylans

Lisbon, Portugal. Bruno is a graphic designer and illustrator with a passion for gaming, currently working as concept artist, modeler and animator in the video games industry. For commissions contact by e-mail: krippa@clix.pt
More info <http://krippa.planetaclix.pt/>

Mats Holmgren - Hydra

Mats Holmgren is a freelance artist working out of Sweden. He's also a computer graphics teacher and is open for commissions. Visit his website at www.matsholmgren.com.

Ian Field-Richards - Mirror Mage, Psy-Pod, Paradox, Obsidian Gate

UK. Ian is a Graphic Designer and self taught illustrator - and is completely addicted to creating art. And cake. Mostly art though. Prints available at my gallery - <http://zilla774.deviantart.com/>

Izzy Davis - Ashtongue the Cruel

UK. I've been enamoured of (ok, obsessed with...) all things fantasy for longer than I care to recall. Especially dragons and the things which lurk on the darker edges of fantasy... but mostly dragons. Although I chose science as my professional career my free time is spent on art - since that's where my interest really lies. I'm available for commissions and have prints available through <http://drakhenliche.deviantart.com>

Katharina Szczepanska - Strangeling

Stuttgart, Germany. I specialize in dark melancholy art and draw inspiration from Japanese music and my favorite artist Hieronymus Bosch. I'm open for commissions. <http://spiegelscherbe.deviantart.com/>
E-mail: nyappy@gmx.de

Claudia Cangini - Mischief

Italy. Claudia Cangini is a pencil/graphic tablet for hire. She gleefully deals in illustration, comics and graphic design, as you can see from her website www.claudiacangini.com

Marc Brunet - Soul Binder

Marc is a young illustrator currently working for various clients and studios. At the same time, he's also studying 3d animation, his other passion. Check him out at bluefley.cgsociety.org



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

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GAME CREDITS:

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Development by Justin Brunetto & Curt Covert
Cover Design by Curt Covert
Cover Illustrations by Tim Wollweber, Ian Field-Richards
Playtesting and other contributions by the enthusiastic attendees of The Gama Trade Show, GenCon, Dexcon, family, friends and way too many others to mention by name. Many thanks to you all.

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