



You've heard tales of their wondrous power, relics of a mystic age more potent than have been seen in several lifetimes. To hold such an object is to command magics beyond understanding. But they are not easily found - or wrest from their slumber in the darkest of places. The ruins they inhabit are more than the final resting place of the ancient ones, the ruins are very much alive, pulsating with energies that upset the natural order - and could bring 'ruin' to you all. Remember...

*Without teamwork, you will never survive.*

*Without betrayal, you'll never win.*

Welcome Back to Cutthroat Caverns.

### Game Components:

15 Encounter Cards • 25 Event Cards • 20 Relic Cards • 5 Wereboar Cards • 2 Token Sheets

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

**Cutthroat Caverns: RELICS & RUIN is the second expansion to our critically acclaimed game of dungeon delving and cooperative-backstabbing. In this set, you will find even more challenging Encounters and a whole new set of game mechanics that will greatly enhance the game and extend the replay value exponentially.**

### NEW RULES/MECHANICS

#### The Event Deck:

RELICS & RUIN 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 a Relic ends up becoming 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.*

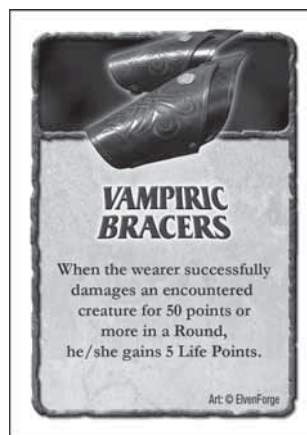


Activation Track



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.



## 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.

**Poison, Poisoned:** This is a new game condition, which is introduced for the first time in the Encounter 'Venom Slinger'. When poisoned, a player receives a poison token to place on their character sheet. At the end of every Round, Players with a Poison token are damaged for 5 points for each Poison token they have. Additionally, Poisoned players are weakened – and have all their attacks modified by Minus 10 damage for each Poison token.

So yes, if in the course of an Encounter a player is poisoned numerous times, they take an additional Poison token for each occurrence. As described above, the effect of these tokens are cumulative. The real tough part of all this is that Poison has a lasting effect, potentially beyond the Encounter in which they were Poisoned. A Player may only remove one Poison token at the end of every ENCOUNTER. This is a very dangerous situation indeed.

It should be noted that a My Hero or other means of redirecting damage can be used to redirect an attack and avoid getting a Poison token, but once poisoned, the damage resulting from having a Poison token cannot 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.

## Award-Winning Encounters & Events:

Many of the deadly new Encounters in Relics & Ruin were created by fans as part of our 'Create an Encounter' Contest. The Grand Prize winner and several of the top finishers are contained within and they are just 'killer' - in every sense of the word.

**Grand Prize Winner:** Gluttony by Miles Armstrong

**Honorary Grand Prize:** Dimitrios Kanos for Treasure Chest

**First Prize:** Wereboar- Fred Bernard, Venom Slinger- Greg Dapkus,  
Vampyre- Phyllip Chapman, Mercury- Claus Jensen

**Runner Ups:** Killer Mimic- John Coble, Globulon- Titus France,  
Spike Pods & Mirror Crystals- Uriah Otting,  
Master Swordsman- Ben Jaberg , Leaders Must Lead- Tom Vasel,  
Fiery Dreadnought- Jose F F Bueno

## FAQ

### **Vampyre:**

This is a classic version of vampire lore, harkening back to the black and white film days. This means that even though other Players may be seeking to hurt you, you won't be trying to slay your enslaved friends as monsters. In fact, Players who have been made Vampires have not become "Creatures". They are still Players, still get dealt Initiative Cards and act on their regular Turn in Initiative order. They won't be playing Attack Cards, but simply select an 'unturned' Player (one without a Vampire token) to damage for 5 points. They can, however, play Action cards normally. ("must protect...the master")

Like a classic Vampire, when the main Vampyre dies, all the players who were turned into vampires revert back to their normal state. Of course, they keep the life they gained by drinking your blood – and the Negative Prestige tokens for trying to kill you.

### **Wereboar:**

In stark contrast to Vampyre, a Player transformed into a Wereboar at the end of the game is no longer a 'Player', that person is now a 'Creature'. As such, they can no longer win the game by having the most Prestige. They become an exact duplicate of the Wereboar Encounter and must be slain by the party for there to be a Prestige winner. But, since Wereboars walk as humans much of their lives, a Player transformed into one has one chance yet to win the game – by killing the rest of the party. *Note: A Player transformed into a Wereboar cannot have their Items taken, nor can they use them in their feral state.*

### **Card Interactions with Gluttony:**

**Amulet of Mentalism:** This Item adjusts your max hand size to an 8 cards. You may still draw up to 14, but not over 14 cards.

**Event Card: "We fight in too close a quarters"** – This adjusts the base hand size of all players to a 4 card maximum. Like Amulet of Mentalism, players can still draw up to 14 cards – but it will power up Gluttony that much more.

**Event Card: "A Blessing of Daylight"** – This increases every Player's hand size by one, regardless of any other effects or limits. Therefore Players may draw up to a maximum of 15 cards. The first card drawn to increase your hand size, as stated on the Event card, is Free and does not trigger Gluttony's effect. Whether a 15 card hand is really a blessing has yet to be seen.

### **"Bring the Chest. We'll solve the riddle later."**

Just to restate and clarify, when setting the 'combination' for the riddle lock, only Attack Cards with Attack Values in the red burst are used. Keep flipping from the draw deck until three different Attack Values are revealed, discarding all the rest. (If an Item is discarded in this way, it is not removed from the game) Write the three values down and reshuffle the Draw deck and all the discards back together. This will assure that there is a good chance of drawing those values again in the subsequent Encounters.

To count as a match, only the Attack Value is considered, not the name of the card. But you must play the 1st Attack Value before you can be credited for playing the others. They must be played in sequence to advance along the track. Use your character tokens to show your progress along the track. The player to successfully play all three cards in sequence first, scores the loot.

**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](http://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.

## **Tim Wollweber - Talon, Orn Hammerfist, Nyx, Vasha the Red, Nephedra, 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](http://timw-art.com) or [www.gryphonswing.com](http://www.gryphonswing.com)

## **Adam Vehige - Venom Slinger, Relic Eater, Wereboar**

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: <http://vegasmike.deviantart.com/gallery/>

## **David Bollt - Temptation**

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 and developed a revolutionary technique to reproduce state of the art graphics on show quality motorcycles. [www.davidbollt.com](http://www.davidbollt.com)

## **Ian MacLean - Gluttony**

Ian MacLean is an experienced freelance illustrator/ animator from Okotoks, Alberta. He works primarily in the gaming industry, producing mobile, handheld, and PC games for Danger Mobile, T-Mobile, THQ, Universal, Sony and many others. Available for commission work. Contact: [mail@nvisionillustration.com](mailto:mail@nvisionillustration.com) Visit his gallery at <http://nvisionillustration.com>

## **CB Sorge - Doom, Servant of Vengeance**

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.

Email for quotes at [psychohazardCS@gmail.com](mailto:psychohazardCS@gmail.com)  
<http://studentpages.scad.edu/~csorge20/>

## **Mats Holmgren - Spike Pods**

Mats Holmgren is a freelance artist working out of Sweden. He's also a computer graphics teacher and is open for commissions. Visit his cool website at [www.matsholmgren.com](http://www.matsholmgren.com).

## **Cecco - Killer Mimic, Globulon, Signet Ring**

Love the game. Love being a part of it. Hope you enjoyed my bits of art.

## **Travis Whilden - Voodoo Stitched**

Inspired by the likes of Giger, Travis uses his old bic pencil to give rise to visceral images and twisted doodles. He will happily sell you one. Gallery at <http://twigs.deviantart.com/> or stop by his e-bay shop listed under 'twigs inc.'

## **Karl Pattyn - Mercury**

Mercury has been my favorite element ever since I discovered the stuff. I used to collect it from broken thermometers. Art was modeled and rendered in Cinema 4D XL. Visit: <http://krazykarl.deviantart.com>  
<http://www.myspace.com/krazykarl187>

## **Mauro Mazzara - Fiery Behemoth**

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](http://www.mauromazzara.com).

## **Marko Luna Zoto - Master Swordsman**

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 - Vampire**

UK. "Monsters are always fun and that was my only motivation for this guy, that and doing something scary." Influences include Frizetta, Boris Valegio and Craig Mullins is my god! Visit the gallery at <http://www.epilogue.net/cgi/database/art/list.pl?gallery=11601&genre=>

## **Jared Magnuson - 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 and 3d.  
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contact: [lp@leventep.com](mailto:lp@leventep.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 - Meteor Ring, Ring of Command**

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/>

## **Sarah Williamson - Clasp of Hope, Holy Relic, Ring of Seeing**

Sarah uses fine gauge wire work techniques to firmly encapsulate and accentuate gem grade crystal specimens in wearable art pieces. The main ingredient in Sarah's work is time. The intricacy of her wire work distinguishes her in the art jewelry world and over the past several years has been carving a niche for her as an artist who steps beyond the contemporary.  
<http://www.ParadigmJewelry.com>

## **Eleonore Pieper - Doom Charm, Talisman of Renown**

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](mailto:jewelry@eleonorepieper.com). Objects for sale at [www.ellejewelry.etsy.com](http://www.ellejewelry.etsy.com)

## **Jeff Wasson - Spirit Gauntlets, Helm of Reprisal**

Jeff Wasson is an artist and armorer who specializes in the making of historically accurate armour. He even fights and jousts in it! Jeff is always open to taking new and interesting commissions for armour and other medieval artifacts. You can see more of Jeff's work, and contact him at: [www.wassonartistry.com](http://www.wassonartistry.com)

## **925Studio - Totem of Overkill**

Pam makes one of a kind pieces of sterling silver, coins, copper, freshwater pearls, semi and precious gemstones, vintage buttons, etc. Jewelry is my main focus. I couldn't make the same piece over again even if I try. No mass production, no casting, no factories, no employees. Just me and my creations. [www.925studio.com](http://www.925studio.com)  
[http://www.etsy.com/shop.php?user\\_id=5003365](http://www.etsy.com/shop.php?user_id=5003365)

## **Jennifer Miller - Ammonite of Rhet'Khan, Ward**

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](mailto:nam_art@hotmail.com)

## **ElvenForge - Vampiric Bracers**

ElvenForge is comprised of several artists working together to create some of the highest quality handcrafted items available. Our armor is some of the best made around and can be used for anything from re-enactments to movie props. Visit our store at [www.elvenforge.com](http://www.elvenforge.com) for in stock items and custom commissions.



## **DELVE DEEPER!**

Visit [www.smirkanddagger.com](http://www.smirkanddagger.com)  
for updates, game FAQs,  
FREE pdf promotional Encounters,  
Cutthroat Art Gallery and More!

## **Cutthroat Caverns: RELICS & RUIN Item # S&D 0042**

### **GAME CREDITS:**

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Development by Justin Brunetto & Curt Covert

Cover Design by Curt Covert & Justin Brunetto

Cover Illustrations by Tim Wollweber, Mathew Bradbury, Adam Vehige

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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