



SIX EYES OF DARKNESS

Contents:

- 1 Hydra Model
- 1 Party Token
- 1 Turn Counter
- 1 Combat Sideboard
- 4 Mage Sheets
- 4 Mage Cards
- 56 Dungeon Tiles
- 48 Monster Cards
- 44 Basic Spell Cards
- 20 Class Spell Cards
- 65 Encounter Cards
- 15 Hydra cards
- Six 6 sided Dices
- 21 Health and Shield Tokens

Centuries have passed ever since the darkness befell the kingdoms of the sun, the time of heroes and magical monsters. After the fortress of darkness was destroyed and evil was banished peace came to the lands of men and slowly the tales of old faded away. Only a few individuals still remember the tales of the dire times, foreseeing that the evil would rise again. When rumours emerged that a three-headed beast was roaming the ruins of the olden fortress the watchful conjurers of magic gathered and decided their fate and the fate of the world would be on knives edge in the caverns of the old dungeon of evil. Only they could slay the beast and its minions, hopefully preventing the return of the darkness, which shall never lay hands on these lands again...

What is Six Eyes of Darkness?

Six eyes of Darkness is a game for 1 to 5 players. Four mages of different classes make their way into the ruins of the Fortress of Darkness with the goal to find and slay the Hydra and its minions - together. Each player can take control of 1 mage, while one additional player can optionally take control of the dungeon, the hydra and the monsters roaming the ruins. Having a player controlling the dungeon is not necessary. However, there should always be all 4 mages, even if one player must control multiple mages.

Setting up the game

At the start of the game every player chooses one of the mages or the role as the dungeon master. First a dungeon is assembled by placing dungeon tiles in a way that every tile is connected to at least one other tile. All dungeon tiles are hidden (placed with the back upwards), so their contents remain hidden until they are revealed by the players.

The amount of dungeon cards placed can be chosen and will impact the length of the game.

Next the monster, encounter and spell card piles should be shuffled and set up: when the game starts all level 2 and 3 cards should be taken out of their respective pile.

Following that every player gets their respective mage sheets.

The mage cards are placed on the sideboard, deciding which mage goes on which position.

Then 8 spell cards are drawn, and every player can also choose one spell. These are the starting spells for the mage party. The spell pool for the party is shared, meaning all mages can use all the spells, if they fulfil the requirements for casting them.

Lastly the party token is placed on the dungeon tile the players choose to start in. This tile is revealed but nothing happens. Now the turn counter is set to 0. Afterwards the game begins with the first turn.

The Mages

There are Four different mages to choose from, all indicated by a class unique colour: The Paladin(gold), the Druid(green), the Arcane Trickster(blue) and the Sorcerer(red). Each mage offers a few spell options that can only be cast by that specific mage.

These spells are colour coded so you can find them more easily in the spell pile when you are looking for a specific spell.

Additionally, every mage has a weapon ability and a passive ability that can be triggered on specific conditions. A closer description of the classes can be found on the mage character sheets. On these sheets you can also keep track of the mages level with one of the tracking tokens. Investigate them closely and make your decision which mage to play wisely, as every mage has different strengths and weaknesses and can fulfil different roles for the party. Work together and combine your strengths to beat the hydra!

Levels

All mages have a level starting at 1. The maximum level is 3.

They can increase their level by exchanging beaten monsters:

every monster has a level ranging from 1 to 3. Monsters that are beaten by the party go into a shared pool, from which players can exchange them for levels, based on the monster levels.

- Three Monster levels are needed for a level 1 mage to reach level 2.

- Five Monster levels are needed for a level 2 mage to reach level 3.

To level up and exchange monsters the party must rest.

Levelling also takes the action of all mages that level up for that rest.

After levelling the levelled mages health increases by the gained amount.

Spells

Every spell is represented by a card. If the spell is used, the card goes into the spell card pile again. The mages can only use spells they have in the shared spell pool and if they fulfil the requirements for casting it. Every time they draw or choose a spell it goes into the shared pool. Some spells can only be cast by a certain mage and all spells have a level ranging from 1 to 3. To cast a spell the mage must be the same level as the spell.

When a mage reaches level 2 Five level 2 spells enter the spell card pile, the same happens if a mage reaches level 3.

Monsters

Every time the party moves to a dungeon tile they have not been to before they will potentially need to face monsters in combat. The number of monsters that are present in a tile is defined by the red number in the top right corner of the tile, called the combat indicator.

They need to draw from the monster card pile and place them on the sideboard starting with position 1 until the combat indicator is reached. These monsters stay in this tile until they are beaten.

Beaten monsters go into the party inventory - they can be exchanged for levels. Exchanged monsters go back into the monster card pile.

When a mage reaches level 2 Four level 2 monsters enter the monster card pile, the same happens if a mage reaches level 3 for level 3 monsters.

Non-Combat encounters

In the top left of every dungeon tile is a blue number, the encounter indicator. When the party discovers a new tile draw cards from the encounter card pile until the indicator is reached. Non-Combat encounters are resolved/usable after there are no more monster in the tile. Some encounters stay in the tile, while most disappear.

The Turn Counter

The turn counter indicates how close the Hydra is to emerging and keeps track of the general difficulty of the dungeon.

- When the turn counter reaches 10 ALL level 2 cards enter the game.
- When the turn counter reaches 20 ALL Level 3 cards enter the game.
- When the turn counter reaches 30 the Hydra enters the dungeon.

What can you do in a turn?

Every turn the party can choose between different actions. Only 1 action can be used per turn. The available actions are:

- Movement
- Resting
- Rearranging the positioning of the mages on the sideboard
- Combat

Every turn increases the turn counter by 1, no matter what the party did. The party must always act together, they cannot split up.

Movement & Exploration

The party can move from one tile to any adjacent tile. This will pass the turn. If the chosen tile was hidden it is now revealed. Every tile has an indicator for how many enemies there are in this tile and how many non-combat encounters can be found there.

Draw the indicated number of cards from the respective pile for both indicators. If the players are in the revealed tile, combat is resolved before non-combat encounters. If the players are not in this tile, the drawn cards are placed onto the tile and resolved when the players move into it. This can happen if the party uses a spell or finds a piece of a map for the dungeon that reveals adjacent tiles for them.

If moving into a different tile initiates combat a new turn begins. If there is no combat in a tile but there are some non-combat encounters, these are resolved in the same turn as the movement happened.

Every time the party moves to a tile, they can draw one spell.

Resting

A few special actions come available when the players are resting:

- Out of combat spells can be used.
- Mages can level up in exchange for beaten monsters.
- Mages can choose one spell from the spell pile.
- Resting abilities can be used (Arcane Trickster, Druid, Sorcerer)

Each mage must choose between doing one of these actions. After every mage chose one action the turn counter is increased by 1. If a Mage gets revived during a rest, they do not get an action.

Combat

Battles are resolved on the Combat sideboard. Every turn each combatant can use one attack or spell. Position 1 goes first, followed by position 2 and so on. The mages always go before the monsters, meaning mage on position 1 goes first, followed by monster on position 1 followed by mage on position 2 and so on. Per round each combatant has one action that must be used. After everyone has acted the next turn begins and the turn counter is increased by 1. Mages can switch positions during combat: this takes the action of one of the 2 mages that want to switch.

If a combatant dies all combatants on the following positions move one position up, there can be no gaps. Death is due when 0 health is reached and combat ends after one side has no one left alive. If a Mage gets revived during combat they do not get their action for the turn they get revived in.

Shields gained in a fight disappear after the fight has ended, while health points stay the same.

If a combatant is affected by a spell put that spell card next to it. All spells used in a fight are discarded and put back into the spell pile after the fight has ended.

Fleeing

Sometimes the mages can flee combat. This also takes a turn. To flee combat all mages can either sacrifice 2 health or use a spell that allows them to flee. The former option always takes them back to the tile they came from. Fleeing can only be initiated after combat starts. The party must decide together if they flee or not.

The Final Boss - The fallen Hydra of the Abyss

Hey! No peeking! Only read this part of the manual if you have reached the Hydra

You have done it, finally you found your way through the darkness and found the lair, the source of the darkness. Now it is your turn to try and beat this fearsome foe where many have fallen before you. Do you have what it takes to take down the queen of the ever-changing dungeon? You can see the hatefulness and the gleaming darkness in its eyes, you feel the power of destruction and death in the evil magic that gave this cursed soul this monstrous form. Prepare for the hardest fight of your lives and be forewarned: this Monsters plays by its own rules...

When it is time for the Hydra to appear place it at least 4 tiles away from the mage party, if possible, on an already discovered tile, emerging from places the mages suspect the least. Every round the Hydra will move 2 tiles and try to catch the adventuring party. It will not join a combat however and wait until the combat is finished to pursue the mages, as it sends its minions to weaken the mages. Outside of combat the hydra will cunningly wait for the party to do the first move and follow them with demonic zeal.

When the hydra catches up, enters the same tile as the party and you enter combat with the monster in the following turn, follow these steps:

- Grab the hydra spell deck (15 cards).
- Place the 3 hydra heads on position 1, 2 and 3
- Place the hydra body on position 4.

The hydra has 3 times as much heads as the average mage and she is not afraid to use them.

Instead of rolling once a turn to determine what she does each head casts spells form her custom deck.

All heads and her body count as different monsters for the sake of abilities, attacks and spells.

Start: Reveal 3 cards from the Hydra spell deck. Attach each of them to one of the heads, these will be cast by the heads once it is their turn.

Targeting: All the hydras spells damage the hero on the same position as them (Head on 1 targets the mage on position 1, head on 2 targets the mage on 2 and so on). This means the adventurer on space 4 is safe most of the time.

Countering: The party can see what spells the hydra will use on her turn and can switch places accordingly (just as normal combat). Look at the hydra's attacks carefully! Most of them can be countered by the party.

Goal: Kill all heads of the hydra or kill her body. If either of these goals are reached, you've won & the hydra has been defeated!

The Hydra Heads:

Each hydra head has 15 health points and will cast one of the hydra spells per turn.

The Hydra Body:

Each round roll a d6 to see what the Hydras body does:

6: Hydronic healing: Heal body for 6.

5: Excessive healing: Heal the head with the most lives by 4.

4: Hardened scales: Give the head on position 1, 4 shield.

3: Hydronic magic: Draw 1 extra hydra spell, place it on the head on position 1.

2: Rest: Do nothing.

1: Regrow: If at least one hydra head is dead, revive it with 2 health and place it behind the others (but before the body).