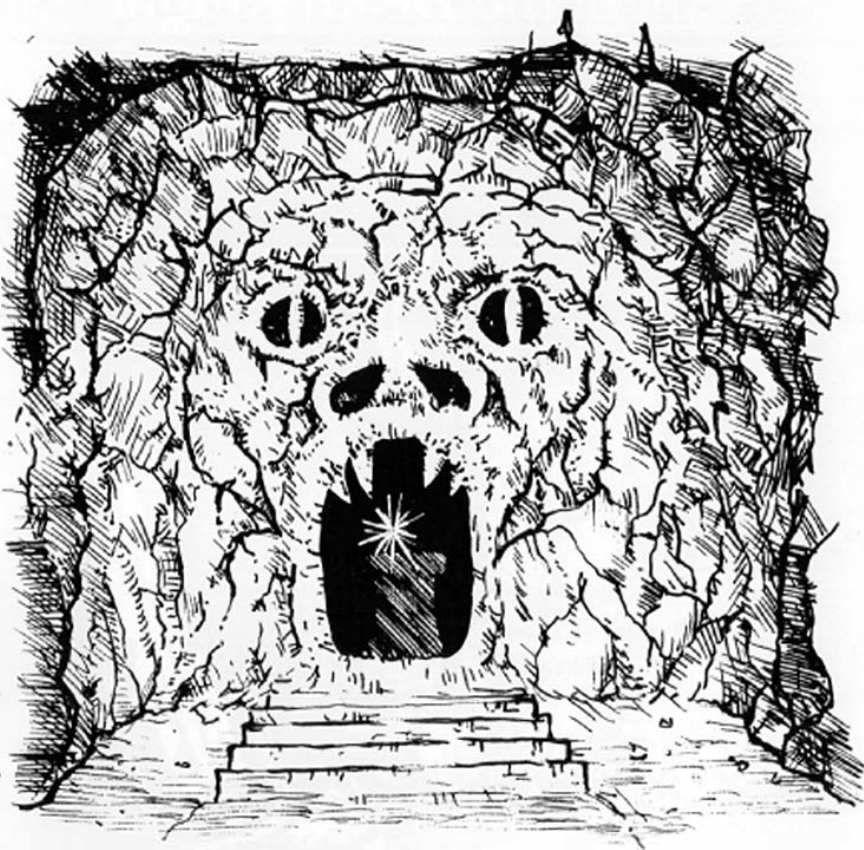


ESCAPE THE DARK CASTLE

Adventure Pack 1: Cult of the Death Knight

SUPPLEMENTAL RULE BOOK





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Welcome prisoner, to a new era of The Dark Castle. The Death Knight himself, legendary swordsman and the one they call 'Lord of Decay', has risen to prominence. The weak and the mindless flock to his banner, twisted by his dark influence into powerful, feral fanatics. They say he sends curses to crawl into the souls of the weary. His goal? To bring the entire castle under his corrupting dominion. Beware the curses, prisoner. Beware the Death Knight...

HOW TO USE THIS PACK

Cult of the Death Knight is an expansion pack for Escape the Dark Castle, introducing new rules, characters and content to expand and deepen your adventures. You will need a copy of Escape the Dark Castle to use this pack.

If you want an all-new experience, the chapter cards contained this pack can be played as an adventure in their own right (see pg.5). Alternatively, you can simply mix all of the new content contained in this pack into the original Escape the Dark Castle set for even greater variety. The choice is yours!

COMPONENTS

3 x Character Cards



15 x Chapter Cards



3 x Character Dice



1 x Cult Dice



1 x Boss Card

5 x Item Cards: The Curses



NEW RULES

Cult of the Death Knight introduces a new class of card to the item deck – Curses. While these are not actually items, they do lurk in the item deck to surprise and thwart escaping prisoners when they least expect it. As such, there are a few new rules to keep in mind...

SETTING UP THE GAME

To play Cult of the Death Knight as a stand-alone adventure, set up the game as described in the Escape the Dark Castle rulebook, but replace Step 1 with the following:

1) CREATE THE CASTLE

- Shuffle the 15 chapter cards contained in this pack and place them face-down to form the castle deck.
- Place the Death Knight boss card face-down underneath the castle deck.
- Place the Start Card on top of the castle deck, with the image of the castle face-up.
- Shuffle the item card deck, including the 5 curse cards contained in this pack, and place it face down to the right of the castle deck.
- Place the chapter dice in a pool above the castle deck.

Alternatively you can mix the contents of Cult of the Death Knight into the contents of Escape the Dark Castle and follow the standard setup, but do remember to use the new rules for drawing items described below.

DRAWING ITEM CARDS

When drawing item cards you must now choose which player will draw each one. Curse cards, just like chapter cards, can affect the player who draws them.


Curses which affect a player directly should be placed beside the character card of the affected player, and curses cannot be removed unless the curse card itself says otherwise.

Unless stated on the card itself, curses do not count as items and as such do not count towards the limit of 2 items per character.

MARKED FOR DEATH

When the curse card **Marked for Death** is drawn, keep in mind the following effects:

EXTRA DAMAGE

Whenever a character marked for death takes damage from a cultist (identified by the  symbol), whether in combat or otherwise, they lose an additional **1HP**.

RESTING

A character marked for death cannot **REST**.

JOINING THE CULT

Whenever the marked character's health falls below half of its starting level (or if it is already below half of its starting level when they draw this curse) they begin to yield to the corrupting power of the cult! That player must immediately place their character dice to one side and take up the cult dice instead. From now on, they will roll the cult dice during challenges until their health is restored to half its starting level or higher. The effect of the cult dice is explained below. When the cursed character's health is restored to half of its starting level or higher, they must immediately place the cult dice to one side and retrieve their character dice to continue using as normal.

THE CULT DICE

The black sides of the cult dice have special significance during combat (see below). Outside of combat, resolve all results rolled on the cult dice as normal, regardless of colour.

ATTACKING

When on less than half health, a character marked for death rolls to attack using the cult dice instead of their character dice. Resolve their attack before any other character's attack.

If the player marked for death rolls a white-sided result during combat, they have successfully resisted the corruption of the cult and may apply their attack as normal. However, if they roll a black-sided result during combat, for the remainder of the combat they will be working against their fellow prisoners! Immediately add the cult dice, as rolled, to the row of chapter dice beneath the chapter card in play. This dice must now be hit and removed (just like the other chapter dice in the row) before the enemy can be defeated. The character marked for death takes no further part in the combat, and takes no damage when their dice is hit – they are simply roused to their senses.

AFTER COMBAT

After combat, the player marked for death should retrieve the cult dice and continue using it instead of their character dice until their health rises to half its starting level or higher.



The adventure continues at themeborne.com

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