

ESCAPE THE DARK [®]
CASTLE

Adventure Pack 2:
Scourge of the Undead Queen

SUPPLEMENTAL RULE BOOK

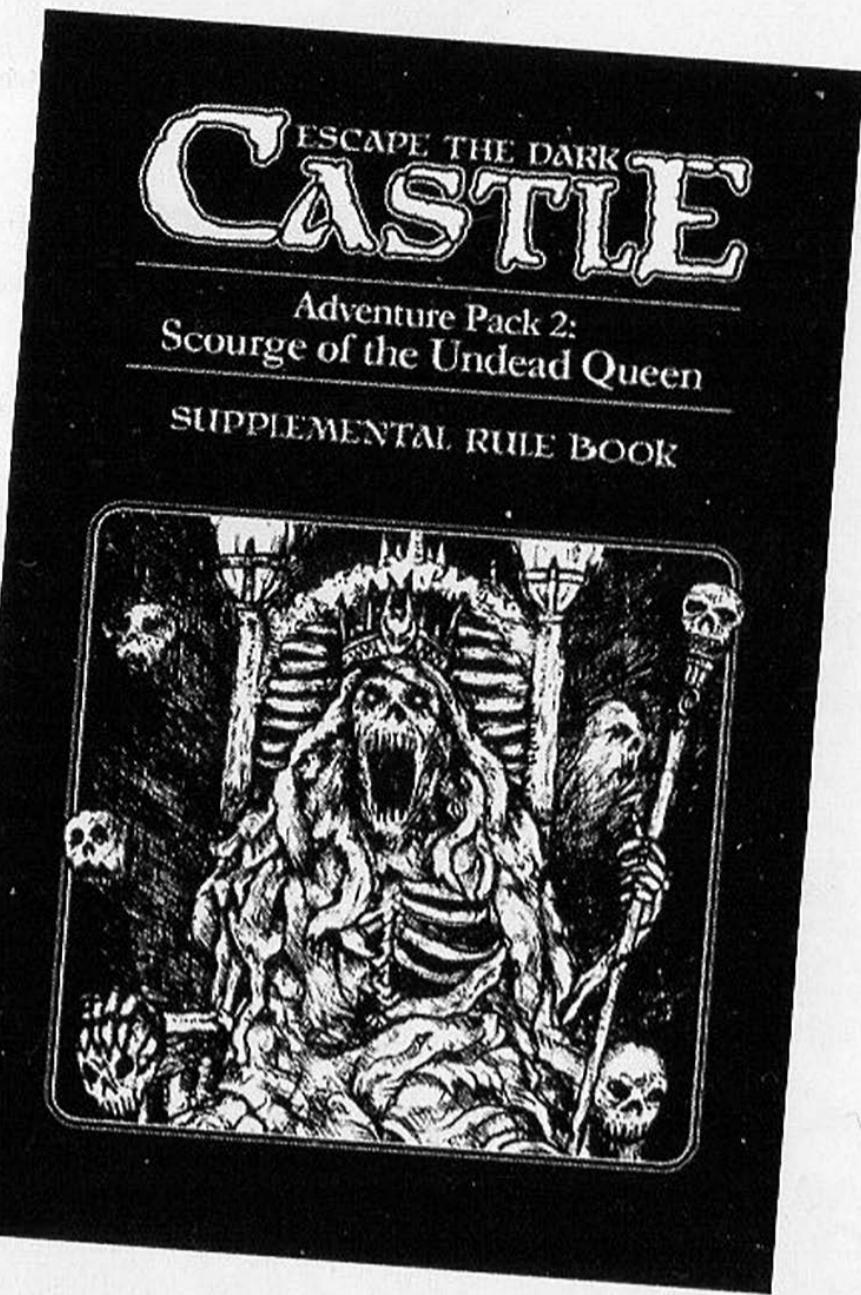




COMPONENTS

15 x Chapter Cards

ix Supplemental Rule Book



3 x Companion Cards



3 x Companion Dice



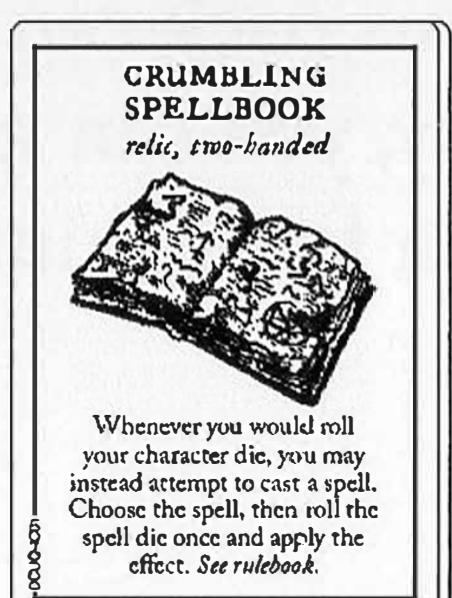
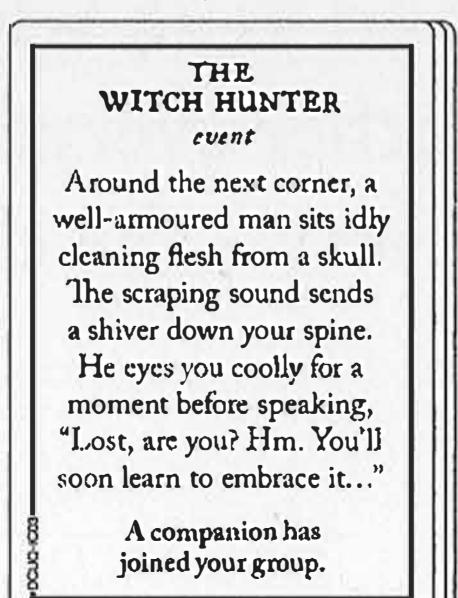
I X Spell Book Die



rx Boss Card

3 x Companion Event Cards

2 x Item Cards



THE UNDEAD QUEEN

"Die, so your soul can be mine to torture for all eternity!"

Chapter dice removed from the queen each round must be rolled and added to a pool. At the beginning of each new round, for every pair of dice in the pool that match, discard one die and put the other into play as a SPIRIT. At least one player must attack the queen each round, but the other players may choose to attack SPIRITS instead. The queen and SPIRITS only attack the players attacking them. If no-one is attacking a SPIRIT it attacks all players.

SMART QUIZ

The queen and all SPIRITS must be defeated. Begin combat...

ESCAPE THE DARK CASTLE®

SUPPLEMENTAL RULE BOOK

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Gorging on the castle's unending supply of tortured souls, the Undead Queen calls to her service the corpses, skeletons, and spirits of the depths. If a prisoner should fall at the hands of her inexhaustible armies, all that awaits is an eternity of agonising undeath...

How To USE THIS PACK

Scourge of the Undead Queen is an expansion pack for Escape the Dark Castle, introducing new content to expand and deepen your adventures. You will need a copy of Escape the Dark Castle to use this pack.

The chapter cards contained in this pack can be played as an adventure in their own right (see pg.5). Alternatively, you can mix together everything in your Escape the Dark Castle collection for maximum variety - the choice is yours!

Tip: You'll find an FAQ on how specific cards work at themeborne.com/faq

SETTING UP THE GAME

The first time you play using this pack, and if you choose to play it as a standalone adventure, we recommend playing with the chapter cards in number order – right out of the box. Once you have played it a few times you might want to shuffle the chapter cards so you will never know what is coming next.

Whichever method you choose, simply set up the game as described in the Escape the Dark Castle rule book, replacing Step 1 with the following:

I) CREATE THE CASTLE

- Take the 15 chapter cards contained in this pack and place them face-down to form the castle deck (either in number order or shuffled, as explained above)
- Place The Undead Queen 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 3 companion event cards and the two new items 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
- Place the companion cards, companion dice, and spell book dice to one side until called for

And remember, alternatively, all cards and rules in the Escape the Dark Castle range can be mixed together for maximum variety.

EVENT CARDS

This Adventure Pack introduces a new mechanic to the game - Companions. These characters can appear during a quest to assist in your escape.

Companions enter play when their corresponding event cards are drawn from the item deck. When an event card is drawn, read it aloud and then put the corresponding companion card into play along with their unique character die.

COMPANIONS

When a companion enters play via the corresponding event card, they can be controlled by any player.

With a few exceptions outlined below, companions operate just like any other member of the group.

Companions each have a starting **HP** shown on their card, which should be noted and tracked just like player characters. Unlike with player characters, when a companion's **HP** reaches zero the game does not end - they simply leave your party and their card should be set aside.

It is possible for more than one companion to be in play at the same time, but their presence is usually fleeting so you must choose carefully how to make the most of their talents.

USING COMPANIONS

When a companion is in play, keep in mind the following rules:

- Companions can lead into chapters, becoming the subject of **YOU** effects and Combat Specials
- Companions can fight rounds of combat and attempt challenges. Simply roll their character die and apply the result.
- Companions take damage in combat as normal, with the exception of The Spirit of the First Prisoner, who may fight and be attacked but who is immune to damage.
- Companions can **REST** in combat to restore **IHP** as normal (with the exception of The Spirit of the First Prisoner who can **REST** but does not benefit from doing so). A companion cannot exceed their starting **HP**.
- Companions cannot carry items for you (with the exception of The Witch Hunter – see companion card)
- Companions can be nominated to draw item cards (according to the supplemental rules of Adventure Packs 1 and 3). Companions can therefore be cursed, made to roll for **PLAQUE** etc - even if doing so will not affect them.

COMPANION CHARACTERISTICS & SPECIAL ABILITIES

Characteristics

Each companion has a unique characteristic which is explained on their companion card. Keep these rules in mind during play.

Special Abilities

Each companion has a unique special ability which **only triggers during combat**. When the character rolls the  side of their die during combat, read the special ability aloud and apply the effect.

Important note:

If a companion rolls  during combat with a Boss, it counts only as a **BLOCK**. The special ability does not trigger.

If a companion rolls  outside of combat, it counts as a double of your choice. The special ability does not trigger.

COMPANIONS AS ‘PLAYERS’

Unless otherwise stated, companions should be considered ‘players’ for the resolution for all game effects.

For example, if the text of a chapter card reads, ‘each player must roll **MIGHT** in one attempt’, or ‘each player gains **IHP**’, or ‘draw an item card per player’ – this would include companions.

Exception:

 Where this symbol is used, when rolling a chapter die ‘per player’ to set up combat you must exclude companions from the player count.

RITUAL CHALICE



The ritual chalice is a relic of unknown origin with the power to tip the very scales of life and death.

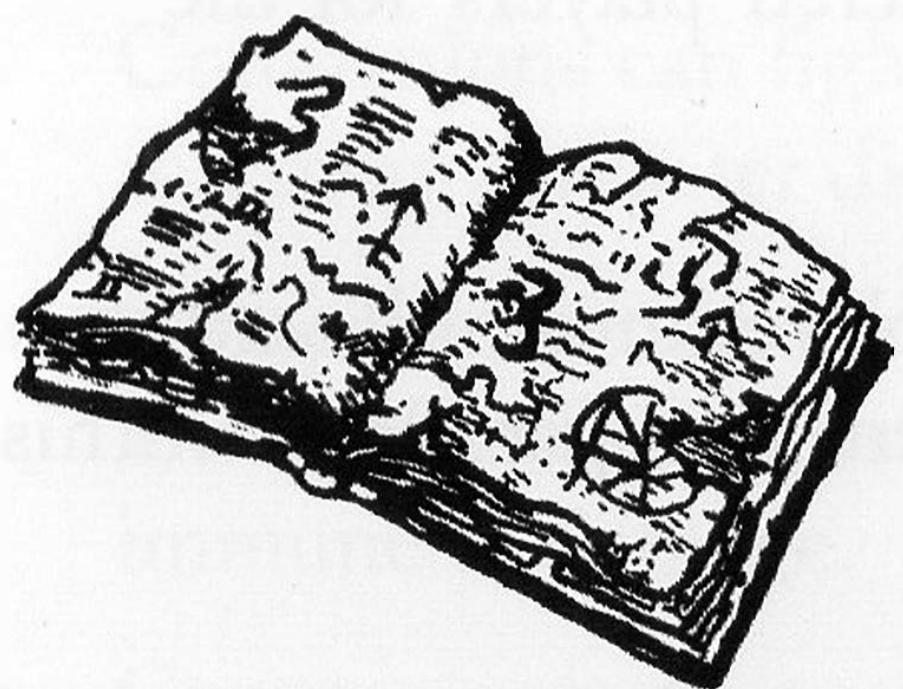
While in possession of this relic, at the end of any chapter and before turning the next chapter card, any number of players can choose to perform the blood ritual. Doing so can increase the **HP** of one player (the recipient), at the expense of their fellow prisoners (the donors).

Each donor must choose how much **HP** they are willing to give up. Each donor can choose how much to donate, and each should immediately deduct the donated amount of **HP** - noting their new total.

When all donors have contributed, the recipient drinks the blood to complete the ritual. The recipient restores **HP** equal to the total amount donated.

Discard the chalice after use.

SPELL BOOK



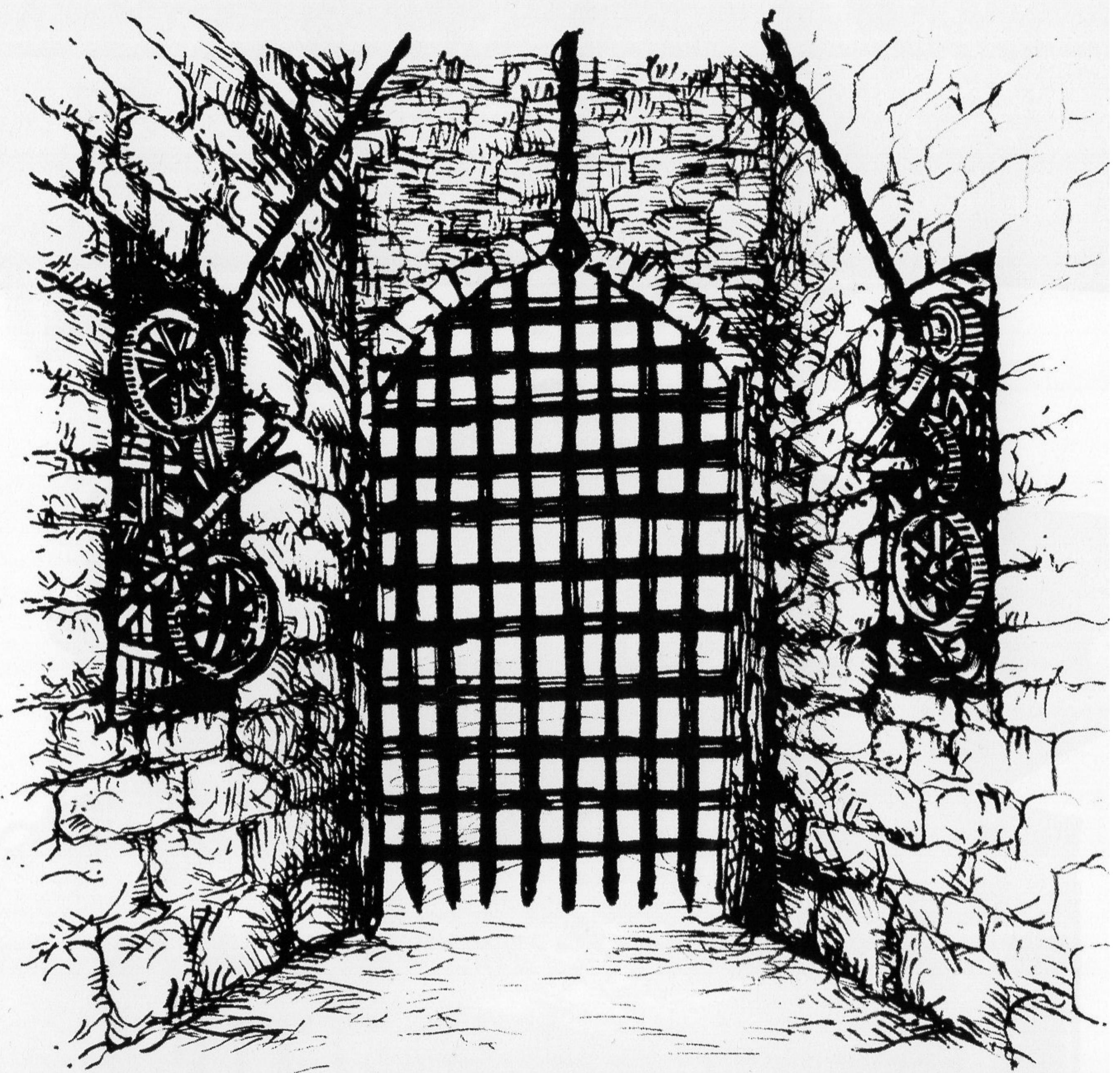
This crumbling spell book is an ancient and powerful relic, ready to fall apart at any moment. Many parts of its rotting pages are barely legible.

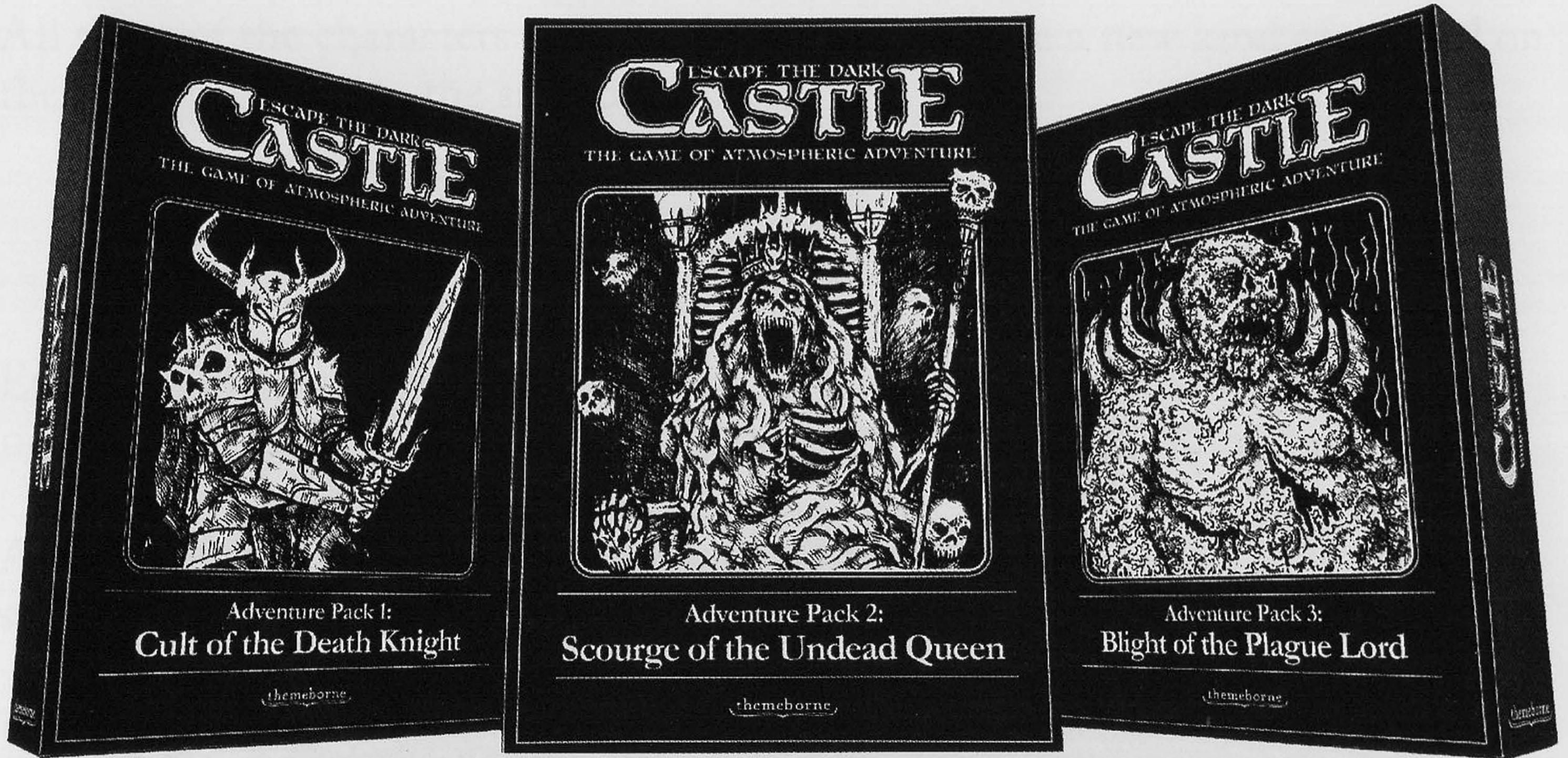
You are not skilled in spellcasting but, while in possession of this relic, whenever you would roll your character die you may attempt to cast a spell instead.

But we warned - if you cast the spell incorrectly you could injure yourself or a fellow prisoner, or cause the destruction of the spell book itself...

Casting A Spell

First choose the spell you wish to cast from the list on the back page of this book, making sure you meet the requirements, then roll the spell die once and apply the effect.

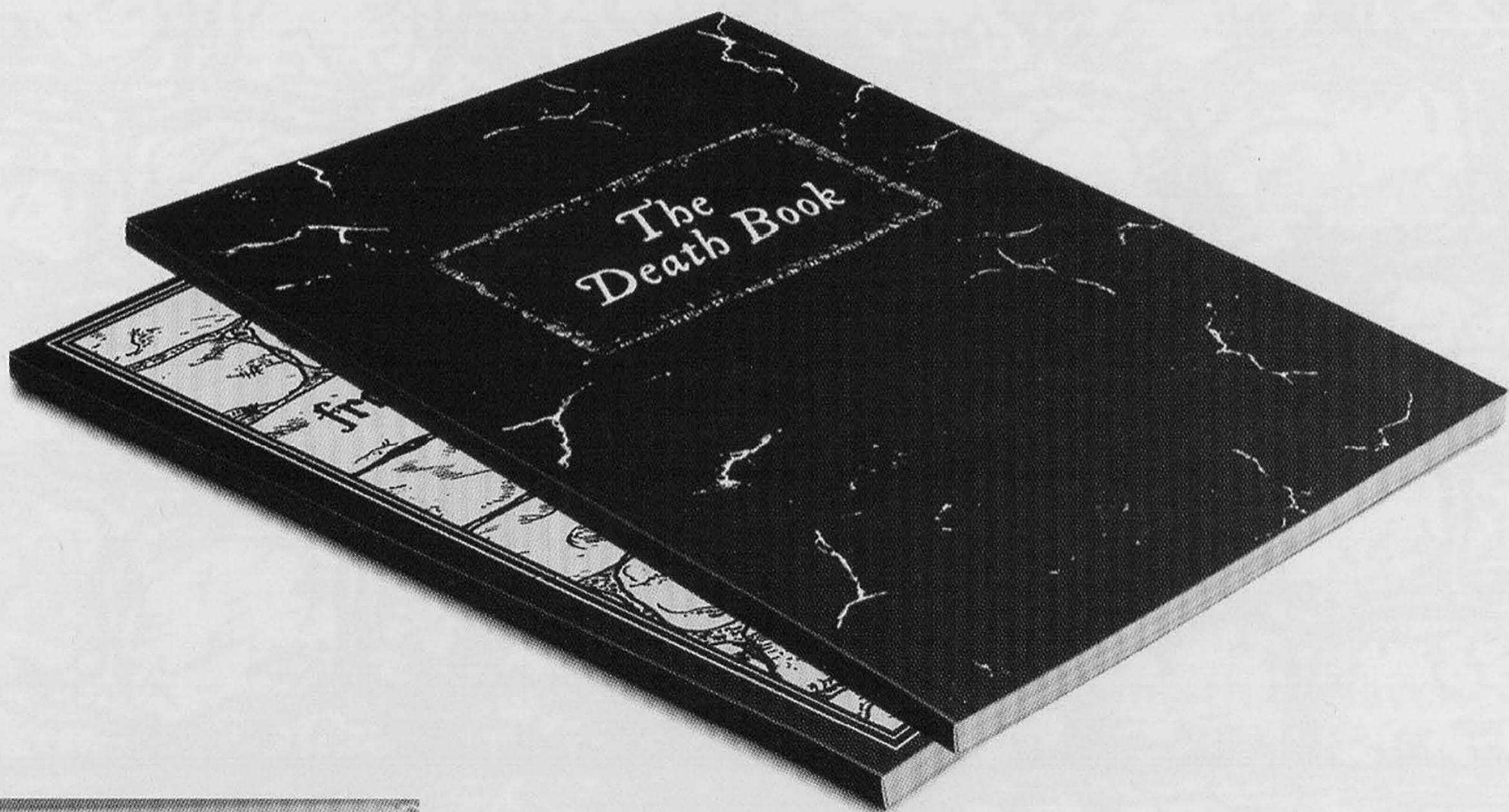




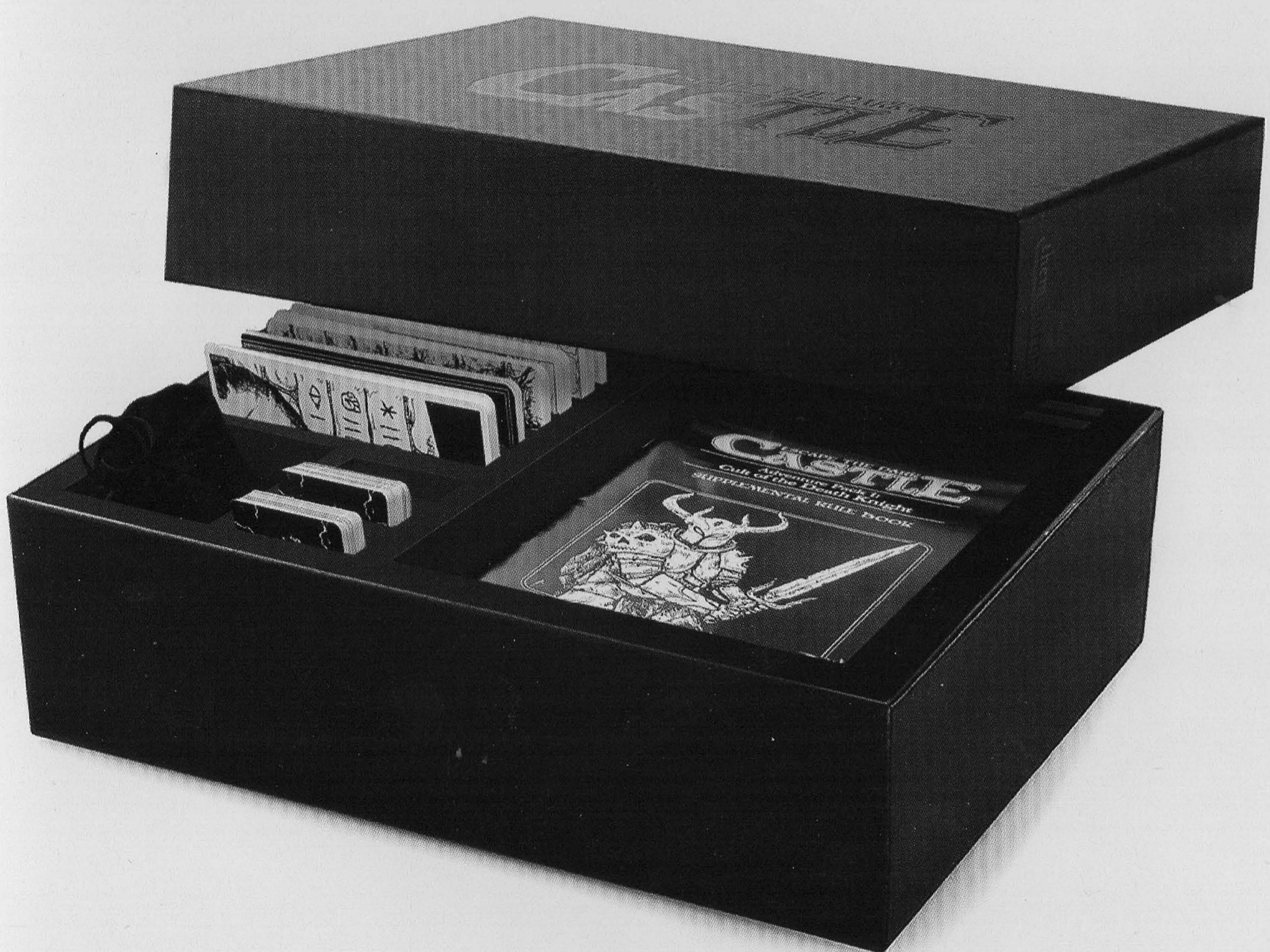
Adventure Pack 1:
Cult of the Death Knight

Adventure Pack 2:
Scourge of the Undead Queen

Adventure Pack 3:
Blight of the Plague Lord



**THE
LEGEND
GROWS...**



...CONTINUE YOUR ADVENTURE AT THEMEBORNE.COM

OBLITERATE

- ~ Can only be cast during a round of combat
- ~ You take damage as normal (regardless of spell outcome)
- ~ You must choose a target before you roll the spell die
 -  Remove a chapter die of your choice from the target
 -  Remove up to two chapter dice of your choice from the target
 -  You lose 1HP
 -  You lose 1HP and the spell book dissolves. Discard it.

REVIVE

- ~ Can only be cast during a round of combat
- ~ You cannot attack or REST while casting this spell
- ~ You do not take damage in the round you cast this spell
- ~ You must choose a player as the target of this spell before you roll the spell die
 -  The target may restore up to 2HP
 -  All players may restore up to 2HP
 -  The target loses 1HP
 -  You lose 1HP and the spell book dissolves. Discard it.

MANIPULATE

- ~ You must choose this spell in order to attempt any challenge which does not involve combat
- ~ If you fail, you suffer any negative effects of the challenge just as if you had failed it with your character die
 -  Counts as a SINGLE of a trait of your choice (**MIGHT, CUNNING or WISDOM**)
 -  Counts as a DOUBLE of your choice
 -  You lose 1HP and fail the challenge
 -  You lose 1HP and the spell book dissolves. Discard it.

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