

CARTER'S CLAIM



Master Game: Creature in the Cavern

(2 players)

"I became aware that my chances of being found were fading as the last embers of my torch dimmed and the circle of light that surrounded me disappeared. I decided to leave no possible means of escape ignored. Summoning all the power of my lungs, I set up a series of loud shouts in the hope of attracting the attention of my companions. But, as I shouted, I believed that my cries were no use, and that my voice, reflected by the numberless walls of the black maze around me, reached no one's ears except my own. Until I saw them; the yellow eyes. Those awful yellow eyes which paralyzed me with fear."

-Toby Wilkerson

Goal: Collect treasures and survive the creature's attack.

Setup: Place a Düнд, Gurei-Oni, or Feral Troll figure where shown as a neutral Creature. Place 3 Treasure Glyphs symbol side up on the table. Each player draws 1 random Treasure Glyph and then places it on a unique hero before revealing its power. Place the last Treasure Glyph symbol-side up where shown.

Each player drafts or brings a pre-made 12 space, 400-point Army.

Player 1 starts in the red starting zone and Player 2 starts in the blue starting zone.

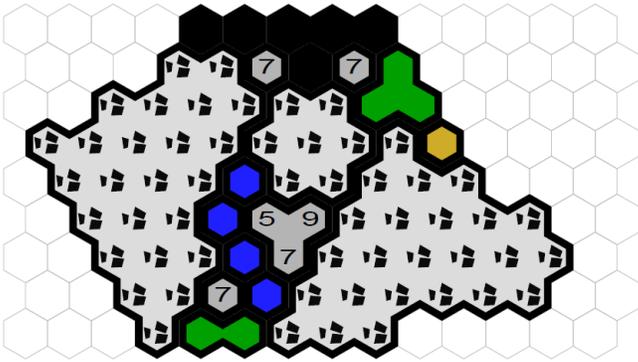
Special Rules: Each round both players must place only 1 order marker on the neutral Creature's Army Card. Temporary Treasure Glyphs may only be used once per unique hero, and will still remain in the game to fulfill victory conditions.

Treasure Glyph Trap: If you roll a 1–5, the figure attempting to pick up the Treasure Glyph receives 1 wound, and the Treasure Glyph stays symbol-side up. If you roll a 6 or higher, reveal the Treasure Glyph and place it on the corresponding Army Card for the figure that attempted to pick it up.

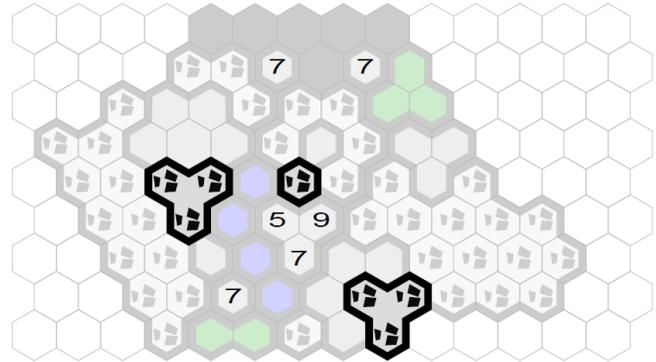
Victory: Either player may win by collecting all 3 Treasure Glyphs or destroying all of their opponent's figures.

CARTER'S CLAIM

LEVEL
01



LEVEL
03



LEVEL
02

