

CERBERE

TREASURES OF THE UNDERWORLD

◈ How to Use This Expansion ◈

In the base game, each player is welcome to play in whatever manner suits them: aggressive, loyal, opportunistic, united, etc. The base game offers an experience in which all of these approaches can coexist. **Treasures of the Underworld** offers several additions that are designed to further tailor your games to your preferred way to play.

The new Survival and Betrayal cards expand the tactical choices available to you. You simply use them according to the base game rules: Just shuffle them together with the other cards if you wish to use them without the rest of the expansion.

The new boards provide more variety by multiplying the configurations possible. Certain boards are very easy to cross, while



others are very difficult to traverse, in order to adapt the difficulty of the game to your tastes. Each has its own rules (detailed herein) and can be used without the rest of the expansion (except for the Cavern of Marvels, which requires use of the Treasure cards).

The Treasure cards are something new to the game system. These very strong cards are passed from player to player each time they are used, allowing their glorious actions to be performed several times each game, which allows you to vary the configurations even more.

Contents

- 16 Survival cards:
 - 4 Tenacity
 - 4 Collusion
 - 4 Contempt
 - 4 Scapegoat
- Betrayal cards:
 - 3 Malevolence
 - 3 Machinations
- 7 Treasure cards
- 3 new double-sided boards
- 3 Harpy tokens
- 1 Cerbere's Den token

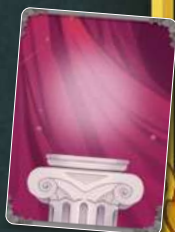
◈ How to Use the Treasure Cards ◈

SETUP

The number of Treasure cards you use depends on the difficulty you desire. Each Treasure card decreases the difficulty by 1 Skull 🦴. We recommend against playing with more than 3 Treasure cards,

regardless of the number of players.

At the beginning of the game, each player rolls the Speed die. The players who rolled the highest values take a random card from the Treasure cards in play.



PLAYING A TREASURE CARD

On your turn, if you have a Treasure card in your hand, you can play it instead of your Action card. Treasure cards also have mandatory cost and effects.

After playing a Treasure card, place it on the table in front of the next Adventurer in turn order (where their played Action cards are). When this next player picks up their hand, they will take the Treasure card, too, and can use it as soon as their next turn.

Never give Treasure cards to Cerbere players!

If Cerbere captures someone who has a Treasure card, the card is removed from the game. Once there is only one Adventurer remaining in the game, that player places the played Treasure cards in front of themselves, to be collected with the Action cards when picking up their hand.

TREASURE CARD EFFECTS

Ritual Mask

Cost: Advance the Speed die 1 space on the Rage track.

Effect: Advance 2 spaces, and 2 other Adventurers of your choice either advance 2 spaces or move back 1 space (your choice for each Adventurer).



Sacrificial Dagger

Cost: 1 Adventurer of your choice moves back 1 space.

Effect: Advance 3 spaces.



Grail

Cost: Advance the Speed die 1 space on the Rage track.

Effect: 1 Adventurer of your choice advances 4 spaces, another Adventurer of your choice advances 2 spaces, and yet another Adventurer of your choice moves back 1 space.



Lyre of Orpheus

Cost: none

Effect: Advance 1 space OR draw a Survival card. Then



advance 1 space OR draw a Survival card.

Crystal Ball

Cost: none

Effect: Draw a Survival card, return your Action cards to your hand, and then either peek at a face-down Barque without showing the other players or swap 2 face-down Barques without looking at them.



Hermes' Sandals

Cost: Advance the Cerbere pawn 1 space.

Effect: Advance 4 spaces.



Magic Lamp

Cost: Increase the value of the Speed die by 1.

Effect: Draw 3 Survival cards and choose another Adventurer, who draws 1 Survival card.



◆ New Cards ◆

SURVIVAL CARD EFFECTS



Tenacity

Simple effect: Draw 2 Survival cards.

OR

Cost: Discard 2 Survival cards.

Advanced effect: Advance 3 spaces.



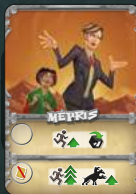
Collusion

Simple effect: 1 Adventurer of your choice advances 1 space, and 1 Adventurer of your choice moves back 1 space.

OR

Cost: Discard 2 Survival cards.

Advanced effect: Advance 2 spaces; 1 Adventurer of your choice advances 3 spaces, and another Adventurer of your choice moves back 2 spaces.



Contempt

Simple effect: Advance 1 space, and increase the value of the Speed die by 1.

OR

Cost: Discard 1 Survival card.

Advanced effect: Advance 3 spaces, and advance the Cerbere pawn 1 space.



Scapegoat

Simple effect: 1 Adventurer of your choice draws 1 Survival card, another Adventurer of your choice draws 1 Survival card, and yet another Adventurer of your choice moves back 1 space.

OR

Cost: Discard 2 Survival cards.

Advanced effect: 1 Adventurer of your choice moves back 2 spaces, and all other Adventurers advance 2 spaces.

BETRAYAL CARD EFFECTS



Malevolence

Simple effect: Advance the Speed die 1 space on the Rage track.

OR

Cost: Reduce the value of the Speed die by 1.

Advanced effect: Advance the Speed die 2 spaces on the Rage track.



Machinations

Simple effect: 3 Adventurers of your choice move back 1 space.

OR

Cost: Reduce the value of the Speed die by 1.

Advanced effect: Draw 3 Betrayal cards.

New Boards

THE EVIL SLOPE

Weird. It seems too easy to be honest...



If an Adventurer ends their

movement on one of the **2 Sloped spaces**, the Adventurer advances 1 space.

HELL'S GATE

This gate is never willing to open, and yet is always happy to close....

Hell's gate



Hell's Gate: An adventurer can only go through Hell's Gate if another Adventurer is on the **Lever space**.

Lever space: As soon as Cerbere reaches or passes the Lever space, Hell's Gate is permanently opened.

THE HARPIES' NESTS

These three sisters were so jealous of each other that they stuck together, even in the underworld, just to be sure that none of them would ever have more than the others.



During setup, **shuffle the three Harpy tokens** and place 1 face down on each of the 3 Harpy Nests.

When an Adventurer stops on a **Harpy Nest** that contains a Harpy token, flip the token face up, immediately apply its effects, then remove it from the game:



: Move back 5 spaces.



: Move back 3 spaces and advance the Speed die 1 space on the Rage track.



: Advance the Speed die 2 spaces on the Rage track.

THE CAVERN OF MARVELS

At the bottom of this cavern, you can find the objects of humanity's wildest dreams... and that's not saying much.

During setup, place a Treasure card, drawn at random without looking



at it, face down on the side of the board. The first Adventurer to reach the last space of the Cavern of Marvels takes this card into their hand.

For someone in the 3 spaces of the Cavern, "advance" and "move back" can mean to go toward the Cavern or toward its exit onto the main path — whichever the active player wishes.

①: Draw 1 Survival card.

②: Draw 3 Survival cards.

①: **Cavern of Marvels**. After the Treasure card has been taken, this space has no effect.

①: If Cerbere reaches or passes the Crossroads, Adventurers still on one of the three Cavern of Marvels spaces are captured.

OBIVION

Is it because of the oozing walls or the shrieks and moans of the resigned souls interred therein that it's so difficult to get out?



①: **Slide**. Adventurers who stop on this space immediately advance to the first Oblivion space.

①: Oblivion spaces: Any movement from an Oblivion space advances you 1 space fewer (minimum 0).

It is impossible to go back up the **Slide**.

①: If Cerbere reaches or passes the Crossroads, Adventurers still on one of the three Oblivion spaces are captured.

THE SIREN'S POOL

If her song is so sweet, it is to make amends for the torments she will inflict upon you.



①: **Siren's Pool**. When an Adventurer ends their movement on this space, they can lure another Adventurer to this space from any other space on the board.

①: If Cerbere reaches or passes the Crossroads, Adventurers still on one of the three Siren's Pool spaces are captured.

CERBERE'S DEN TOKEN

Use this token if you want to avoid sacrificing a player before they've even had their first turn.

During setup, place the Cerbere's Den token at the very bottom, on the first space of the board.

An Adventurer can never move back or be moved back to this space.



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