

DEATHMANCER

Solo Mode

A scenario-controlled solo variant for Deathmancer. These rules complement the core rulebook and should be used only when playing solo.

16. SOLO MODE: THE FALLEN SCENARIOS

Solo Mode follows the normal Deathmancer rules except where stated in this section. You play your own deck normally, with a shuffled deck, random hand draw and the usual decisions around scoring, recruiting, summoning and killing.

The enemy is a scenario-controlled Commander. It does not draw cards, hold a hand, choose card abilities or use Purgatory. Instead, each enemy Commander has six solo scenarios (below). Roll one D6 during setup to determine which scenario you face.

Solo Setup

- Choose your Commander and deck as normal.
- Choose the enemy Commander you will face.
- Roll 1D6 and use the matching enemy scenario.
- Set aside the 3 enemy Heroes and 3 enemy Summons listed for that scenario. These are the enemy's available cards.
- The player begins on 20 score. The enemy begins on its Commander's normal starting score, unless a scenario twist states otherwise.
- The player has initiative in Round 1. From Round 2 onwards, determine initiative normally.
- The normal win condition applies: first to 100 score wins. If neither side reaches 100 by the end of Round 6, highest score wins.

Enemy Card Abilities

The enemy does not use card abilities unless a scenario twist specifically says otherwise. Enemy units post score, recruit, attack and use Commander Override as set out below. Ability text on enemy cards is ignored for Solo Mode, unless the scenario twist expressly uses it.

17. SOLO MODE: ENEMY TURN LOGIC

The enemy uses the same Living Realm, Dead Realm, score, multiplier and damage rules as the normal 2+ player game. The difference is that its choices are prescribed.

Enemy Living Action

- If the enemy has one or more Living units, all enemy Living units post score.
- If the enemy has no Living units, the player chooses one available enemy Hero from the scenario pool and recruits it to the enemy Living Realm.
- The enemy must pay the recruited Hero's normal cost.
- If the enemy cannot afford any available Hero, it does not recruit (action point lost).

Enemy Undead Action

- If the enemy Commander is Undead, the enemy must use Commander Override to score.
- If the enemy Commander is not Undead, all enemy Undead attack.
- Enemy Undead attack the player's weakest Living unit or units where possible (by 'SOL').
- If there is a tie for weakest eligible target, the player chooses the target.

Grave Surge

From Round 3 onwards, roll terrain at the start of each round as normal. In Solo Mode, odd terrain rolls also trigger '*Grave Surge*' for the enemy.

Terrain Roll	Grave Surge Result
1	Summon the highest-star available enemy Summon from the scenario pool.
3	Summon the middle-star available enemy Summon where possible.
5	Summon the lowest-star available enemy Summon from the scenario pool.

A Grave Surge summon costs no score and does not use an action. If the indicated Summon has already entered play, summon the next closest available Summon instead. If no scenario Summons remain available, no Summon enters play unless the scenario twist says otherwise.

The Doom Toll

The Doom Toll is the enemy's Fallen scaling system. When a Doom Toll condition is triggered, add 1 Fallen token to the enemy's Undead Realm. Fallen tokens use their normal rules and stats.

Doom Toll Condition	Effect
The enemy Commander posts score while Living.	Enemy gains 1 Fallen.
The enemy kills one of your Living units.	Enemy gains 1 Fallen.
The enemy reaches or exceeds 50 score for the first time.	Enemy gains 1 Fallen.
The enemy reaches or exceeds 75 score for the first time.	Enemy gains 1 Fallen.

Each score threshold can only trigger once per game.

Grave Harvest

When you kill an enemy Living unit in Solo Mode, add 1 Fallen token to your Undead Realm. This is called '*Grave Harvest*'. The player does not gain Fallen tokens for reaching score thresholds.

Purgatory Rift

Purgatory cannot be played normally in Solo Mode. When you draw Purgatory, reveal it and discard it immediately. You may then choose one Summon card from your hand and place it directly into your Undead Realm. This summon costs no score and does not use an action.

18. SOLO MODE: BALTHAZAR SCENARIOS

When Balthazar is the enemy Commander, roll 1D6 and use the matching scenario below.

D6	Scenario	Scenario Twist
1	The Choir of Ashes	Ashen Vanguard: the enemy starts with +10 score.
2	The Saints of Ruin	Ruinous Sermon: when enemy units post score, add +1 to the total before applying the multiplier.
3	The Black Benediction	Black Blessing: the first Doom Toll gained from a score threshold adds 2 Fallen instead of 1.
4	The Blighted Host	Blighted Ground: if Grave Surge cannot summon because no scenario Undead remain, the enemy gains 1 Fallen instead.
5	The Ascendant Grave	Ascendant Grave: if Balthazar is Undead, his Commander Override gains +5 score.
6	The Final Hymn	Final Hymn: from Round 5 onwards, enemy posted score gains +5 <i>before</i> applying the multiplier.

1. The Choir of Ashes

Plain, brutal pressure. A straightforward scenario built around high-stat Living units rather than ability text.

Scenario Twist: Ashen Vanguard: the enemy starts with +10 score.

Available Heroes	Grave Surge Summons
Baal, The Profane; Avalon, The Ruinbringer; Saemus, The Veiled	Roll 1: Sloth, Tyrant of Despair (★★★) Roll 3: Grief, Anguished Lover (★★) Roll 5: Woe Is Me, Pitiful Spectre (★)

2. The Saints of Ruin

Corrupted saints and heavy Living pressure.

Scenario Twist: Ruinous Sermon: when enemy Living units post score, add +1 to the total before applying the multiplier.

Available Heroes	Grave Surge Summons
Azael, The Despotic; Malachar, The Tyrant; Leviathan, The Unending	Roll 1: Corruption, The Proposition (★★★) Roll 3: Wrath, Grievous Impaler (★★) Roll 5: Leecher, Soul Stealer (★)

3. The Black Benediction

A ritual scenario where score milestones accelerate the enemy army.

Scenario Twist: Black Blessing: the first Doom Toll gained from a score threshold adds 2 Fallen instead of 1.

Available Heroes	Grave Surge Summons
Daemon, The Desecrated; Belial, The Unbound; Azael, The Despotic	Roll 1: Abyss, Herald of Dark (★★★) Roll 3: Agony, Pits of Anguish (★★) Roll 5: Leecher, Soul Stealer (★)

4. The Blighted Host

A wider Undead pressure scenario, built to punish repeated bad terrain rolls.

Scenario Twist: Blighted Ground: if Grave Surge cannot summon because no scenario Undead remain, the enemy gains 1 Fallen instead.

Available Heroes	Grave Surge Summons
Hunger, The Devourer; Bane, The Night King; Daemon, The Desecrated	Roll 1: Sloth, Tyrant of Despair (★★★) Roll 3: Agony, Pits of Anguish (★★) Roll 5: Grief, Anguished Lover (★)

5. The Ascendant Grave

The scenario where killing Balthazar is most dangerous.

Scenario Twist: Ascendant Grave: if Balthazar is Undead, his Commander Override gains +5 score.

Available Heroes	Grave Surge Summons
Baal, The Profane; Belial, The Unbound; Bane, The Night King	Roll 1: Abyss, Herald of Dark (★★★) Roll 3: Corruption, The Proposition (★★) Roll 5: Wrath, Grievous Impaler (★)

6. The Final Hymn

A late-game pressure scenario that pushes the race to 100, applying not only to Commander Override, but all Scoring actions. The Living all have problematic passives/recruitment perks.

Scenario Twist: Final Hymn: from Round 5 onwards, enemy posted score gains +5 *before* applying the multiplier.

Available Heroes	Grave Surge Summons
Daemon, The Desecrated; Hunger, The Devourer; Leviathan, The Unending	Roll 1: Abyss, Herald of Dark (★★★) Roll 3: Sloth, Tyrant of Despair (★★) Roll 5: Grief, Anguished Lover (★)

19. SOLO MODE: ARCHIMEDES SCENARIOS

When Archimedes is the enemy Commander, roll 1D6 and use the matching scenario below.

D6	Scenario	Scenario Twist
1	The Silent Saints	Silent Order: this scenario uses strong but simple Heroes only.
2	The Shielded Host	Shielded Host: the first enemy Living unit that would be killed each round survives on 1 Soul instead.
3	The Gilded Tribunal	Judgement: at the start of each round, your highest-POW Living unit has -1 POW until end of round.
4	The Martyr's Procession	Martyrdom: whenever you gain Grave Harvest, the enemy also gains The Doom Toll.
5	The Soul Sap	Soul Drain: at the start of each enemy Living Action, each of your Living Heroes loses 1 Soul.
6	The Last Virtue	Last Virtue: while Archimedes is Living, reduce all damage dealt to enemy Living units by 1.

1. The Silent Saints

A clean, high-stat encounter with minimal card text.

Scenario Twist: Silent Order: this scenario uses strong but simple Heroes only.

Available Heroes	Grave Surge Summons
Saraphim, The Guard; Malaka, The Lightbearer; Eve, Hardened Maiden	Roll 1: Sanctifier, Purifying Wraith (★★★) Roll 3: Arbiter, Spirit Judge (★★) Roll 5: Echo, Spirit of Realms (★)

2. The Shielded Host

Protection, healing and forcing the player to overcommit damage.

Scenario Twist: Shielded Host: the first enemy Living unit that would be killed each round survives on 1 Soul instead.

Available Heroes	Grave Surge Summons
Mercy, The Last Hand; Dawn, Merciful Light; Bastion, Pious Monk	Roll 1: Banisher, Righteous Adjudicator (★★★) Roll 3: Purity, Cleansing Grace (★★) Roll 5: Grave, Warden of Lost Souls (★)

3. The Gilded Tribunal

Control and disruption, reducing the player's best scoring line.

Scenario Twist: Judgement: at the start of each round, your highest-POW Living unit has -1 POW until end of round.

Available Heroes	Grave Surge Summons
Warden, Faithful Protector; Archer, Radiant Arrow; Lumina, Speedy Scout	Roll 1: Sanctifier, Consecrating Wraith (★★★) Roll 3: Arbiter, Spirit Judge (★★) Roll 5: Purity, Graceful Revenant (★)

4. The Martyr's Procession

A scenario where killing enemy Living units still feeds the enemy engine.

Scenario Twist: Martyrdom: whenever you gain Grave Harvest, the enemy also gains The Doom Toll.

Available Heroes	Grave Surge Summons
Mercy, The Last Hand; Bastion, Pious Monk; Scribe, Record Keeper	Roll 1: Choir, Voices Unite (★★★) Roll 3: Veil, Enigmatic Shade (★★) Roll 5: Purity, Graceful Revenant (★)

5. The Soul Sap

Attrition pressure that weakens the player's Living realm over time.

Scenario Twist: Soul Drain: at the start of each enemy Living Action, each of your Living Heroes loses 1 Soul.

Available Heroes	Grave Surge Summons
Warden, Faithful Protector; Dawn, Merciful Light; Lumina, Speedy Scout	Roll 1: Veil, Bound Shade (★★★) Roll 3: Arbiter, Spirit Judge (★★) Roll 5: Grave, Warden of Lost Souls (★)

6. The Last Virtue

The most resilient Archimedes scenario, encouraging the player to decide whether to kill the Commander early.

Scenario Twist: Last Virtue: while Archimedes is Living, reduce all damage dealt to enemy Living units by 1.

Available Heroes	Grave Surge Summons
Saraphim, The Guard; Malaka, The Lightbearer; Bastion, Pious Monk	Roll 1: Banisher, Righteous Shade (★★★) Roll 3: Veil, Enigmatic Shade (★★) Roll 5: Purity, Graceful Revenant (★)

20. SOLO MODE: QUICK REFERENCE

Solo Term	Meaning
The Doom Toll	Enemy gains 1 Fallen when a listed enemy pressure condition occurs.
Grave Harvest	Player gains 1 Fallen when killing an enemy Living unit.
Grave Surge	Odd terrain rolls from Round 3 onwards auto-summon enemy Undead from the scenario pool.
Purgatory Rift	When Purgatory is drawn in solo, discard it to place one Summon from hand into Dead realm for free.

Round Reminder

- Player draws and plays normally.
- Round 2: Auto-Summons enter play as normal.
- Round 3 onwards: roll terrain as normal, then check Grave Surge if the roll is 1, 3 or 5.
- Resolve enemy Living Action using the determined logic.
- Resolve enemy Undead Action using the determined logic.
- Track The Doom Toll and Grave Harvest as Fallen tokens enter play.
- Win condition remains unchanged: first to 100, or highest score after Round 6.

Living contribute scoring. Undead provide scaling. The best move each turn is rarely obvious.

This is a working playtest rulebook. Balancing, wording and card text may change as Deathmancer develops.

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