

Darkest Doom

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Darkest Doom

Darkest Doom is a competitive strategy game with RPG elements for 1-4 players, set in a dark fantasy world inspired by XVII century Europe and inhabited by anthropomorphic animals. Your goal is to survive for 9 days as the Darkness tries to destroy the region of Betel. But beware of other players: they will stand in the way of your victory as they carry out their own strategies. You will have four different ways to win.

IMPORTANT:

The Darkest Doom rulebook below is a **NON-definitive** version; in the coming months, with the continuity of testing that has been going on for a year, we will refine and integrate the latest updates to eliminate any doubts or misunderstandings.

The current rulebook already has a solid balance between each path leading to victory.

An introductory mission will also be included to take the player through a tutorial, along with hints and tips to make the most of every aspect of Darkest Doom.

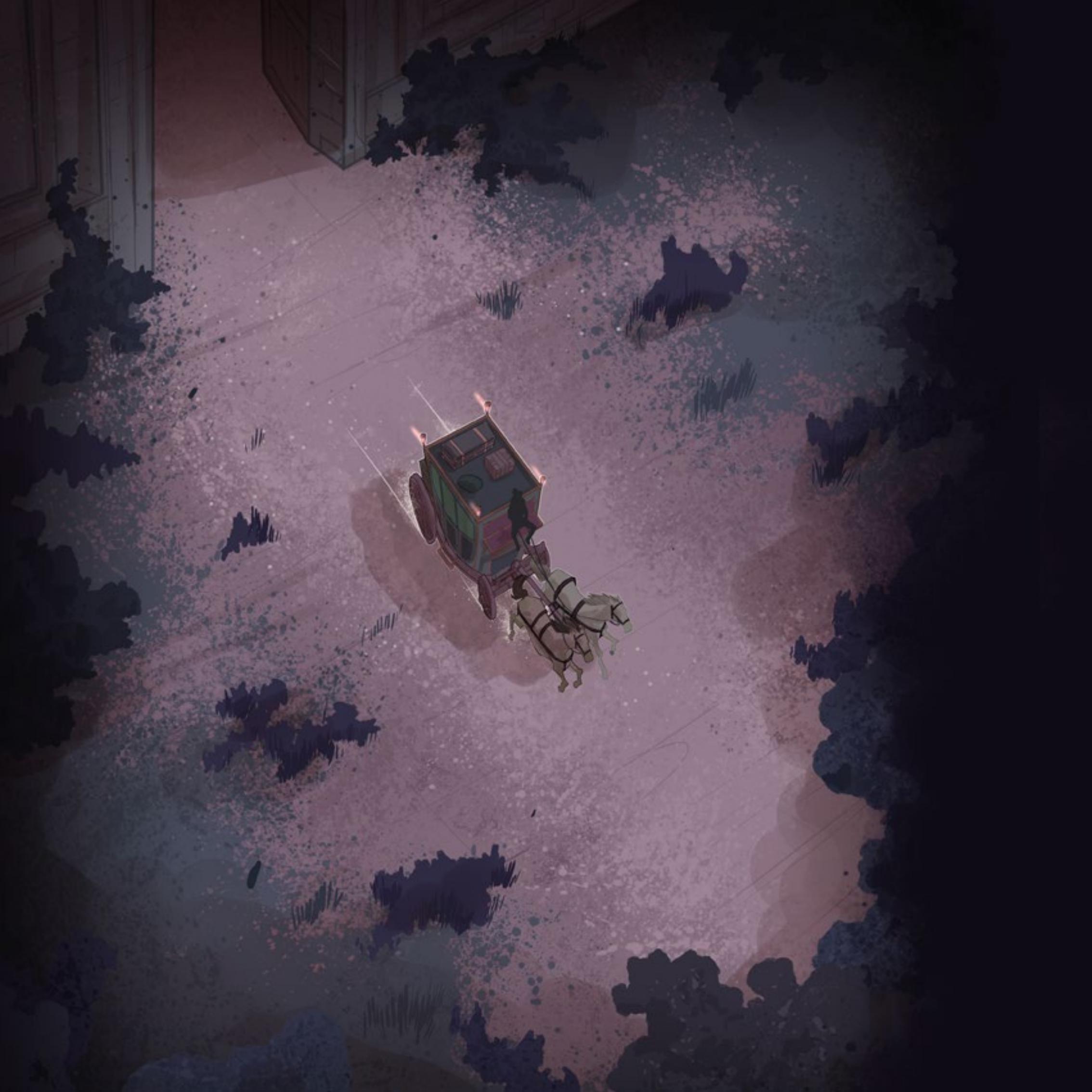
Enjoy the reading.

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The Game

Game Content



1
Winter
Mountain

4
Guardians of
the Sigil

1
High Priestess

6
Lightless

1
Lake Ghost



4
Citadels



12
Citadel Domes



4
Blood Temples



4
Acolytes



12
White Moths



24
Dark
Filaments



1
Game Turn marker
(Dark Filament)



40
Spell cards



40
Equipment cards



40
Trap cards



40
Encounter cards



40
Dark Contamination
cards



40
Entry to the Black
Lodge cards

Citadel Supplies cards



40
Creature Attack
cards



50
Quest cards



4
Citadel
Activities cards



4
Rites of the
Blood Temple
cards



1
Lake Ghost
card



13
Darkest Doom
Event cards



9
Darkest Doom
Event Map
cards



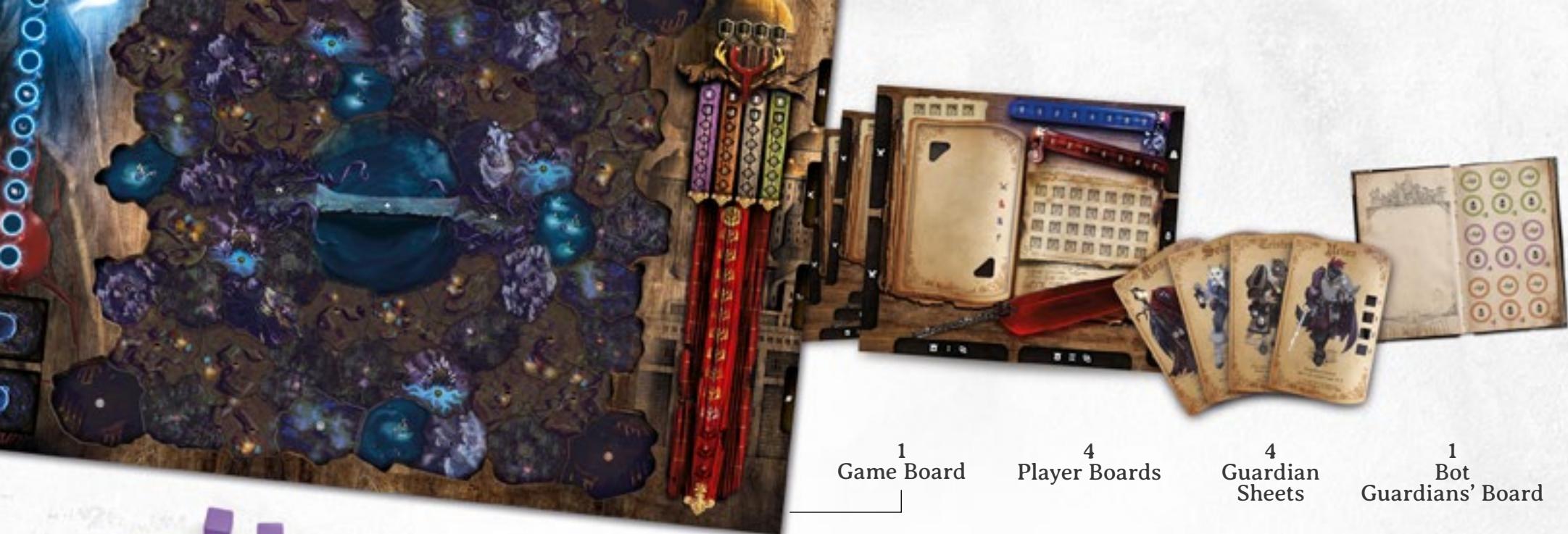
4
Game Zones
Aid cards



18
Daily Fame
Rewards cards



32
Bot Guardians
cards



1
Game Board

4
Player Boards

4
Guardian
Sheets

1
Bot
Guardians' Board



12
Citadel Alliance
tokens



4
Play Order
markers



4
Daily Fame
makers



28
clear plastic
markers for the
Player Boards



16
Equipment
Decay markers



4
Harm makers



4
Mana Petal
makers



1
Darkest Doom
track marker



6
Spirits' Lantern



6
Sigil's Stone



6
Elders' Urn



4
Quest Objective
tokens



8
Trap tokens



6
Dark Pool
tokens



6
Betel Chapter
tokens



8
Creature Target
tokens with Bag



9
Heart of the
High Priestess
tokens



20
Coin of Destiny
tokens



1
Active Player
token/Darkest
Doom Round
marker



14
Crimsonfate Dice
(6-sided dice)



1
Fate Die
(10-sided die)



4
Colored Bases
for the
Guardians' minis



4
Colored Bases
for the Lake
Ghost mini



4
Colored Bases
for the Leader
of the Hunt
mini

Setup

Game Board



- 1 Place the **Game Board** on the table with the region of Betel side showing.



- 2 Place the **Winter Mountain mini** in the middle of the game board, facing either left or right at the players' discretion.



- 3 Place the **4 Citadels** and **4 Blood Temples** in the matching Zones on the board.



- 4 Place **1 Heart of the High Priestess** token on each Nightfall Phase space on the Game Rounds track.



- 5 Place **8 Creature Target** tokens inside the Creature Bag, then place the Bag next to the Game Board.



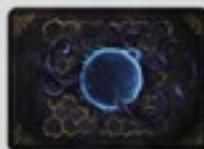
- 6 Place the **Round marker** next to the first Heart of the Priestess token, above the number for the first day.



- 7 Place the **Darkest Doom track marker** at the center of the Darkest Doom Activation track.



- 8 Shuffle the **Dark Contaminations, Quests** and **Daily Fame Rewards** decks and place them face down next to the Game Board.



- 9 This space is for active **Darkest Doom Event Map** cards. Place the Event Map cards deck next to the Game Board.



- 10 This space is for active **Darkest Doom Event** cards; remove the 5 cards with the Echo of the Darkness (☾) from the deck - these cards will be shuffled into the deck later. Place the Event cards deck next to the Game Board.



14 Place all Coin of Destiny, Relic, Dark Pool, Dark Filament, and Betel Chapter tokens next to the Game Board.

15 Place 1 marker for each player color on space 0 of the Daily Fame track.

16 Place 1 marker for each player color next to the Play Order track (the order of play will be determined at the start of the game).

17 Place 1 marker for each player color next to the Citadels Alliance track (these markers will be placed on the track during play to show the Fame values at which players gain Citadel Alliances).

18 Place 1 Acolytes mini for each Blood Temple color on space 6 of the Citadels Alliance track.

19 Place the Crimsonfate and Fate dice next to the game board.



11 Shuffle the Creature Attack and Entry to the Black Lodge decks and place them upright inside the cardholder inside the Winter Mountain mini.



12 Shuffle the three different Citadel Supplies decks separately and place them face-up on the matching spaces on the Game Board.



13 If in play, shuffle the Bot Guardians deck and place it face down next to the Bot Guardians board.



Setup

Player Board



Players may choose a Guardian Sheet or draw one at random, and the same goes for the starting Zone where one of the 4 Blood Temples of the Guardians of the Sigil is located. Once this step is done, do as follows:

- 1 Place the Guardian Sheet in the matching space on the Player Board and take the corresponding mini.
- 2 Take the base for the Guardian of the Sigil's mini in the chosen starting Zone's color.
- 3 Take 2 Coin of Destiny, 2 Trap tokens and the Quest Objective token in the chosen starting Zone's color and place them on the Player Board.
- 4 Place the Citadel Activities card here.
- 5 Place the Rites of the Blood Temple card here.
- 6 Draw a Quest card and place it here, face down.
- 7 Played Trap/Encounter cards will be placed here during play.
- 8 Played Equipment cards will be placed here during play.
- 8b Decay markers
- 9 Relic tokens acquired during play will be placed here.
- 10 Place 1 Mana Petal marker on the mana vial on the value matching your Witchcraft stat.
- 11 Place 1 Harm marker on the harm vial on the value matching your Health stat.
- 12 Place the 7 clear plastic markers as follows:
 - a Place 4 markers on the Stat spaces, as indicated by the Stat values listed on the Guardian Sheet.
 - b Place 1 marker on one of the 4 Stat icons. The chosen Stat will be increased when the current Quest is completed.
 - c Place 1 marker on one of the 3 Relic Search spaces. The chosen Relic will be acquired when the current Quest is completed.
 - d Place 1 marker on space 0 of the Action Points track.

Character's Stats

The four values for the character's Stats - which can be increased by completing Quests - are:



Melee

This Stat represents the character's **combat abilities and physical prowess**. It increases the number of dice rolled in battle (1 die for each Stat point).



Witchcraft

This Stat determines the character's **Mana Petal supply, the Range of their Spells** (1 zone of Range every 2 Stat points, rounded down) and their **magic defense** (roll a die for every Stat point when targeted by a Spell that inflicts Harm).



Wisdom

Increases the hand limit. At the start of each Dawn Phase, the player draws 1 card for each point in this Stat.



Health

Determines the character's **Harm supply**. Each point in this Stat increases the supply of Harm for the Guardian.

Note: Increasing this Stat does not increase the value of Harm currently in the Guardian's supply, but it allows players to increase the total Harm they can reach when they play cards or use abilities or when characters are reborn in the Blood Temple.

Mana Petals



Mana Petals are used to **cast Spells**. They are replenished at the start of each Nightfall Phase or by being reborn at the Blood Temple.

Harm



This supply represents the character's **Health**. It is replenished through the abilities of some Zones on the map, the effects of some cards, or by being reborn at the Blood Temple. When the Harm supply runs out, the character is considered Dead (see *Character Death, page 58*)

Action Points



These are spent taking **movement actions, playing cards, or activating specific actions**. Action Points are restored at the start of every Phase.

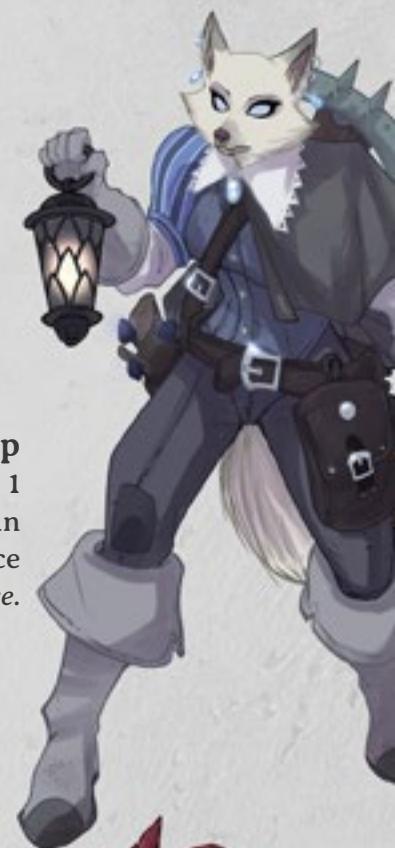
Special Ability

Each character has a **special ability**, indicated on the Guardian of the Sigil character sheet.



Black Feathers

Every time you would suffer 1 , you can pay 2 *Mana Petals* to suffer one less .



Blood Step

Suffer 1 , restore 1 *Action Point*. You can use this power once per *Active Game Phase*.



Magic Trick

If you have at least one card in your hand, **discard your hand of cards**: gain 2 .



Amplified Senses

Roll -1 dice in battle to gain:  



Gameplay

The game consists of 9 consecutive Rounds, representing days going by in Betel.

Each Round is divided into two Phases: Dawn and Nightfall.

The game ends when one of the four victory conditions is reached.

For more details on Victory Conditions, see page 50.



Dawn



Nightfall

Dawn Phase

First Round

Resolve the following steps in order:

1. **Determine the play order**
During the first Round's Dawn Phase, players roll the Fate Die and determine the Play Order. In case of a tie, reroll the die.
2. **Draw the citadel supplies cards and the quest card.** In playing order, every player draws a number of cards equal to their Wisdom Stat \mathcal{S} from the Citadel Supplies decks $\mathcal{C}/\mathcal{Q}/\mathcal{P}$, as well as 1 Quest Card if they don't have one already.



3. Player turns

Starting from the First Player and following the Play Order, every player takes their turn. Actions can be free or cost Action Points \mathcal{A} , and they can be taken in any order. For a complete list of the available actions, see Game Actions on page 42. Once all players have completed their turn, play moves to the Nightfall Phase. **Remember:** Action Points are restored at the start of every game Phase.

Following Rounds

Resolve the following steps in order:

1. **Draw the Citadel Supplies cards and the Quest card**
This step is the same as during the first Round.
2. **Player turns**
This step is the same as during the first Round.

Note: Starting from the second Round, players may discard their entire hand and draw a new hand from the Citadel Supplies decks $\mathcal{C}/\mathcal{Q}/\mathcal{P}$; if they do, they get -1 Daily Fame \mathcal{F} on the Daily Fame track. The Quest card can also be discarded and drawn again at the start of each Dawn phase (even if the Quest was Declared); players get -1 Daily Fame \mathcal{F} on the Daily Fame track if they do so.



Game Actions

Movement

Players can spend Action Points  to move to adjacent Zones. Each Point spent gives 1 movement action unless otherwise stated.

Declaring a Quest

Quests can be Declared only if the Quest Objective is at least 4 Zones away from the Guardian's current location and they haven't yet taken a Movement action. The Quest Objective token is placed on the Zone shown on the card.

Declaring a Quest is a free action and allows the player to gain 3 Daily Fame points  instead of 1 when the Quest is completed, on top of 1 Coin of Destiny and the increase in the chosen Stat value.

As mentioned earlier, players may choose to discard their current Quest card and draw a new one at the start of each Dawn phase, thus gaining -1 Daily Fame  on the Daily Fame track, or they can draw a new one using a Citadel Ability that allows it.

Remember: players may only have 1 Quest card at a time.

For more details on Quests, see page 54.

Battle

When two characters are in the same Zone, they must battle each other. The reward for killing another character is 3 Daily Fame points .

For more information on Battles, see page 56.



Zone activation

Different actions can be activated in each Zone. Some activate automatically when a Guardian passes through the Zone, while others require Action Points.

For more information on Zones and the corresponding actions, see page 53.



Playing Citadel Supplies cards

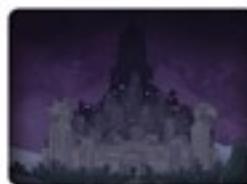
Playing these cards counts as a free action, though players must spend the specific resources required to play the card.

For more information, see page 59.



Activating the Citadel Activities card

Players with one or more Allied Citadels may activate one or more effects of this card. *For more information, see page 60.*



Activating the Rites of the Blood Temple card

Players with Adepts or White Moths may activate one or more effects of this card. *For more information, see page 61.*



Playing Relics

This free action allows players to activate one of the Relics' effects.

For more information on Relics, see page 54.



Removing a Dark Pool

This token resolves like a Trap token. When players enter a Zone with a Dark Pool, they must draw a Dark Contamination card; then, they roll a number of Crimsonfate dice equal to the difficulty level shown on the Game Round track (  ) +1 die for each Relic the player has (you can never roll more than 7 dice) and check the symbols against the series of symbols on the card, only taking into consideration the symbols related to the Trap difficulty level shown on the Game Round track.

The check is successful if the symbols on the card and the symbols on the dice match.

Players may modify the dice results through the Crimsonfate Power (*for more information, see page 58*).

If the check is failed, flip the Dark Pool token and activate the effect shown on the back.



Dark Pool Token Icons:



Suffer 1 Harm



Generate Creatures
See page 45.



Draw a Dark Contamination card.

Example: if a player with 3 Wisdom  points enters a Zone with a Dark Pool and the Trap difficulty level is 3, they must draw a Dark Contamination card, roll 3 Crimsonfate dice and match the first 3 symbols of the series starting from the left:



Darkest Doom Track

The marker placed in the center of the track moves in clockwise order starting from the first icon shown every time players get a Moon ☾ result on a Crimsonfate die, determining which effect will activate.

The marker moves a number of spaces equal to the number of Moon results, and the effect given by its final location will be multiplied by the number of Moon results.

Note:

Moon results always activate the Darkest Doom track, even if they're modified through the Crimsonfate Power. Moon results gained by changing the dice through the Crimsonfate Power do not activate the Darkest Doom track (page 58).

Darkest Doom Track icons

- * The Crimsonfate dice results may be changed to one of the 2 available icons without having to discard a card.
- * The Citadel closest to the player who rolled the dice receives a Dark Filament.
- * All Citadels and Blood Temples adjacent to a Dark Pool receive 1 Dark Filament. Remove all Dark Pools that activated in this way.
- * The Crimsonfate dice results may be changed to one of the 2 available icons without having to discard a card.
- * The player who rolled the dice suffers 1 Harm.
- * The Blood Temple closest to the player who rolled the dice receives a Dark Filament.
- * The Crimsonfate dice results may be changed to one of the 2 available icons without having to discard a card.
- * The Lightless closest to the player who rolled the dice Evolves to the next iteration, if possible.



Example:

3 rolled Moon results move the Darkest Doom Track marker 3 spaces on the track, and the effect activates 3 times on the same target. For example, if the marker stops on the Suffer Harm icon , the target player suffers 3 Harm.

Order of the Actions in a Zone

If multiple actions activate automatically, resolve them in the following order:



Nightrfall Phase

Resolve the following steps in order:

1. Restore Mana Petals
2. Darkest Doom Turn
 - a. Remove the Heart of the High Priestess Token
 - b. Darkest Doom Event card and Darkest Doom Map Event card
 - c. Creature Activation
3. Player Turns
4. Daily Fame Rewards
5. Determine the Play Order
6. New Dawn Phase

1. Restore Mana Petals

All players restore their Mana Petal supply.

2. Darkest Doom Turn

- a. **Remove the Heart of the High Priestess Token.**
After removing the token, add it to the Creature Target Bag.
- b. **Darkest Doom Event card and Darkest Doom Map Event card.**
Draw 1 Darkest Doom Event card and 1 Darkest Doom Map Event card and place them on the appropriate spaces of the Game Board, following these steps:
 - **Generation Symbols:** Read the symbols beneath the card's name and generate the corresponding effect on the board, checking its correct positioning on the Map Event card.
 - **Darkest Doom Event Effect:** Resolve the Effect described on the Event card, using the placement details for Creatures or Dark Pools shown on the Map Event card. The card is removed from play during the next turn.





Darkest Doom Event Card

- 1 Card name and Timeline Indication.** Each Event card has a name and refers to something that happened on the Present or Past Timeline.
- 2 Generation Symbol.** This symbol indicates what type of Generation activates.
- 3 Card Effect.** The effect that must be resolved. These effects may be Immediate Effects (they activate when the card is drawn and placed on the board) or Ongoing Effects (they remain in effect until the next Phase when a new Event is drawn).
- 4 Next Card and Timeline Indication.** Event cards sometimes specify what type of Event (Past or Present) needs to be drawn next. If this indication is present, when drawing a new Event card on the next Round, remove the current Event from the game and draw cards from the deck until a card with the required Timeline is found. If the deck is empty, shuffle the discard pile to make a new deck. Played Event cards are always removed from play, so they do not enter the discard pile.

Generation Symbol



Generate Dark Pools. Place all 6 Dark Pools in the Zones marked with the corresponding icon  on the Map Event card. Begin placing Dark Pool tokens closest to the First Player, then proceed in clockwise order of the symbols on the map. If multiple icons would be placed at equal distance from the First Player, they choose which one to start from. Whenever Dark Pools are generated by cards that aren't Darkest Doom Event cards, remove any Dark Pool tokens already on the map and place them again by drawing a new Darkest Doom Map Event card.



Generate Creatures. When generating Creatures in the Zones marked with the corresponding icon, always place Lightless Beaters (Basic Creature). The order of placement is the same as for Dark Pool. At any time, there can only be a maximum of 3 Creatures on the board - regardless of evolutions and number of players.



Generate Dark Filaments in Citadels. Place 1 Dark Filament token in the Citadel closest to the First Player. If there are multiple Citadels at equal distance from the First Player, place the token in the Citadel with the most Filaments. If there are no Filaments, the First Player chooses which Citadel. Each Citadel can have a maximum of 3 Dark Filaments: in this case, the Citadel is considered Contaminated, and entering it costs 2 Action Points instead of 1.



Generate Dark Filaments in Blood Temples. Place 1 Dark Filament token in the Blood Temple closest to the First Player. If there are multiple Blood Temples at equal distance from the First Player, place the token in the Blood Temple with the most Filaments. If there are no Filaments, the First Player chooses which Blood Temple. Each Blood Temple can have a maximum of 3 Dark Filaments: in this case, the Blood Temple is considered Contaminated. Characters being reborn in a Contaminated Blood Temple only restore 1 Harm. Mana Petals are still fully restored.



Echo of the Darkness

The icon on the Game Board next to the fifth Round  indicates that starting from here and during the Nightfall Phase, all Darkest Doom Event cards set aside during setup must be shuffled into the Event deck.



c. Creature Activation

Draw a Creature Target token from the Creature Target Bag for each Lightless on the board, starting from the Creature closest to the First Player and proceeding in clockwise order. If there are multiple Creatures at equal distance from the First Player, the player chooses which one to start from.



If a **Heart of the High Priestess** token is drawn, the Creature evolves, if possible. Creatures only evolve if minis of the next iteration are available.



If an **Eclipse** token is drawn, the Creature does not move and **Eclipse** is activated (see page 57).

Creatures have 3 movement actions available to reach their target. The tokens indicate each Creature Target (Temple, Citadel or Guardian, identified by their starting Zone color) and, consequently, the direction in which the Lightless will move. Each Creature Target token may show 1 to 3 targets, each marked with a number indicating its priority order in case one or more targets are unavailable.

Move all Creatures towards their targets; then, if any Creatures reached their targets, they attack. Creatures are considered engaged whenever they've reached their target, before attacking it.



Creature Target tokens: Citadel



Creature Target tokens: Blood Temple



Creature Target tokens: Guardian



When moving towards their target, Creatures ignore obstacles and take the shortest route possible by using Entries to the Black Lodge. In this case, draw an Entry to the Black Lodge card and check the Moon icons on it: move the marker on the Darkest Doom track a number of spaces equal to the number of Moon icons, then follow the standard rules for its effects.



2 Moon icons.
Move the Darkest Doom Track marker 2 spaces on the track, and the effect activates 2 times on the same target.

Creatures cannot end their Movement in a Zone occupied by other minis; if they would end their movement on a Zone occupied by another mini, the Lightless engages in battle with the Guardian occupying the Zone, even if they're not the target. This possibility occurs even if a Creature crosses an Entry to the Black Lodge and a Guardian occupies the destination Zone.

Unlike Guardians, Creatures do not have to be in the same Zone as their target to attack because they can use their **Adjacent Attack ability**. This allows them to attack from a Zone adjacent to their target.

If they do not use all their movement actions to reach their target, the unused actions are lost.

Attacking a Citadel or Blood Temple

The Creature contaminates the target depending on its evolution level.



 **Lightless Beater** inflicts 1 Dark Filament



 **Lightless Hunter** inflicts 2 Dark Filaments



 **Lightless Leader of the Hunt** inflicts 3 Dark Filaments.





Attacking a Guardian.

When a Creature ends its Movement adjacent to a Guardian, they engage in battle. For more information on Battles, see page 56.

If the targeted Citadel or Blood Temples are fully Contaminated or are already engaged by another Creature, the Lightless will use the second Creature Target shown beneath the first on the token; if this target is also unavailable, the Lightless will use the third target shown. Heart of the High Priestess Target tokens only show 1 or 2 targets.



If the third target is unavailable, the Lightless will move toward the nearest Guardian, Citadel or Blood Temple and attack it. If there are multiple possible targets at equal distance from the Creature, the Citadel or Blood Temple with the most Dark Filaments takes precedence (Ex: if a Creature could attack either a Citadel with 1 Dark Filament or one with 2 Dark Filaments, it will attack the one with 2 Filaments).

If the Creature does not reach its target, the token remains active until the next Nightfall Phase. Any Creature Target tokens still in play are removed during the next Nightfall Phase and new ones are drawn from the Creature Targets Bag. If the Creature engages the target, remove from play the Creature Target token at the end of the attack. If the Bag is empty, the Creature will move towards the closest target available (Guardian, Citadel or Blood Temple). As mentioned earlier, if there are multiple possible targets at equal distance from the Creature, the Citadel or Blood Temple with the most Dark Filaments takes precedence.

Note: Some abilities allow Creatures to move during the players' turns. In this case, the Creature with a Creature Target token closest to the player who triggered the movement takes precedence.

3. Player Turns

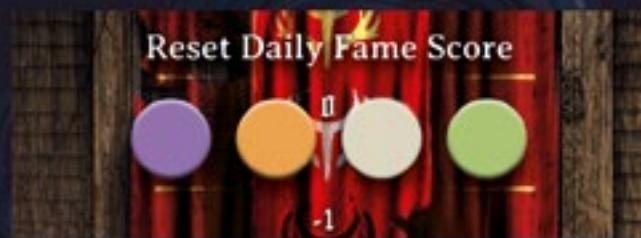
Players complete their actions as done during the Dawn Phase.

4. Daily Fame Rewards

At the end of each Nightfall Phase, the player with the most Daily Fame points draws 2 cards from the Daily Fame Rewards deck and chooses one, activating its effects (for more information, see page 61), then discards the other.

5. Determine the Play Order

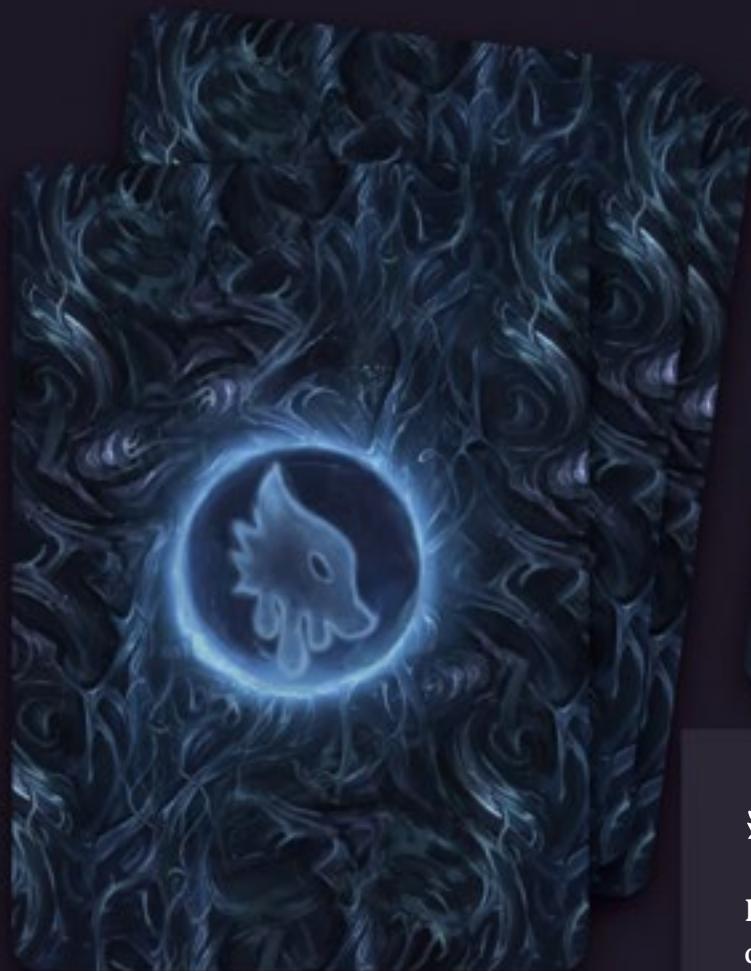
Determine the First Player and the rest of the playing order based on the Daily Fame track. All players then reset their score on the Daily Fame track, accounting for any effects that may modify it.



6. New Dawn Phase

A new Dawn Phase begins.





Dark Contamination Cards

Dark Contamination cards are received in different ways:

- Through the effects or abilities of cards
- As a cost for some Citadel Supplies cards; this is the only resource gained and not spent to play a Citadel Supplies card.

When players receive a Dark Contamination, they must draw the first card from the corresponding deck and add it to their hand.

Dark Contamination cards cannot be discarded unless an effect or ability specifies it. Dark Contamination cards count towards a player's hand limit.

There is a special card in the Dark Contamination deck: the Leader of the Hunt. This card follows all the rules described above but also has unique abilities: Leader of the Hunt.

This card allows the player to be absorbed by a Creature. To do so, the Leader of the Hunt card must be revealed after defeating the corresponding Creature. The player then gets absorbed: they remove all their Daily Fame and Citadel Alliance points, along with their Character sheet, and continue to play using the Creature rules with the following exceptions:

- They participate in the Dawn Phase but always go last.
- At the start of each Nightfall Phase, they draw a Dark Contamination card; their hand limit is still tied to the Wisdom Stat of the absorbed Guardian.
- They do not use Creature Target tokens to move. Instead, the player chooses which target to move towards and attack, always moving 3 Zones (except for movement triggered by Darkest Doom Event cards effects).
- They can use the bonus power shown on the Leader of the Hunt card.
- If the player dies while absorbed, they cannot be reborn and effectively leave the game.





Victory Conditions and End of the Game

Darkest Doom offers four different Victory Conditions. Each player can choose to change their strategy during play. The first player to reach one of the Victory Conditions wins and ends the game.



The New High Priest of Betel

You're the Chosen One!

End the 9 Days (corresponding to 9 Rounds of play) with the highest Fame score (Daily Fame points + Citadel Alliance points). In case of a tie, the Guardian with the most Coins of Destiny is the winner. If players are still tied, the player with the least Dark Contamination cards in their hand is the winner.



Free the Shadow Shaman, Mosh

After gathering 3 Sigil's Stones, go to the Monolith Zone and complete a 4 check successfully. If you fail the check, suffer 1 Harm for each non-matching icon. If you pass the check, you free Mosh from his exile: he regains his power and defeats the Dark forces contaminating the Moon and destroying Betel.



Purify the High Priestess

You choose to save the High Priestess of Betel by breaking her curse, reaching her on Winter Mountain and battling the Darkness that engulfs her. If you win the battle and survive, you save the High Priestess and become Knight of the Guardians of the Sigil. For more information on the battle against the High Priestess, see page 58.



Become the Leader of the Hunt

The player absorbed by the Leader of the Hunt wins the game alongside the Darkness. See the next paragraph, "Losing the Game", for the corresponding Victory Conditions.



Losing The Game

The Darkness has until the ninth Round to fully contaminate Betel and bring it to ruin. When all the Citadels and Blood Temples have 3 Dark Filaments each, the game ends regardless of the Phase: the Darkness succeeded in destroying Betel.



Plain
Zone



Forest
Zone



Lake
Zone



Mountain
Zone



Entry to the
Black Lodge



Path to the
Winter
Mountain



Winter
Mountain



Blood Temples



Citadels

Game Board: Map of Betel

The center part of the board represents a map of Betel. Each Zone is a section of the region, from mountains to plains, all the way to the Path to the Winter Mountain. Different types of Zones are marked with different symbols that represent the actions - automatically activated or activated with Action Points - players can take there.

Note: Automatic actions are activated by entering a Zone and don't require any Action Points. If characters enter a Zone thanks to the effect of a card, an ability or by losing a battle, automatic actions do not activate. If a character is already in a certain Zone at the start of their turn and wants to activate an automatic action, they must spend 1 Action Point to do so.

Zone Actions



Plain: Entrance costs 1 Action Point.

Activation by Discarding 3 Random Cards From Hand: Gain 1 Coin of Destiny.

Activation with 1 Coin of Destiny and at least 3 Daily Fame Points: Players may use one of the 3 abilities from the Citadel Activities card. This Plain's action can only be activated once per Phase.



Forest: Entrance costs 1 Action Point.

Activation with 2 Mana Petals: Move to a Zone occupied by a player or Creature within 2 Zones of your location (except for Mountain Zones).

Activation with 2 Mana Petals: Players may discard 2 cards from their hand and draw 2 cards from one of the Citadel Supplies decks. This Forest action can only be activated once per Phase.



Lake: Entrance costs 1 Action Point.

Automatic Activation: Players entering a Lake Zone restore 1 Harm.

Action Points Activation: Players restore 1 Harm for each Action Point they spend.



Mountain: Entrance costs 2 Action Points.

Automatic Activation: Adjacent Attack and Ranged Witchcraft powers/special abilities cannot be used against targets in a Mountain Zone. When leaving a Mountain Zone, players can move up to two Zones with 1 Action Point (except for movements to other Mountain Zones); however, if players activate an action in the first of these two Zones, they lose the ability to move to the second for free.

Action Points Activation: Players may spend 1 Action Point to play a Trap card from their hand in a Zone occupied by a player or a Creature (except for the Path to the Winter Mountain zones). If the text on the card allows it, the Trap activates immediately. Players must pay 2 Coins of Destiny to play this Trap.



Entry to the Black Lodge: Entrance costs 1 Action Point.

Automatic Activation: No effect.

Action Points Activation: Players may spend 1 Action Point to draw an Entry to the Black Lodge card and activate its effect. The card's effect may be ignored by rolling the Fate die: to succeed, the result needs to be higher or lower (depending on the symbol on the card) than the Stat that the player has chosen to increase. The result of the die may be modified by spending 1 Coin of Destiny. If the player obtains a Moon result, the check fails automatically, and the result can't be modified. Once the card has been resolved, players can move to any other Entry to the Black Lodge Zone on the map. (*for more information on Entry to the Black Lodge card, see page 67*)



Path to the Winter Mountain
Entrance costs 1 Action Point.

Automatic Activation: Receive 1 Dark Contamination card. Trap tokens can never be placed here. While in this Zone, players are immune to Traps.

Action Points Activation: No effect.



Winter Mountain
Entrance costs 1 Action Point.

Automatic Activation: There are 2 entrances, with different actions:

- **Betel's Monolith:** The Victory Condition "Free the Shadow Shaman, Mosh" can be activated here (*for more information on Victory Conditions, see page 50*).
- **Peak of the Winter Mountain:** The Victory Condition "Purify the Priestess" can be activated here (*for more information on Victory Conditions, see page 50*).

Action Points Activation: No effect.



Blood Temple

Automatic Activation: These are the starting Zones for the Guardians of the Sigil; when a character dies, they are reborn in their Blood Temple. (*For more information on a Character Death, see page 58.* This is the only Zone on the map that cannot be entered - the only way for a character to reach this Zone is to die.

Action Points Activation: No effect.



Citadel

Entrance costs 1 Action Point.

Automatic Activation: When in a Citadel Zone, players may gain that Citadel's Alliance and take actions from the Citadel Activities cards. (*For more information, see page 60.*)

Activation with Daily Fame Points: Lose 1 Daily Fame point to draw 1 Quest card. If you do, this must become your new Quest card.

Quests for Betel

During their battle against the Darkness, players can complete Quests on behalf of Perceval, Vicar of the Citadels.

At the start of each Dawn Phase, when drawing cards, every player also draws a Quest card if they do not have any.

When they draw a new Quest card, players must place markers on their Character Sheet to determine:

The Stat they wish to increase.



The Relic they are searching for.



Note: When drawing a new Quest card, players must choose a Stat and Relic different from those selected for the previous Quest card.

Performing a Quest

Completing a Quest is an automatic action. When players reach the Zone shown on the Quest card, they may complete the Quest.

Quest completion order:

1. Perform the check to search for the chosen Relic (see Relics).
2. Increase the chosen Stat by 1 point.
3. Gain 1 Coin of Destiny.
4. Activate the Betel Chapter if present (see page 55).
5. Player gains 1 to 3 Daily Fame points (depending on if the Quest was Declared - See page 42)
6. Discard the completed Quest card.

Relics



Sigil's Stone

This Relic is used to open the Sigil in the Monolith and free Mosh. To break the Sigil, a player must have 3 Stones and pass a level 4 Trap check (4).

Elders' Urn

This Relic is used as a resource to play special cards from the Citadel Supplies deck.



Spirits' Lantern

This Relic is used to summon the Lake Spectre, when in a Lake Zone. Each Lantern used to summon the Spectre increases its Stats (Attack and Defense) by 1 point. When using the Spectre, the corresponding card must be placed in one of the two equipment slots on the Player Board; the Lake Spectre card lists the rules for using it. If a player dies as the Lake Spectre, they lose control of it. The Lake Spectre may then be summoned again by any player.

To determine if a Relic is gained, players must roll the Fate die and check the result against the Stat they have chosen to increase. The Quest card indicates whether the result needs to be higher or lower than the Stat value.



Each Guardian may carry up to 3 Relics at any time. Player may discard Relics as a free Action at any time.

Coins of Destiny



These tokens are counted at the end of the game to decree the winner in case of a tie. Each Guardian may carry up to 5 Coins of Destiny at any time.

Coins of Destiny have two uses, like their two different sides:

- Tails. Each Coin of Destiny spent allows the player to modify the result of the Fate die by +1/-1.
- Heads. Coins of Destiny can be used as resources to play cards or activate abilities.



Betel Chapter

Once the Quest is completed, players check if it is possible to enter the Betel Chapter noted on the right side of the Quest card and identified by an icon  and a description:

If the text on the card allows access to the Betel Chapter, the player must draw from the Quest deck until they find a card with the Betel Chapter marked with this icon 

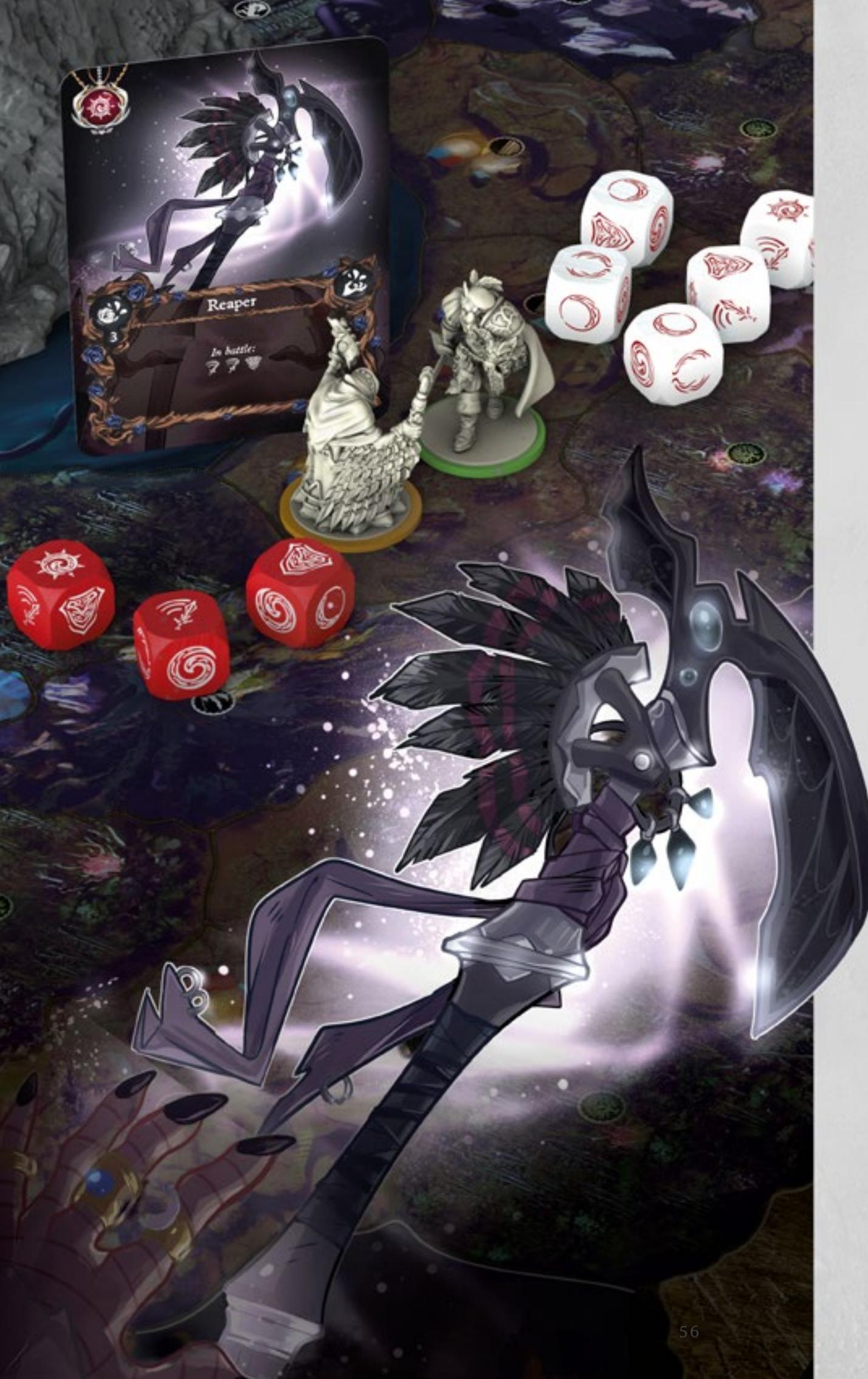
Once found, the player places a Betel Chapter token on the map as indicated by the Quest card.

Betel Chapter Token

When a player reaches the Zone where the Betel Chapter token is located, it activates automatically. The player gains 2 Daily Fame points, flips the token face down and chooses which effect to activate. Every time a Betel Chapter token is used, it's removed from play. If all six tokens have been removed they can no longer be placed on the board by Quest cards.

-  +2 **+2 Daily Fame Points**
Gain 2 Daily Fame Points
-  -1 **-1 Dark Contamination**
Discard 1 Dark Contamination card
-  +2 **+2 Harm**
Restore 2 Harm points
-  -1 **-1 White Moth**
Discard 1 White Moth





Battle

Fighting Other Players

When a player enters a Zone occupied by another player, they must engage in battle.

Note: Some abilities or special abilities from characters and cards may modify the range of battle.

Before rolling the Crimsonfate Dice, players may play Spell cards. The player with the highest Witchcraft Stat  goes first, and they alternate until both players pass and move on to rolling the dice. Players roll a number of Crimsonfate Dice equal to their Melee Stat  and compare the results.

Crimsonfate Dice Results:

-  **Sword:** the target is hit.
-  **Shield:** one hit is parried.
-  **Priestess:** the target is hit.
-  **Dawn:** if in Dawn Phase, the target is hit.
-  **Nightfall:** if in Nightfall Phase, the target is hit.
-  **Moon:** the marker on the Darkest Doom track moves (even if the result gets modified through the Crimsonfate Power).

The difference between successful and blocked hits determines the number of Harm  dealt. Players may play Spell cards even after rolling the Crimsonfate Dice, following the initiative order given by the Witchcraft Stat  and alternating.

Players update the total Harm  in the supply on their Character Sheet based on the hits they have received.

- If no one dies at the end of a fight, whoever was attacked moves to an adjacent zone (the attacking player can move the opponent to a free adjacent zone).
- If a character dies, place the corresponding mini in their Blood Temple and follow the rules detailed in the Death of a Guardian section on page 58.
- If a player wins the battle by killing their opponent, they gain 3 Daily Fame points .

Fighting Creatures

Before the battle, draw a card from the **Creature Attack** deck to determine the opponent's Stats.

The battle follows the same rules as a battle between players, with 2 exceptions:

1. Playing **Spell cards** doesn't require **initiative order**; however, the **Creature Ability** always takes precedence at the start of a battle.
 2. If a battle ends with no deaths and the Creature is attacked again, **the Harm it suffered during the previous battle does not count** and a new **Creature Attack** card must be drawn.
- If **no one dies** at the end of a fight, whoever was attacked moves to an adjacent zone. If a player was attacked, they move 1 zone towards their **Blood Temple**. If a Creature was attacked, it's moved to a free adjacent zone chosen by the player **only** if the fight took place with both minis in the same zone; if the fight took place through the **Adjacent Attack** ability, the Creature can't be moved.
 - If a **character dies**, place the corresponding mini in their **Blood Temple** and follow the rules detailed in the **Death of a Guardian** section on page 58.
 - **Players Daily Fame points** or killing Creatures:
 - 3 Daily Fame points for **Beaters**
 - 4 for **Hunters**
 - 5 for the **Leader of the Hunt**

Then, they draw a card from the **Creature Attack** deck to see if the Creature drops any **Coins of Destiny** and if its death triggers any secondary effects. The killed Creature's mini is then removed from the Game Board.



Creature Attack Card

- Indicates the Creature's evolution level.
- The **Harm supply** of the Creature controlling the Priestess, to be added to the value given by the current Round.
- Indicates the **number of attacks** the Creature deals to the target.
- Indicates the Creature's **Harm supply**.
- Indicates the **effect that activates when the Creature dies**:
 - **Coins of Destiny.** Indicates the number of **Coins of Destiny** the Creature drops when it dies.
 - **Dawn Eclipse.** All **Citadels** and **Blood Temples** adjacent to a **Dark Pool** token receive 1 **Dark Filament**; **Dark Pool** tokens activated this way are removed.
 - **Generate Dark Filament in a Citadel.** See the paragraph in the *Darkest Doom* Round section, page 45.
 - **Generate Dark Filament in a Blood Temple.** See the relative paragraph in the *Darkest Doom* Round section, page 45.
- Indicates the **effect the Creature activates against the player**; this ability is active when the icon is visible on the Game Board, and therefore **starting on the fifth Round's Nightfall Phase**. If active, this ability always resolves first at the start of battle, even before Spells.



- Roana is attacked by a Beater using its **Adjacent Attack** ability.
- The Beater deals 2 and has 2 .
- Roana rolls 2 dice (since her stat is 2 and gains 1 and 1 (the marker on the *Darkest Doom* track moves forward 1 space and the effect activates immediately).
- Roana plays the **Black Feathers** spell, gaining 1 and 1 .
- Roana wins the fight with a total of 2 and 1 , killing the Beater and suffering 1 .

Fighting the Darkness Inside the Priestess

The Corrupted High Priestess's Harm supply is determined by the number of **Heart of the High Priestess** tokens left on the Round track plus the value $\left(\frac{\text{Heart of the High Priestess}}{\text{Creature Attack}}\right)$ indicated by the **Creature Attack** card drawn.

Her **Attack** value is determined by the number of **Nightfall Phase** icons visible on the Round track plus the value $\left(\frac{\text{Nightfall Phase}}{\text{Creature Attack}}\right)$ indicated by the **Creature Attack** card.

The Corrupted High Priestess is defeated only if the player survives the battle. If both the High Priestess and the player die, she is not defeated.

Example:

During the Dawn Phase of the seventh Round, the Corrupted Priestess would have **6 Attack** and **3 Harm** points; add these values with those shown on the **Creature Attack** card (+1 $\left(\frac{\text{Heart of the High Priestess}}{\text{Creature Attack}}\right)$ and +3 $\left(\frac{\text{Nightfall Phase}}{\text{Creature Attack}}\right)$).

Like all **Creatures**, the high Priestess gains the **Echo of the Darkness** $\left(\frac{\text{Darkness}}{\text{Echo of the Darkness}}\right)$ power after the fifth Round.



Death of a Guardian

When a player's Harm supply runs out, their character is **Dead** and their mini is moved to their starting **Blood Temple**. If they were the **Active Player**, their turn ends. They also discard a **Relic** of their choosing, if they have any.

The character's Harm and Mana Petal supplies are restored when they are reborn at the **Blood Temple**, unless the **Blood Temple** is **Contaminated** (has 3 **Dark Filaments**); in this case, their Mana Petal supply is fully restored but they only restore 1 Harm.

When a character dies, they lose 3 **Daily Fame** points and receive a **White Moth** $\left(\frac{\text{White Moth}}{\text{Darkest Doom}}$, which must be placed on one of the three **Acolyte** spaces on the **Rites of the Blood Temple** card. If **Acolytes** already occupy all the spaces, one is discarded and removed from play.



As long as there are **White Moth** tokens on a player's **Rites of the Blood Temple** card, they cannot gain **Acolytes**. Players start their Dawn Phase with -1 **Daily Fame** points for each **White Moth** on the card.



Characters may also receive **White Moths** when they enter a **Zone** with a **White Moth** mini (placed there by a **Darkest Doom** Event card) or through the abilities of some cards.

Crimsonfate Power

At any time, thanks to the **High Priestess's** help, players may modify the results of **Crimsonfate** dice.

For each **Citadel Supply** card they discard, they can change the result of one die by activating the **Crimsonfate** Power icon on the card. **Moon** results obtained this way do not activate the **Darkest Doom** track. **Moon** results on rolled dice, however, activate the **Darkest Doom** track even if they are then modified.



Citadel Supplies Cards

The Citadel Supplies deck is divided into three categories. These cards require specific resources to be played, as indicated on each card, and they can only be played during a player's turn.

Resources required for Citadel Supplies cards:



Coins of Destiny.

These are gained by completing Quests, as rewards for Daily Fame points or through the abilities or effects of some cards.



Mana Petals.

See *Character Sheet*, page 39.



Elders' Urn Relic.

See *Quests*, page 54.



Action Points.

In some cases, Action Points can be used as resources to play cards, specifically Encounter cards.



Dark Contamination.

This is the only resource gained and not spent to play a Citadel Supplies card.

For more information on *Dark Contamination* cards, see page 48.

Categories



Equipment

Weapons, armour and other objects that characters can equip to gain advantages or power-ups for actions or battles. Each Equipment card has a Decay token value; discard 1 Decay token at every use. When an Equipment card has no Decay tokens, it is immediately discarded.



Spell

There are three types of Spell cards:

- **Battle Spell.** Can only be played during battle.
- **Basic Spell.** Can only be played outside of battle and does not require Range.
- **Ranged Spell.** Can only be played outside of battle; these Spells target players or Creatures at a specific Range from the location of the caster. The player's Witchcraft Stat determines the Range of each Spell (see *Character Sheet*, page 39).



Trap

Playing Trap cards costs 1 Coin of Destiny. Players take their Trap token matching the number of Traps already on the board (I or II) and place it in the chosen Zone; place the corresponding Trap card in one of the Trap card slots of the Player Board. Trap tokens can only be placed in Zones unoccupied by other Guardians or Creatures. Traps activate when a Creature or a player enters a Zone with a Trap token, unless otherwise stated on the card. Players may spend 2 Coins of Destiny to activate Traps against targets in Zones adjacent to the location of the Trap token; this ability can also be used during other players' turns.



Traps resolve differently depending on their target.

Creatures:

If the card's requirements are met, the Trap automatically activates and is resolved by reading its description; if the Creature dies because of a Trap, the player gets 3 Daily Fame points, regardless of its evolution level.

Other players:

Players targeted by Trap token must make a check like they would when removing a Dark Pool (see *Removing a Dark Pool*, page 16): they draw a **Dark Contamination** card and roll the dice, checking the results against the series of symbols shown on the Dark Contamination card (taking into account the difficulty level). **Remember:** the results of **Crimsonfate Dice** can be modified through the **Crimsonfate Power**.

Players may remove Trap cards from their board for free during their turn, placing them in the discard pile.



- 1 Name of the card
- 2 Resource required to play the card
- 3 Card type
- 4 Number of Decay tokens
- 5 Effect of the card
- 6 Crimsonfate Power (see page 58)

Citadels

Citadel Alliance

Each Guardian can gain the Alliance of up to 3 Citadels, as long as they have at least 1 Daily Fame point.

Note: if a Citadel is already Allied with another player, the player who wants to gain its Alliance needs to have a number of Daily Fame points equal or higher to that of the current owner.

Declaring a Citadel Alliance is an automatic action that activates when entering a Citadel Zone. If the Character is already in the Citadel at the start of their turn, however, they must spend 1 Action Point to activate it.

When declaring an Alliance, place the Citadel Alliance marker on the Citadel Alliance track in the space matching the chosen Citadel and the number of Daily Fame points the player currently has.

The player then takes a Dome from their Citadel Activities card and places it on top of the Allied Citadel mini.

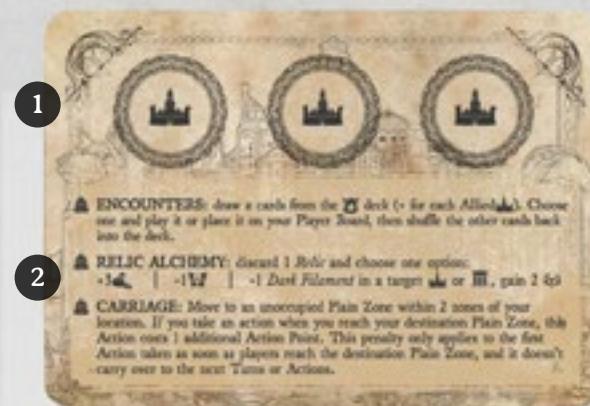
Example: The Active Player has 3 Daily Fame points and decided to enter a Citadel Zone to gain its Alliance. That Citadel, however, is already Allied with another player who has 3 Citadel Alliance points on the matching track. Since the player has the same Daily Fame points as that Citadel's Citadel Alliance points, the Active Player gains the Citadel's Alliance, taking it from the other player.

Having an Allied Citadel allows players to take one of the three actions available on the Citadel Activities card whenever they are in any Citadel zone. Players may take a number of actions equal to the number of Allied Citadels they have, and the same action can be taken multiple times.

The Citadel Activities card cannot be used if the player does not have any Allied Citadels.



Citadel Alliance Card



- 1 Dome Slots 2 Citadel Activities

Citadel Activities

Encounters: draw 2 cards from the ⚡ deck (+1 for each Allied Citadel). Choose one and play it or place it on your Player Board, then shuffle the other cards back into the deck.

Relic Alchemy: discard 1 Relic and choose one option:

- +3 Coins of Destiny ⚡
- 1 White Moth 🦋
- 1 Dark Filament in a target Citadel 🏰 or Blood Temple 🏰, gain 2 Daily Fame points ⚡

Carriage: Move to an unoccupied Plain Zone within 2 zones of your location. If you take an action when you reach your destination Plain Zone, this Action costs 1 additional Action Point. This penalty only applies to the first Action taken as soon as players reach the destination Plain Zone, and it doesn't carry over to the next Turns or Actions.

Encounter Cards

Encounter cards must be played as soon as they're drawn or placed on the Player Board in the same slots as Trap cards. Players may remove Encounter cards from their board for free during their turn. If a Creature dies because of an Encounter card, the player gains 3 Daily Fame, regardless of the Creature's evolution level.

Fame

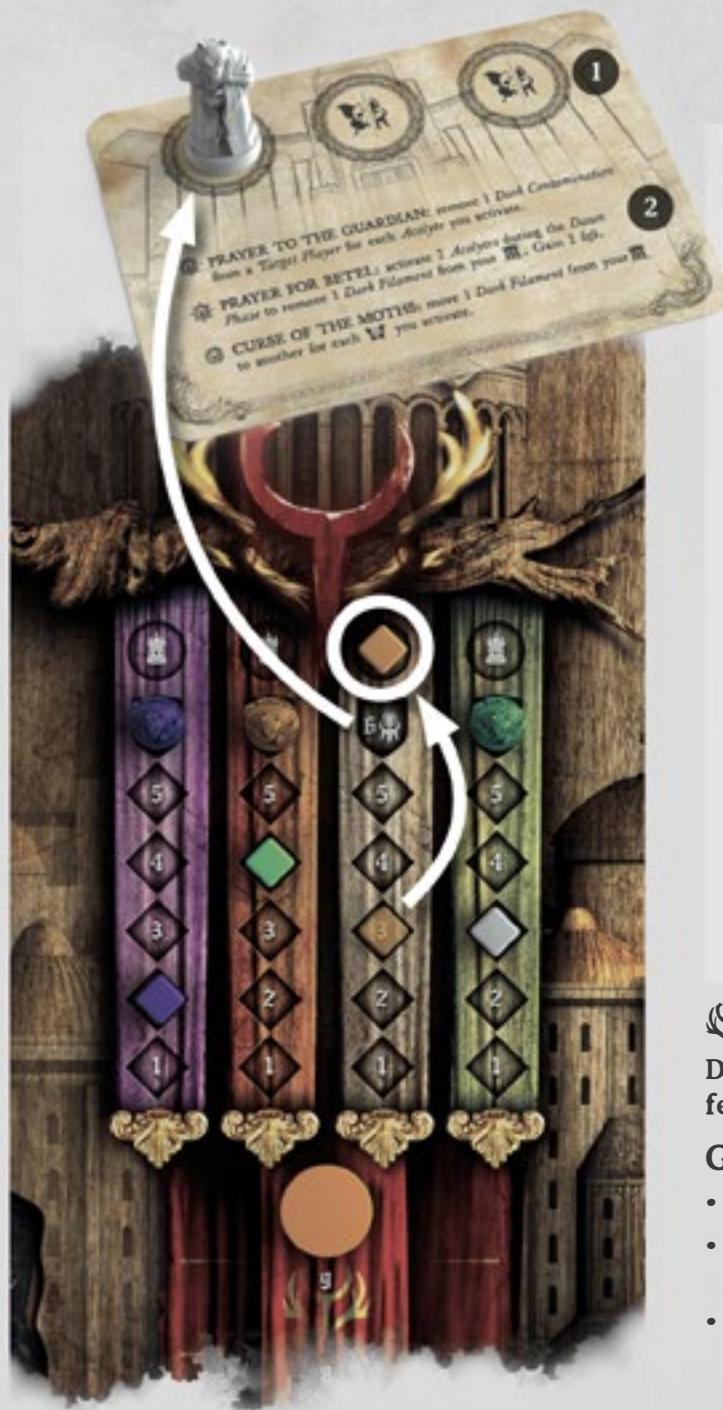
Fame is divided into two categories: **Daily Fame points**, which reset at the start of each Round, and **Citadel Alliance points**, which are permanent.

Daily Fame

The region of Betel grants honors and rewards to players depending on their actions. These honorable actions are represented by the **Daily Fame score**, which resets at the end of each Round. Whenever players gain Daily Fame points, they move their marker accordingly along the Daily Fame track. At the end of each Nightfall Phase, the player with the most Daily Fame points can access the Daily Fame Rewards. If a player reaches the highest possible Daily Fame score, they unlock an **Incorruptible Allied Citadel**: this allows them to move the Fame marker of one of their Allied Citadels to the space marked with this icon ; through this upgrade, the player can also choose to gain the corresponding **Acolyte** , if available.

Example: If a player obtains the Incorruptible Allied Citadel ability and uses it on a Citadel with 3 Fame points and an Acolyte, they move their marker to the space with the Incorruptible Allied Citadel icon and gain that Acolyte. This ability triggers at the end of all Guardians' Nightfall phase, before gaining the Daily Fame reward.

At the end of the Nightfall Phase, the player with the most Daily Fame points draws 2 Daily Fame Rewards cards, chooses one, activates its effects and discards the other. In case of a tie, the player with the most Citadel Alliance points wins; if players are still tied, only 1 Daily Fame Rewards card is drawn.



Citadel Alliance

The Citadel Alliance track has 7 spaces: 1 to 6 and **Incorruptible Allied Citadel**, marked with this icon . Each player may only have one Incorruptible Allied Citadel.

When a Guardian obtains an Allied Citadel with a Daily Fame score higher than 6, they gain the Acolyte mini (found in the matching space on the Citadel Alliance track, as described in the Game Board Setup on page 37). When players gain an Acolyte, the Acolyte mini is placed on their Rites of the Blood Temple card.

Rites of the Blood Temple Card

This card allows players to activate up to 3 different prayers. To activate prayers, players must have Acolytes or White Moths on their Rites of the Blood Temple card - each Acolyte/ White Moth enables the player to activate 1 prayer during the Dawn Phase. Each prayer may only be used once per Dawn Phase. White Moths are only used to activate the Curse prayer.

- 1 Acolytes Slots 2 Prayers

Blood Temples Prayers

-  **Prayer to the Guardian:** remove 1 Dark Contamination from a Target Player for each Acolyte you activate.
-  **Prayer for Betel:** activate 2 Acolytes during the Dawn Phase to remove 1 Dark Filament from your Blood Temple . Gain 2 .
-  **Curse of the Moths:** move 1 Dark Filament from your Blood Temple  to another for each  you activate.

Daily Fame Points

Daily Fame points are gained and lost in different ways:

Gaining Daily Fame Points

- Completing a Quest:** 1 point, 3 points if declared
- Killing another Guardian in battle, with Abilities, or Card Effects:** 3 points
- Removing a Dark Pool:** 1 point if the Trap check is failed - if the Trap check is successful, X points depending on the value shown next to the difficulty level on the Game Board
- Card Effects/Abilities:** values depend on specific card effects or abilities
- Killing a Creature in Battle:** 3 points for Beaters - 4 points for Hunters - 5 points for the Leader of the Hunt
- Killing a Creature with Abilities or Card Effects:** 3 points regardless of the Creature's evolution level
- Gaining a Betel Chapter Token:** 2 points

Losing Daily Fame Points

- Card Effects/Abilities:** values depend on specific card effects or abilities
- Being Killed by a Guardian or a Lightless:** -3 points

Bot Guardians Variant

If you'd rather not use Bot Guardians during the game, you can simply follow the standard rules of the game with **one exception**: whenever a Creature Target token is drawn, the Creature ignores the missing player and moves on to another target shown on the token. If there are no other possible targets, the Creature moves on to the target closest to it (Guardian, Citadel or Blood Temple) *as described on page 47*.

Bot Guardians Mode

Bot Guardians must take the place of up to 3 other players, for solo games or games in which some of the players are missing.

When playing a solo game, the player's starting Zone is always the Gray Zone. At the start of the game, just like in a regular game, **roll the Fate Die to determine the Play Order**. Likewise, follow standard rules from the second Round's Dawn Phase: in other words, **Play Order** is determined through the **Daily Fame track**.

Rules

1. No minis are used for the Bot Guardians.
2. Bot Guardians draw a card from the Bot Guardians deck at the start of each game Phase, Dawn and Nightfall. The card is placed in the matching spot on the Bot Guardians board and all its effects are activated. Then, the next player or Bot Guardian takes their turn.
3. At the end of each Round, use the Daily Fame score to determine the Play Order for the next Round, considering both players' and Bot Guardians' scores. Therefore, Bot Guardians may take turns before players if their Daily Fame score is high enough. At the end of each Nightfall Phase, if a Bot Guardian has the highest Daily Fame score, **only draw 1 Daily Fame Rewards card** instead of 2 and apply its effects.
4. Bot Guardians never receive White Moths.

Bot Guardians Board

The Bot Guardians Board is divided into 3 sections, one for each Bot Guardian's starting Blood Temple Zone (Green - Purple - Orange). Use the matching section for each active Bot Guardian.

- 1 Place the Domes in the color of the Bot Guardian's starting Zone. Whenever a Bot Guardian gains an Allied Citadel, move a Dome to the target Citadel. At the start of each Dawn Phase, when drawing Citadel Supplies cards, Bot Guardians start their turn with +1 Daily Fame for each Allied Citadel they have.
- 2 Place any Acolytes gained by the Bot Guardian in the matching spaces. At the start of each Dawn Phase, when drawing Citadel Supplies cards, Bot Guardians remove 1 Dark Filament from their Blood Temple for each Acolyte they have.
- 3 At the start of each Phase, on the Bot Guardian's turn, draw the first card from the Bot Guardians deck and place it here. Activate all its effects and leave it here. If the Bot Guardians deck runs out, take all played cards from this space, shuffle them and make a new deck. Then, draw a new card to activate the Bot Guardian's actions.



Bot Guardians Cards

- a **Game Round:** This column shows what actions Bot Guardians can take and/or how many Fame points they gain during the current Round's game Phases.
- b **Bot Guardian:** Each Bot Guardian is represented by these 3 different icons (icone), each in the color of the Bot Guardian's starting Blood Temple zone.
- c **Lightless Icon:** This indicates which of the three types of Lightless must be used as reference for the Bot Guardian's Stats when they're attacked in battle.

At the start of each game Phase (Dawn/Nightfall) of a Bot Guardian, draw 1 card from the Bot Guardians deck and activate all its effects, if possible, by checking the active Bot Guardian's column against the current game round in the Round track.



Actions and activation order

1. Gaining Daily Fame points

The numbers shown in each Bot Guardian's column indicate how many Daily Fame points they gain during that game Phase. Whenever a Bot Guardian gains Daily Fame points, their marker is moved on the Daily Fame track on the Game Board.



2. Citadel Alliance

When this icon  is present next to the Daily Fame score in a Bot Guardian's column, that Bot Guardian tries to declare an Alliance with the Citadel matching the icon's color, if their Daily Fame score allows it. If the Alliance is successful, take a Dome from the Bot Guardian's board and place it on the matching Citadel; the Citadel Alliance track is updated by moving the Bot Guardian's marker to the Fame score at which they've gained the Alliance for that Citadel. When Bot Guardians gain a Citadel's Alliance at a Fame score of at least 6, they gain an Acolyte.



If a player placed a Trap token that targets Bot Guardians in that Citadel, the Trap token is removed and the Bot Guardian automatically fails to gain the Citadel's Alliance.

Just like players, Bot Guardians can unlock the Incorruptible Allied Citadel ability. In these cases, the target Citadel must be the one that grants an Acolyte; if that is not possible, then the target Citadel is the one with the lowest Citadel Alliance score. If more than one Citadel would grant an Acolyte, the Bot Guardian chooses the one with the lowest Citadel Alliance score; in case there's still a tie among Citadels, the Bot Guardian chooses the first one on the track starting from the left.

3. Remove Dark Filament in a Citadel

This icon  (-1 ) comes in all 4 Citadel colors; depending on its color, remove 1 Dark Filament from the matching Citadel.



4. Battle

Battle are divided into 3 subcategories:

a. Bot Guardian vs Player/Bot Guardian:

When this icon  is present in the game Round track next to a specific Round and the Bot Guardian card is drawn during that Round or later, this text activates:

The Bot Guardian attacks the Guardian with the highest Daily Fame score (in case of a tie, the Bot Guardian attacks the Guardian ahead in the Play Order for the current Round). Draw a Creature Attack card and use the Stats for / / .



- If the Guardian with the highest Daily Fame score is a player, that player battles the Bot Guardian as if it were a Creature, except for the Echo of the Darkness power which does not activate. If the Bot Guardian dies, do not draw the second Creature Attack card to see whether it drops Coins of Destiny or any effects activate.
- If the Guardian with the highest Daily Fame score is another Bot Guardian, draw 2 Creature Attack cards: the attacking Bot Guardian uses the Stats shown on the card while the defending Bot Guardian uses the Stats as shown in section **c** of the Bot Guardians card. Resolve the battle by comparing the two cards. At the end of a battle, consider all positive or negative effects on Daily Fame scores in the case of a death, and all related rules.

b. Creature vs Bot Guardian:

If a Creature's target is a Bot Guardian, the Creature does not move and the battle is engaged; Creatures do not use the Echo of the Darkness power against Bot Guardians. The defending Bot Guardian uses the Stats as shown in section **c** of the Bot Guardians card. At the end of a battle, consider all positive or negative effects on Daily Fame scores in the case of a Bot Guardian's death, and all related rules in case of a Creature's death.

c. Player vs Bot Guardian: Players must spend 1 Action Point to attack a Bot Guardian; the defending Bot Guardian uses the Stats as shown in section **c** of the Bot Guardians card.

At the end of a battle, consider all positive and negative effects on Daily Fame scores in the case of a death, and all related rules.

5. Purify the High Priestess

When this icon  is present on the Round track next to a specific Round and the Bot Guardians card is drawn in the matching Round or later, this text activates during the Dawn Phase:

The player with the highest Daily Fame score  must do a level 4 trap (4) check. In case of a tie, the player ahead in the Play Order for the current Round must do the check. If the player fails the check, the Bot Guardian wins the game.

6. Free the Shadow Shaman, Mosh

When this icon  is present on the Round track next to a specific Round and the Bot Guardians card is drawn in the matching Round or later, this text activates during the Dawn Phase:

The player with the highest Daily Fame score  must do a level 4 trap (4) check. In case of a tie, the player ahead in the Play Order for the current Round must make the check. If the player fails the check, the Bot Guardian wins the game.



Summary of Cards and Tokens



Crimsonfate Dice Results

- Sword:** the target is hit.
- Shield:** one hit is parried.
- Priestess:** the target is hit.
- Dawn:** if in Dawn Phase, the target is hit.
- Nightfall:** if in Nightfall Phase, the target is hit.
- Moon:** the marker on the Darkest Doom track moves (even if the result gets modified through the Crimsonfate Power).

Citadel Supplies and Encounters Cards

1	Name of the card	Card Type	Cost
2	Resource required to play the card	Equipment	Coins of Destiny: These are gained by completing Quests, as rewards for Daily Fame points or through the abilities or effects of some cards.
3	Card type	Spell	Action Points: in some cases, Action Points can be used as resources to play cards, specifically Encounter cards.
4	Number of Decay tokens	Trap	Dark Contamination: this is the only resource gained and not spent to play a Citadel Supplies card. For more information on Dark Contamination cards, see page 48.
5	Effect of the card	Encounters	Restore/Suffer Harm points
6	Crimsonfate Power (see page 58)		

Darkest Doom Event Card

- 1 Card name and Timeline Indication.** Each Event card has a name and refers to something that happened on the Present or Past Timeline.
- 2 Generation Symbol.** This symbol indicates what type of Generation activates.
- 3 Card Effect.** The effect that must be resolved. These effects may be Immediate Effects (they activate when the card is drawn and placed on the board) or Ongoing Effects (they remain in effect until the next Phase when a new Event is drawn).
- 4 Next Card and Timeline Indication.** Event cards sometimes specify what type of Event (Past or Present) needs to be drawn next. If this indication is present, when drawing a new Event card on the next Round, remove the current Event from the game and draw cards from the deck until a card with the required Timeline is found. If the deck is empty, shuffle the discard pile to make a new deck. Played Event cards are always removed from play, so they do not enter the discard pile.



Generation Symbol

- Generate Dark Pools.** Place all 6 Dark Pools in the Zones marked with the corresponding icon on the Map Event card. Begin placing Dark Pool tokens closest to the First Player, then proceed in clockwise order of the symbols on the map. If multiple icons would be placed at equal distance from the First Player, they choose which one to start from. Whenever Dark Pools are generated by cards that aren't Darkest Doom Event cards, remove any Dark Pool tokens already on the map and place them again by drawing a new Darkest Doom Map Event card.

- Generate Creatures.** When generating Creatures in the Zones marked with the corresponding icon, always place Lightless Beaters (Basic Creature). The order of placement is the same as for Dark Pool. At any time, there can only be a maximum of 3 Creatures on the board - regardless of evolutions and number of players.

- Generate Dark Filaments in Citadels.** Place 1 Dark Filament token in the Citadel closest to the First Player. If there are multiple Citadels at equal distance from the First Player, place the token in the Citadel with the most Filaments. If there are no Filaments, the First Player chooses which Citadel. Each Citadel can have a maximum of 3 Dark Filaments: in this case, the Citadel is considered Contaminated, and entering it costs 2 Action Points instead of 1.

- Generate Dark Filaments in Blood Temples.** Place 1 Dark Filament token in the Blood Temple closest to the First Player. If there are multiple Blood Temples at equal distance from the First Player, place the token in the Blood Temple with the most Filaments. If there are no Filaments, the First Player chooses which Blood Temple. Each Blood Temple can have a maximum of 3 Dark Filaments: in this case, the Blood Temple is considered Contaminated. Characters being reborn in a Contaminated Blood Temple only restore 1 Harm. Mana Petals are still fully restored.

Creature Attack Card



Indicates the Creature's evolution level.



The Harm supply of the Creature controlling the Priestess, to be added to the value given by the current Round.



Indicates the number of attacks the Creature deals to the target.



Indicates the Creature's Harm supply.



Indicates the effect that activates when the Creature dies:

 **Coins of Destiny.** Indicates the number of Coins of Destiny the Creature drops when it dies.

 **Dawn Eclipse.** All Citadels and Blood Temples adjacent to a Dark Pool receive 1 Dark Filament. Remove all Dark Pools that activated in this way.

 **Generate Dark Filament in a Citadel.** See the paragraph in the Darkest Doom Round section, page 45.

 **Generate Dark Filament in a Blood Temple.** See the relative paragraph in the Darkest Doom Round section, page 45.



Indicates the effect the Creature activates against the player; this ability is active when the  icon is visible on the Game Board, and therefore starting on the fifth Round's Nightfall Phase. If active, this ability always resolves first at the start of battle, even before Spells.

Betel Chapter Token



+2 Daily Fame Points
Gain 2 Daily Fame Points



-1 Dark Contamination
Discard 1 Dark Contamination card



+2 Harm
Restore 2 Harm points



-1 White Moth
Discard 1 White Moth



Entry to the Black Lodge Card



The card's effect may be ignored by rolling the Fate die: to succeed, the result needs to be higher than the Stat that the player has chosen to increase.



The card's effect may be ignored by rolling the Fate die: to succeed, the result needs to be lower than the Stat that the player has chosen to increase.



When moving towards their target, Creatures ignore obstacles and take the shortest route possible by using Entries to the Black Lodge. In this case, draw an Entry to the Black Lodge card and check the Moon icons on it: move the marker on the Darkest Doom track a number of spaces equal to the number of Moon icons, then follow the standard rules for its effects.



Dawn Eclipse. All Citadels and Blood Temples adjacent to a Dark Pool token receive 1 Dark Filament; Dark Pool tokens activated this way are removed.



Generate Dark Pools. See page 66



Generate Creatures. When generating Creatures in the Zones marked with the corresponding icon, always place Lightless Beaters (Basic Creature). The order of placement is the same as for Dark Pool. At any time, there can only be a maximum of 3 Creatures on the board - regardless of evolutions and number of players.



Activate the Lightless with a Creature Target token closest to the active player. If no Creature Target tokens are in play, draw one and activate the Lightless closest to the active player.

Darkest Doom Track



The Crimsonfate dice results may be changed to one of the 2 available icons without having to discard a card.



The Citadel closest to the player who rolled the dice receives a Dark Filament.



All Citadels and Blood Temples adjacent to a Dark Pool receive 1 Dark Filament.



The Crimsonfate dice results may be changed to one of the 2 available icons without having to discard a card.



Dawn Eclipse. All Citadels and Blood Temples adjacent to a Dark Pool receive 1 Dark Filament. Remove all Dark Pools that activated in this way.



The Blood Temple closest to the player who rolled the dice receives a Dark Filament.



The Crimsonfate dice results may be changed to one of the 2 available icons without having to discard a card.



The Lightless closest to the player who rolled the dice Evolves to the next iteration, if possible.

Dark Pool Token



Generate Creatures. When generating Creatures in the Zones marked with the corresponding icon, always place Lightless Beaters (Basic Creature). The order of placement is the same as for Dark Pool. At any time, there can only be a maximum of 3 Creatures on the board - regardless of evolutions and number of players.



Draw a Dark Contamination card.



Suffer 1 Harm

Summary of Phases



Dawn Phase

1. Draw the Citadel Supplies cards and the Quest card
2. Player Turns *



Nightrall Phase

1. Restore Mana Petals
2. Darkest Doom Turn
 - a. Remove the Heart of the High Priestess Token
 - b. Darkest Doom Event card and Darkest Doom Map Event card
 - c. Creature Activation
3. Player Turns *
4. Daily Fame Rewards
5. Determine the Play Order
6. New Dawn Phase

*

- Movement
- Declare Quest
- Battle
- Zone activation
- Play Citadel Supplies cards
- Activate the Rites of the Blood Temple card
- Play Relics
- Remove Dark Pool

Order of the Actions in a Zone

If multiple actions activate automatically, resolve them in the following order:

1. Battle

2. Dark Pool

3. Trap

4. Zone Automatic Action and any other actions

Gaining Daily Fame Points +

- **Completing a Quest:** 1 point, 3 points if declared
- **Killing another Guardian in battle, with Abilities, or Card Effects:** 3 points
- **Removing a Dark Pool:** 1 point if the Trap check is failed - if the Trap check is successful, X points depending on the value shown next to the difficulty level on the Game Board
- **Card Effects/Abilities:** values depend on specific card effects or abilities
- **Killing a Creature in Battle:** 3 points for Beaters - 4 points for Hunters - 5 points for the Leader of the Hunt
- **Killing a Creature with Abilities or Card Effects:** 3 points regardless of the Creature's evolution level
- **Gaining a Betel Chapter Token:** 2 points

Losing Daily Fame Points -

- **Card Effects/Abilities:** values depend on specific card effects or abilities
- **Being Killed by a Guardian or a Lightless:** -3 points

