



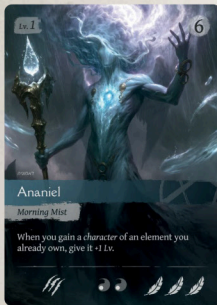
DAEMONIA

Almanac

In-depth Overview of complex cards.

WATCHERS

In-depth Overview of complex Watchers.



Ananiel

- After subduing a *Hellscape Character* with an element you have previously owned, take 1 *Ambrosia* from the *Bonus Item* pile and place it under subdued *Character* to indicate a level-up.
- Subdued *Hellscape characters* still count as being at 0 HP.

Hint: Building a strong *Water* team early can maximize this effect.



Arakiel

- Draw a random *Ritual Gem* at the start of the game.
- This card can only be leveled up through *Infusion*, and may be infused up to 4 times - once for each *Element: Air, Water, Fire and Ground*.

To *Infuse*, you must use a *Ritual Gem* that allows the sacrifice of an *ally* with the right *Element*. Each *Infusion* grants 1.



Azazel

- During your turn, you may treat the *Emporium* deck as an additional *Hellscape* location to explore (Draw 3 cards and pick one).
- You may equip unlimited number of items to this *Character*.
- If this *Character* has 2 or more items equipped, it gains *Cleave*.

Hell is a dangerous place composed of 5 Hellscares populated by conniving demons and dreadful monsters. As a fallen angel on your quest for power you will need to amass an army of fearsome creatures under your command, defeat other aspirants and fulfill Council's Demands to ultimately become their chosen. Gain Favour  through different means and the player with the most  wins!



Danel

- After subduing a “Malebranche”, take 1 *Ambrosia* from the *Bonus Item* deck and place it under Azazel to indicate a level-up.
- When you explore *Hermon Hellscape* you may draw an additional card (e.g., draw 2 instead of 3 at the beginning of the game).



Kokabiel

- For every 8 Soul Coins (☉) you hold, place 1 *Ambrosia* from the *Bonus Item* deck under this card. This *Character* is leveled up accordingly. If you spend ☉, reduce the number of *Ambrosia* under this card to match your new total.
- This *Character* cannot level up by any other means including *infusion*.



Samyaza

- At the start of the game take an *Archon*, that is not in play. You are the only player that may attune to it.
- It reinforces you for the final battle.
- Samyaza counts as a *local character* for all *Archons* in the game.



Sapheriel

- At the start of every *Age*, draw an additional *Private Contract*. Before the start of each *Age*, you may swap one of your *Private Contracts* for a *Public Contract*. If you immediately fulfil the new *Private Contract* upon swapping, gain its completion rewards.



Yomiel

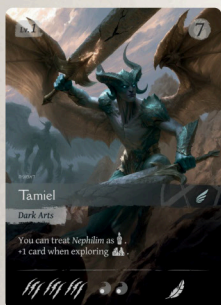
- You may purchase an item **after** the players that entered Daemonia performed all their actions



Sathariel

At the start of the game:

- discard 2 *Contracts* and place one face-down on board as *Public Contract*. (You can not complete *Contracts*).
- At the start of the game gain 1 *Invocation Candle* and 1 *Ambrosia*.
- You may, per rules, use *Ambrosia* or equip items immediately.
- Set your attunement with the *Archon* in *Avernus* to 3 and flip it face-up



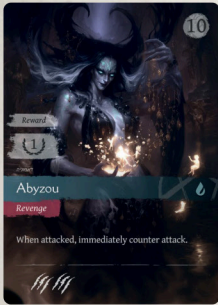
Tamiel

- All your *Nephilim* are also treated as *Invocation Candle* items.
- You may challenge a *Demon* using any combination of *Nephilim* and *Invocation Candles*. When you subdue a *Demon*, discard all *Nephilim* that were treated as *Invocation Candles*. If you discarded any, gain one *Ambrosia* to level up the *Demon*.
- When exploring *Asphodel Hellscape*, draw an additional card.

Hint: *Nephilim* can be counted as items for events such as “Loot Hoarder” CD.

DEMONS

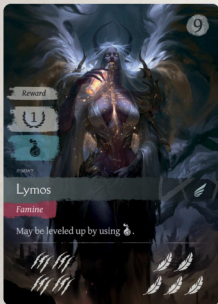
In-depth Overview of Demons



Abyzou

- As Abyzou takes damage from an attack, it immediately attacks the attacking character, (even if “Abyzou” is reduced to 0HP with that attack). Apply Advantage/Disadvantage rulings for that attack. Ignore Taunt rulings for that attack

Hint: Equip it with a *Taunt* item or boost its attack to maximize its effectiveness.



Lymos

- This *Demon* can level up by using *Ambrosia*.
- Additionally, when subdued, it immediately grants you one *Ambrosia* from the *Bonus Item* pile.

ARCHONS

In-depth Overview of Archons



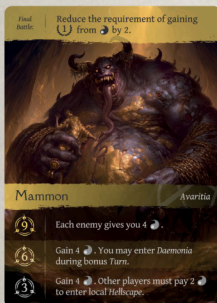
Beezlebub

- Stage 1: draw another card when exploring **all** Hellscares, Demons or using Stage 1 Belial ability.



Belphegor

- Stage 3: Take an Armor and Taunt token and put them on one of your characters
- Final battle: Disables all abilities and keywords (Taunt/Cleave/Swift) from a character and “Watcher” / “Demon” abilities.
- Does not negate abilities that enabled leveling up a Character (such as “Kokabiel”, “Azazel”, “Ananiel”)



Mammon

- Stage 1: players that reach this stage do not require to pay Soul Coins in order to explore the local Hellscape.
- Other players must pay 2 Soul Coins to the “bank” in order to explore the Hellscape. If there is already another player exploring that Hellscape, you must also pay them 1 Soul Coin per ruling.

CONTRACTS

Most of the Contracts are simple. Have the requirements - get the rewards.
Although, some Contracts yield rewards, that are a bit more complex:



Arakiel's Alchemy

- After *Infusing* twice in the game and completing this *Contract*: All you characters that are infused always roll with advantage (roll 3 dice and count the better two).

Hint: You can complete this *Contract* by *infusing Ramiel* twice - just make sure you have the appropriate *Ritual Gems*.



Blessing of Beatrice

- As you complete this *Contract* gain 1 ⬢ for every 5 ⬢ you own. Repeat this before every CD.



Bribed Boniface

- Complete this *Contract* by owning 4 *characters*, each with at least 1 ⬢ imprinted on them.
- Cost of *Emporium Items* is reduced by 2 ⬢.

Hint: *Watcher Batariel* treats all *Water element characters* (including itself) as having +2 ⬢ imprinted on them. Use this to your advantage.



Chazaqiel's Hellbound Shelter

- Complete this *Contract* by owning 2 *allies* with *Swift*.
- *Allies* with *Swift* that would gain *Swift* an additional time, gain *Cleave* instead.

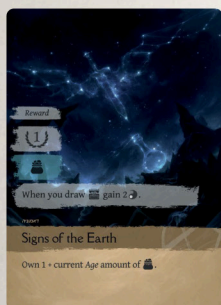
Hint: Combine *Watcher Shamsiel* with *Winged Boots* item to easily complete this *Contract*.



March of Kokabiel

- You can complete this *Contract* by selling multiple *allies* in *Daemonia* in the same *Turn*, or at the end of the *Age*, during the *Emporium Phase*.
- At the end of the game, change the ruling of the game only for you, to grant you 1 U for every 8 ⚡ that you hold.

Hint: Combine this *Contract* with the right *Watchers*, *Demons* and other *Contracts* for maximum value.

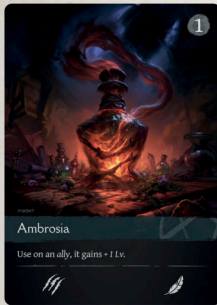


Signs of the Earth

- As a *Contract* reward, immediately gain 1 *Emporium Item* and trigger the following ability:
“After finding a *Hellscape Item chest*, gain 2 ⚡.”

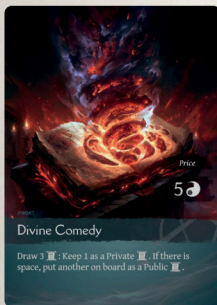
ITEMS

In-depth Overview of complex Items.



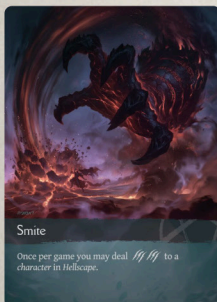
Ambrosia

- once consumed it no longer counts as an item for CD “Loot hoarder” or for “Signs of the earth” contract
- Bottled time, Soul Jar and Divine Comedy are returned to the bottom of Emporium item pile once consumed



Divine Comedy

- Draw 3 Contracts and choose one as a Private and one as a Public Contract.
- The *Public Contract* may not be completed during the same *Turn* when the *Divine Comedy* is played.

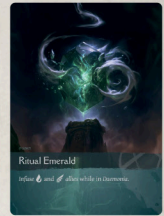
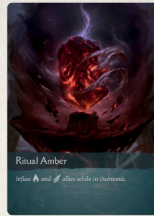
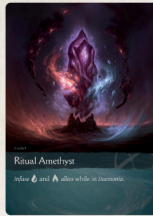
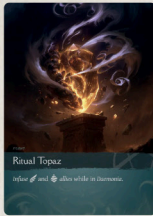


Smite

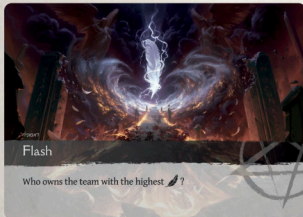
- One time use: You may deal 2 damage to any *Hellscape Character* at any time. When used, discard this card.

Ritual Gems

Allows you to *infuse* your *characters* by sacrificing *allies* that match *Ritual Gem's element*. You must also have the corresponding *Ritual Gem* of that *element* to perform the *infusion*. This counts as a level-up. Each *infusion* gives you 1.



COUNCIL'S DEMANDS



Flash

- Some *Council's Demands* count all your characters, others, however are limited to your Team. Which means that only the 4 characters on your battle board count toward these CD's progress.
- You may choose your Team during *Council's Demand* Phase



The Hoarder

- *Bonus Items* and *Emporium Items* all count as items for this *Council's Demand*. Equipment items that are equipped to characters are also counted as items. Used *Ambrosias* and *Emporium* characters do not count as an item for this CD.

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