

DAEMONIA

Rulebook



~80

Minutes

2-4

Players

14+

Age

Welcome, mortal.

Step aboard my boat, and let me guide you across the River *Styx*.

Before you lies *Daemonia*, the capital of the Underworld, a city brimming with life in its own dark, twisted way. Here, you'll find black-market merchants, contract brokers, blood magic practitioners, and those lost to the haze of forbidden pleasures.

Due to our ruler's unexpected disappearance, the city is in a state of disarray. The Stygian Council, the city's ruling body, is searching for *Lightbringer's* successor. The *Watchers*, trying to ascend the throne, are competing for the Council's favour, all while trying to stab each other in the back.

However, do not worry about politics. Let me introduce you to the *Hellscapes*. Beware the surrounding volcanoes; they are home to *Cerberuses* that hunt anything that dares to stray too close. But not all is grim. *Phoenixes*, with their fiery beauty, are a sight to behold, and worth the perilous journey.

If you venture beyond the city, keep your wits about you. Should you cross paths with a *Malebranchi*, run. These creatures will carry you off to their nests high in the mountains, where *Harpies* and *Griffins* await with a hunger for blood. Your only hope lies in encountering a *Nephilim*. Rare but friendly souls who wander the *Fields of Asphodel*, where safety can sometimes be found.

As you walk along the banks of the *Styx*, you may hear the haunting melody of a *Siren* Song. Do not approach as their craving for human flesh is insatiable, and the nearby lakes are home to monstrous *Hydras*, waiting for their next victim.

In *Daemonia*, there is one unbreakable rule: strength above all. Demonstrate your power, and the creatures of this land will kneel before you. All of them.

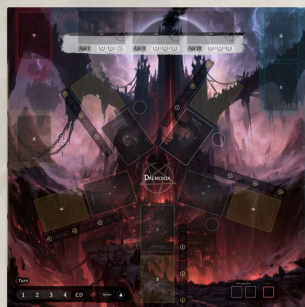
The legendary *Demons* that lurk in the Void are unique and formidable, not easily subdued, but if you can earn their respect, they will serve you.

So there you have it. Appease to *Council's Demands*, gather followers, beat the other contenders and seize the *Daemonia's* crown.

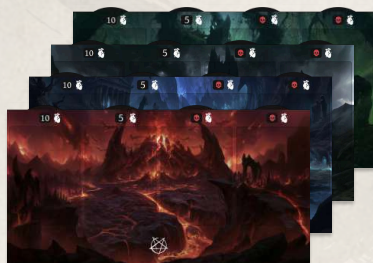
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1. WHAT IS IN THE BOX



Daemonia Board



4 Player Boards



Rulebook



Almanac



Favour Counter



4 Player Figurines



12 Custom Battle Dice



30 Soul Coins



Tokens



Favour Cards



16 Watcher Cards



7 Demon Cards



6 Archon Cards



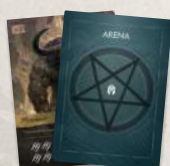
100 Hellscape Cards



20 Contract Cards



29 Emporium Cards



2 Arena Cards



28 Bonus Item Cards



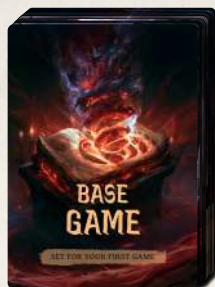
11 Council's Demand Cards



16 Infusion Cards

2. TUTORIAL GAME

To make the learning curve smoother, we recommend you to start the game with the **Base Game** set.



Allocate these specific cards as shown below:

Player 1:



Watcher

Player 2:



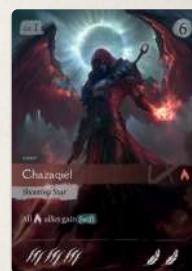
Watcher

Player 3:



Watcher

Player 4:



Watcher



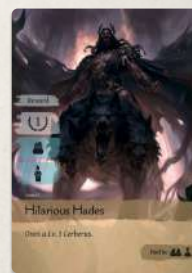
Private Contract



Private Contract



Private Contract



Private Contract

Randomly allocate *Public Contracts*.

Age I:



CD

Age II:



CD

Age III:

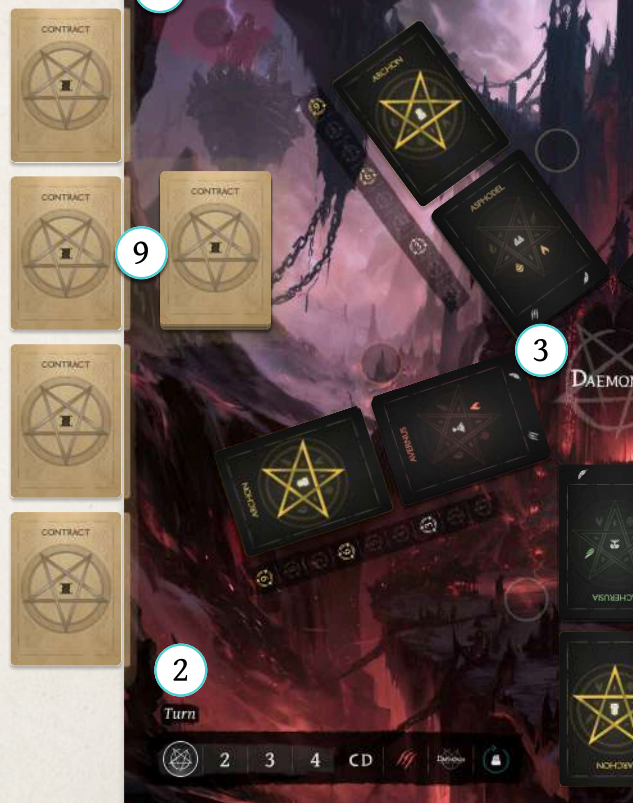
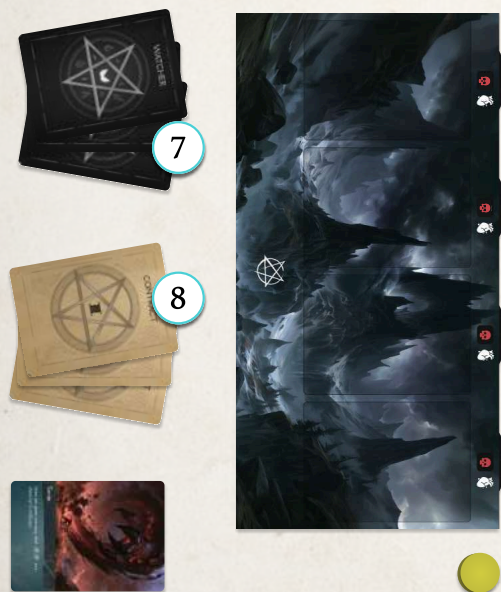
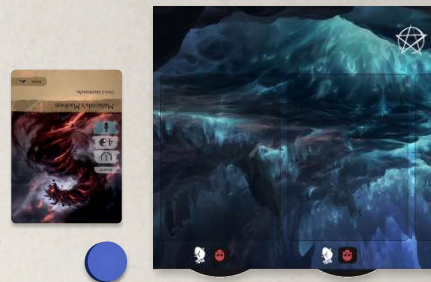


CD

After your first Tutorial game you can add *Arakiel's Alchemy Booster* and finally *Council of Archons booster*.

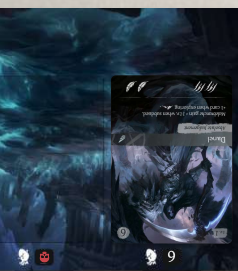
3. GAME SETUP

- 1 Set up the game board, give each player a Player Board and a figurine.
- 2 Place a **progress token** on the game Age track and on the game Turn track. (both on 1)
- 3 Shuffle each of the 5 **Hellscape** decks and place them face-down on the designated spaces on the board.
- 4 Shuffle the **Demon** cards and place them on the designated space on the board.



- 5 Shuffle the **Emporium Item** deck and place 5 cards face-up on the designated spaces next to the board.
- 6 Shuffle the **Council's Demand (CD)** cards and place 3 face-up at random on the designated spaces on the board.
- 7 Shuffle the **Watcher** cards and give 3 to each player.
- 8 Shuffle the **Contracts** cards and give 3 to each player.





9

Then each player :

- Select 1 **Watcher** to keep as an **ally**.
- Select 1 **Contract** to keep as a **Private Contract**. Then put one of the remaining **Contracts** face-down next to the board as a **Public Contract**, and discard the third **Contract**.
- When all players picked their **Watcher** and a **Private Contract**, flip them **face-up**, then each takes as many **Soul Coins** as are imprinted on their **Watcher** and let the game begin.

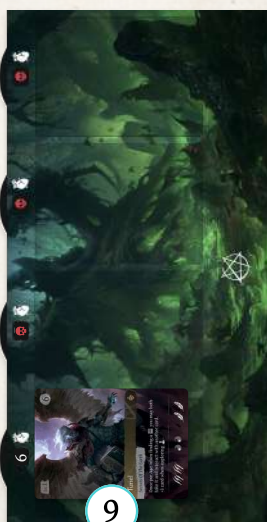
6



5

11

1

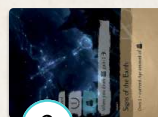


9

9



9



10



10

Each player gains 1 **Smite card**. The player holding the card that designates the first player begins the game.

11

Shuffle the **Archon cards** and place one on each designated space on board.

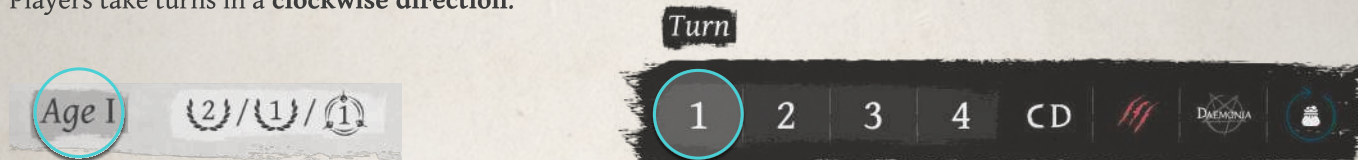
ARAKIEL'S
ALCHEMY

COUNCIL OF
ARCHONS

4. HOW TO PLAY

The game is split into 3 *Ages*, each composed of 4 *Turns* + *End of the Age Phase* (Council's Demand, Battle, Daemonia phase and reset *Emporium* phase).

Players take turns in a **clockwise direction**.



4.1 Turn Phase

The chosen **player starts the game** in Age 1 - Turn 1.

Once all players have completed their *Turn*, the next *Turn* begins with the player to the left of the one who started the previous *Turn*.

On your turn you may choose one of 3 options:

4.1.1 Explore Hellscape

Choose the *Hellscape environment* you wish to explore and put your *Player Figurine* next to the chosen *Hellscape* deck.

Every Hellscape may be explored by 1 player for no cost. If a player wants to explore a *Hellscape* that is already being explored in the same turn, they have to pay 1 🌀 to the player(s) already exploring that *Hellscape*.

Players **draw two cards from the Hellscape deck** they are currently exploring and **choose which Hellscape character** they wish to battle.

If a player finds a *Hellscape Item* chest, they draw the top card from the *Emporium* deck. Then they may choose to take the *item* OR battle the *Hellscape* character.

If a player draws 2 *Hellscape Item* chests, draw 2 *Emporium Items* and choose one to keep. Then return the *chest* cards into the *Hellscape* deck and shuffle the deck.



Example of one turn:

Player, that plays as *Watcher Danel* is the first player to start the game.

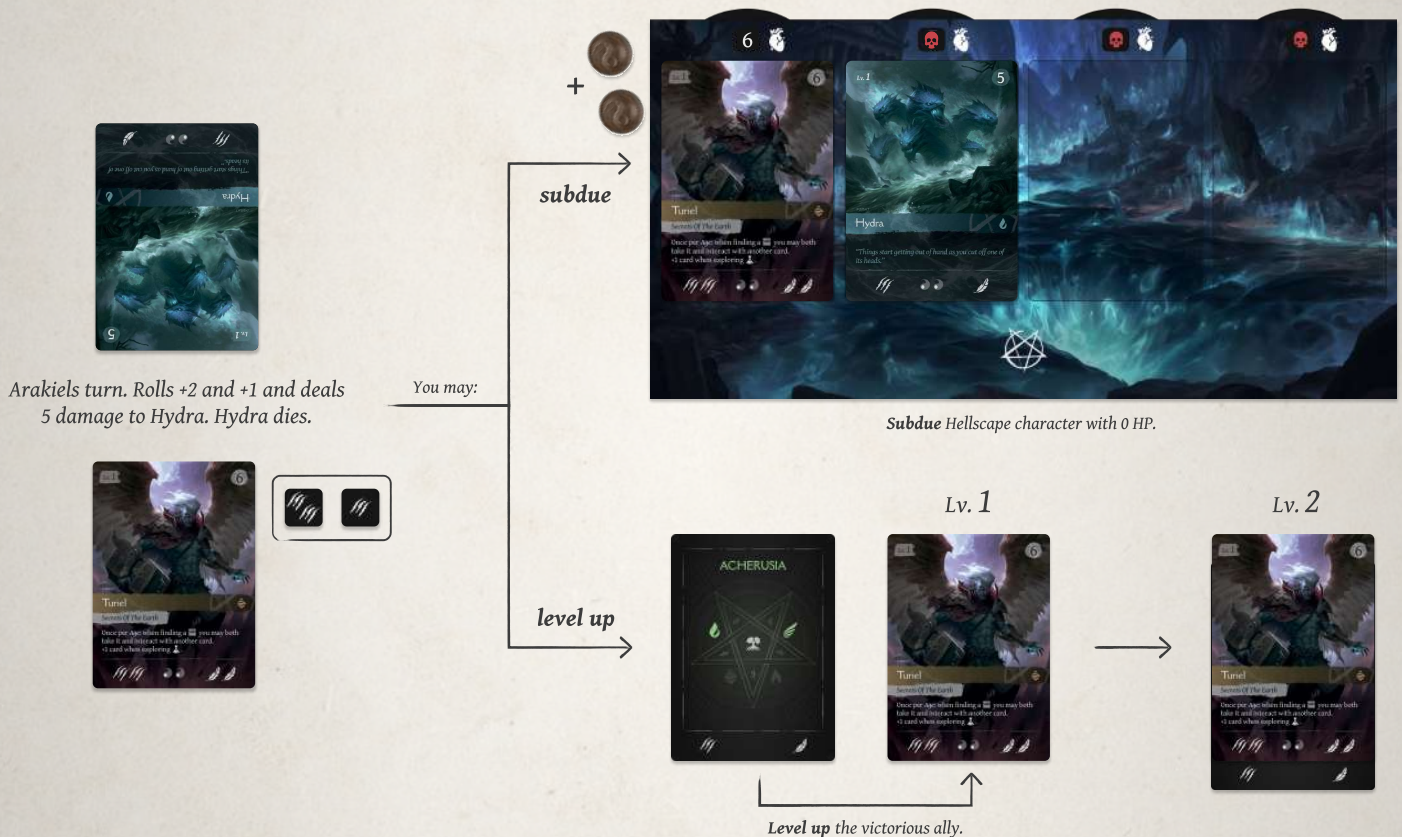
He may pick any of the 5 *Hellscape*s to explore. He chooses a *Hellscape* by placing a *player figurine* in the circle next to the chosen deck. Next is *Turiel* who chooses one from the remaining *Hellscape*s, then *Batariel* and finally *Chazaqiel*.

The following turn, *Turiel* will be the first to choose which *Hellscape* to explore.

If you **lose** the **Hellscape battle**: the *Hellscape character* flees and you respawn with all *allies* at full **health**.

If you **win** the **Hellscape battle** you may:

- **Subdue** the *Hellscape Character* into servitude and add it to your team as an *ally*. You also gain as many , as the marker on the subdued *Hellscape character* indicates. Newly obtained *characters* remain at **0 HP** and need to be healed in *Daemonia* in order to be used in battle.
- Harvest their essence to **level up the victorious ally**. Flip the *Hellscape* card face-down and place it under the victorious *ally* indicating leveling up and gaining +1 attack, +1 speed and +1 HP.



LEVEL UP RULES

Every *character* may be leveled up to **level 3**.

Watches and *Hellscape character*'s max level can be increased by 1 through **infusion** (max Lv. 4 in *Arakiel's Alchemy*). Apart from *Watcher Arakiel*, every *character* may only be *infused* once.

Demons can not level up or become *infused* in any way, unless its ability specifically allows it.

4.1.2 Visit The City Of Daemonia

Any number of players may enter *Daemonia* instead of exploring *Hellscape*s.

When entering *Daemonia*:

- **Gain 2** .
- **+Heal** all allies to max HP.
- Equip *Items*.
- Change team.
- **Buy Item + sell Hellscape characters:** Spend Soul coins to buy one Emporium Item. When selling *Hellscape* characters, gain as many Soul coins as imprinted on the sold character +1 . *Watchers* can not be sold.



- **Complete Public Contracts:** Don't forget your reward on the way out!

4.1.3 Challenge A Legendary Demon

A *Demon* may be fought once you possess 2 *Invocation Candle* Items.

During a *Turn*, put your Player Figurine on the designated spot next to the *Demon deck* and draw 2 *Demon* cards. Choose one to fight. The battle is fought 1 vs 1 character and another player rolls dice for the *Demon* (*Hellscape* dice do not apply for interaction with the *Demons*).

If you defeat the *Demon*, discard 2 *Invocation Candles* and subdue it (with 0 HP).

Note: Demons do not have a level and may not be leveled up or infused (unless ability allows it).

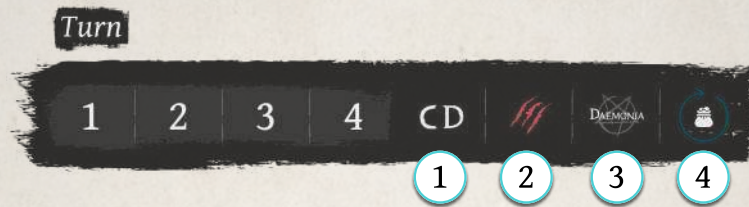


After all players have completed their turn, advance the game *Turn* track by one and repeat the process.

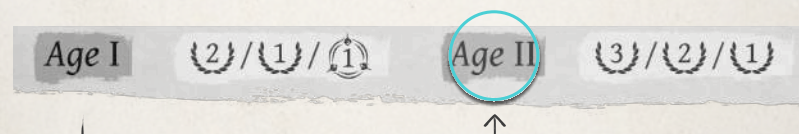


4.1 End Of The Age Phase

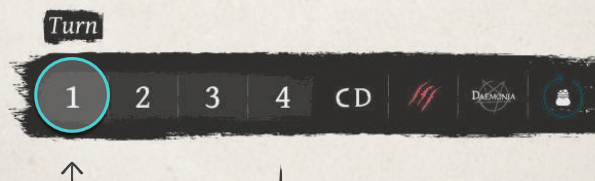
After the final *Turn* in each *Age*, the *End of the Age Phase* begins:



- 1 Check the current *Age Council's Demand*. The highest-ranked player receives the 1st reward, the next receives the 2nd, and the third receives the 3rd.
If players are tied, they each receive the reward one rank lower for every additional tied player:
 - 2 players tied → both receive the next lower reward
 - 3 players tied → all receive the reward two ranks lower
 If this would place them below 3rd, they receive no reward.
Prizes are different for each *Age* and are stated on the board.
- 2 **Battle Phase:** 🧙 Heal all *characters* and you may rearrange your team.
Players fight pvp with up to 4 *characters*. The Winners gain 🏆 2. After battle 🧙 Heal all *characters* again.
- 3 **Daemonia Phase:** all players enter *Daemonia*, starting with the player with the LEAST amount of Soul Coins, followed by the player with second least Soul Coins etc.
 - Players gain 2 🪙 and may: purchase one *Emporium Item*, sell *Hellscape characters*, complete *Public Contracts*, edit team and *infuse* (Arakiel's Alchemy Booster).
- 4 Discard all *Emporium Items* and refill Emporium with new *Items*.



Advance the *Age track marker* and reset the *Turn track marker*.



In *Age III*, after the *Final Battle* the game ends.

5. CARD TYPES

5.1 Characters

You will encounter a variety of different *characters* in *Daemonia*. Let's have a look at the anatomy of these cards.

Level

The initial level of the character.

○ Lv. 1

○ 6

Hitpoints - HP

Amount of damage it can take before it is defeated.
Maximum HP=12.

Character Name

○ Danel

Ability

Characters ability is in effect even if its HP=0.

○ Absolute Judgement

Malebranche gain + 1 Lv. when subdued.
+1 card when exploring

Element

Against which element is it strong or weak + what elemental bonus it yields at higher level.

Attack

Base damage it deals in addition to dice roll.

○

○

Speed

When does it take a turn attacking, according to other characters.

Souls

Watchers: Your starting Soul Coins.
Hellscape characters: How many Soul coins it yields upon subduing or selling it.

5.1.1 Watchers

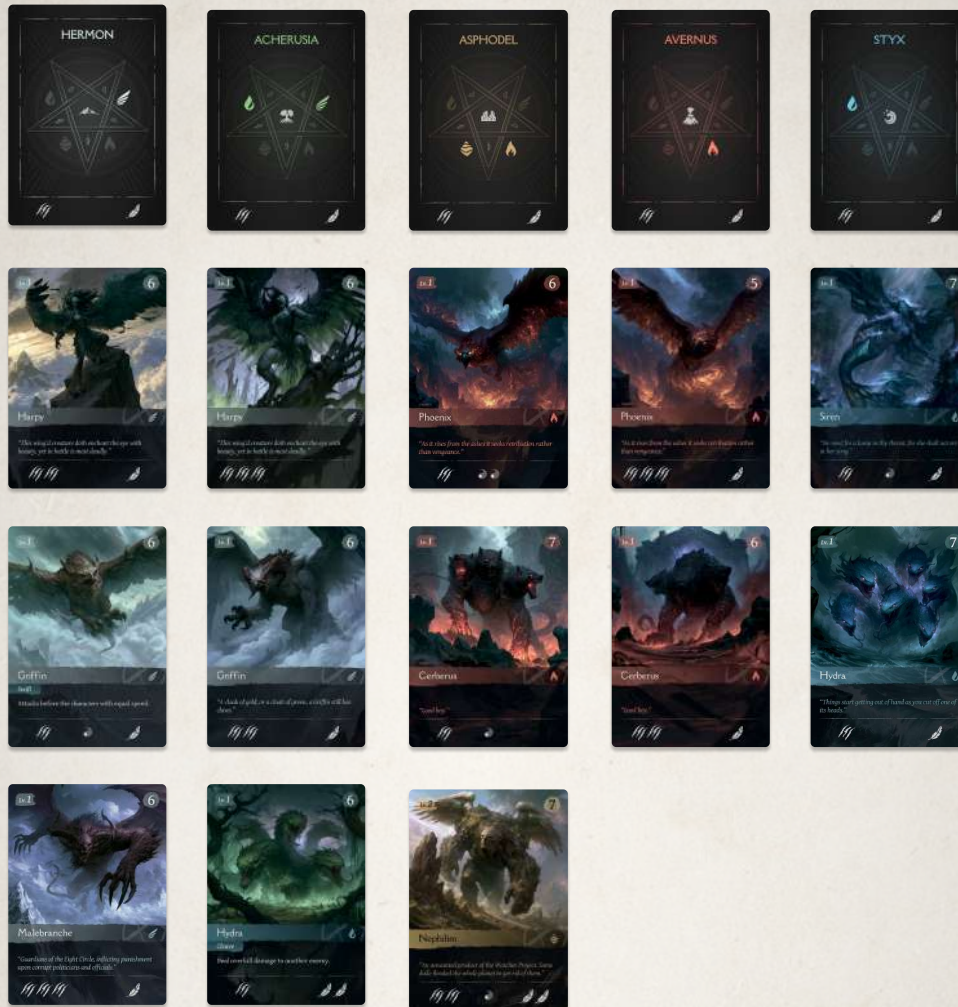


At the start of the game each player will be given 3 *Watchers* from which they choose one to keep. There are 16 *Watchers*, each with a unique ability which may drastically affect how you play the game.

5.1.2. Hellscape Characters



Certain *Hellscape* characters are found in different *Hellscape* environments as shown below:



5.1.3. Demons



You may challenge these legendary creatures only after obtaining 2 *Invocation Candles*. These can be obtained either as *Contract* rewards, randomly found in *Hellscape Chest* or purchased in *Emporium*.

For every **Demon** you subdue you get (1).

5.1.3. Arena Characters



Visiting the *Emporium*, you may find yourself facing scary looking mercenaries. They will help you. For a price.



Price

5.2 Items

5.2.1 Equipment Items

You may obtain equipment items via *Emporium* or *Hellscape chests*.

Every *character* can be **equipped with 1 equipment item**.

When you obtain it, you may equip it to one of your *characters* (*ally*) immediately or you can equip it later, but only while in *Daemonia*. **Once an item has been equipped it may not be removed**. If an equipped *Character* is sold or sacrificed, you may re-equip the item it had to another *character*.



Hellscape Item



Example: Finding an item in Hellscape Chest and equipping it to Danel.

5.2.2 Bonus Item Cards

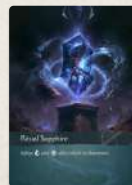
The *Bonus* item pile consists of *Ritual Gems*, *Ambrosia*, *Invocation Candles* and *Smite* in case you will generate more of these cards during gameplay.



- bonus **Ambrosia** cards are used in many ways. You may get them from *Contract* rewards or use them for leveling up *allies* from different *Watcher* and *Demon* abilities



- bonus **Invocation Candles** are given mainly as *Contract* rewards.



- bonus **Ritual Gem** cards are obtained through *Archons* and *Watcher Arakiel*.

One time use Items (Ambrosia, Bottled Time, Soul Jar, Contract Broker, Smite): Once consumed they no longer count as an *Item* for *CD - Loot hoarder* or for *Signs of the Earth - Contract*.

Bottled Time, *Soul Jar* and *Contract Broker* are returned to the bottom of *Emporium Item* deck after triggering.

5.3 Contracts

Contracts can be **Public** (placed on board, everyone can complete it) or **Private** (only you can complete it).

PUBLIC Contract

Can only be completed when
entering Daemonia.

vs

PRIVATE Contract

Can be completed at
any time during turns.

Rewards

In this case:

- 1 Favour
- 5 ☯
- 1 Invocation Candle

Contract Name

Requirements

To complete the Contract you
must meet all the requirements.



In which Hellscape you can find
the required characters.

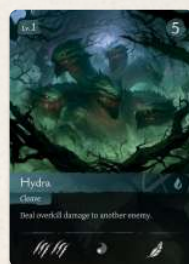
This is the anatomy of a Contract.

When obtaining an Emporium Item as a Contract reward:
draw the top card of the Emporium deck - you may equip it.

6. BATTLE PRINCIPLES

6.1 How To Battle

This example battle will start on Age 1 from Turn 1 to Turn 3.
Starting on Turn 1: Battle between Batariel and Acherusian Hydra.



The character with the **higher Speed attacks first**, after which the characters alternate attacks until one is defeated.

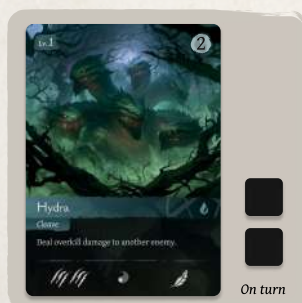
1. The attacker rolls the combat die and adds the result to their base Attack power.
2. The defender loses HP equal to the total.
3. The defender then becomes the attacker and resolves their attack.

If the characters have the same Speed, they attack simultaneously. Resolve both attacks before determining whether either character is defeated. A character that is killed during a simultaneous attack still completes its attack and deals its damage.

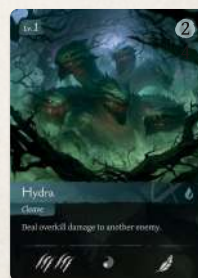
In our tutorial battle, Batariel has 2 while hydra has 1. Therefore Batariel will attack first.



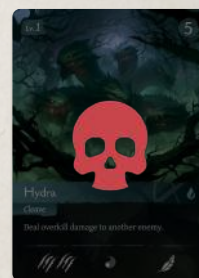
Batariel starts. Rolls +1 and deals 3 damage to Hydra.



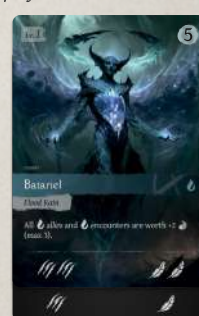
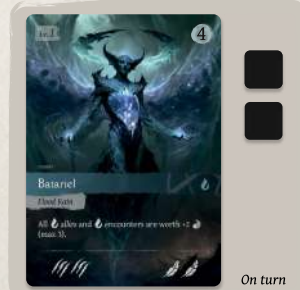
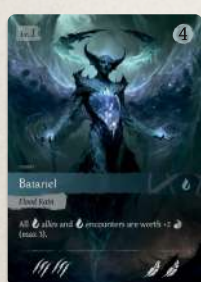
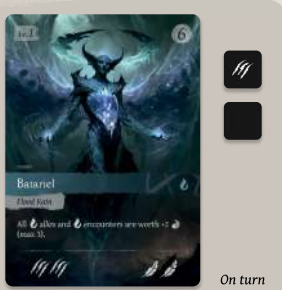
Hydra's turn. Rolls 0 and deals 2 damage to Batariel.



Batariel's turn. Rolls 0 and deals 2 damage to Hydra. Hydra dies.



Batariel may level up or you may subdue Hydra. We choose to level up. Flip Hydra and tuck under Batariel.



6.1.1 Elemental Advantage And Disadvantage

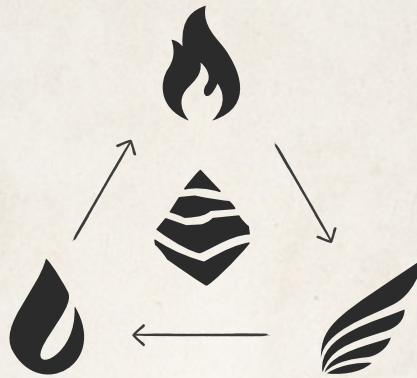
Some characters do especially well when fighting foes of a certain different element.

Water characters have **advantage** against **Fire characters**.

Fire is **effective** against **Air characters**, which in turn **dominate** those of **Water**.

In reverse cases **disadvantage** is imposed.

Characters of the barren wasteland **Ground** domain are **unaffected**.



The advantage triangle.

In case of **advantage** the attacker **rolls 3 dice** and applies the two with **better result**.

Example for advantage:

Roll an extra die and apply +1 attack power.



In case of **disadvantage** the attacker **rolls 3 dice** and applies the two with **worse result**.

Example for disadvantage:

Roll an extra die and apply -1 attack power.



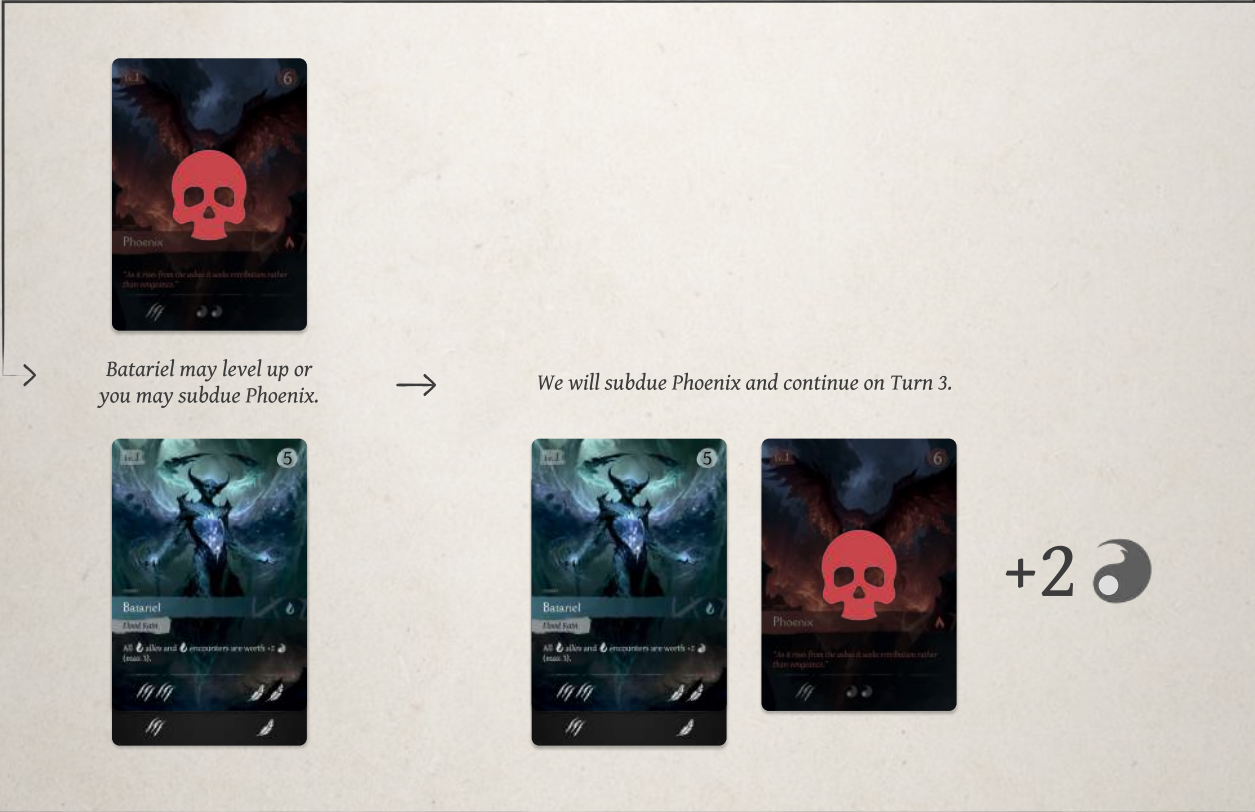
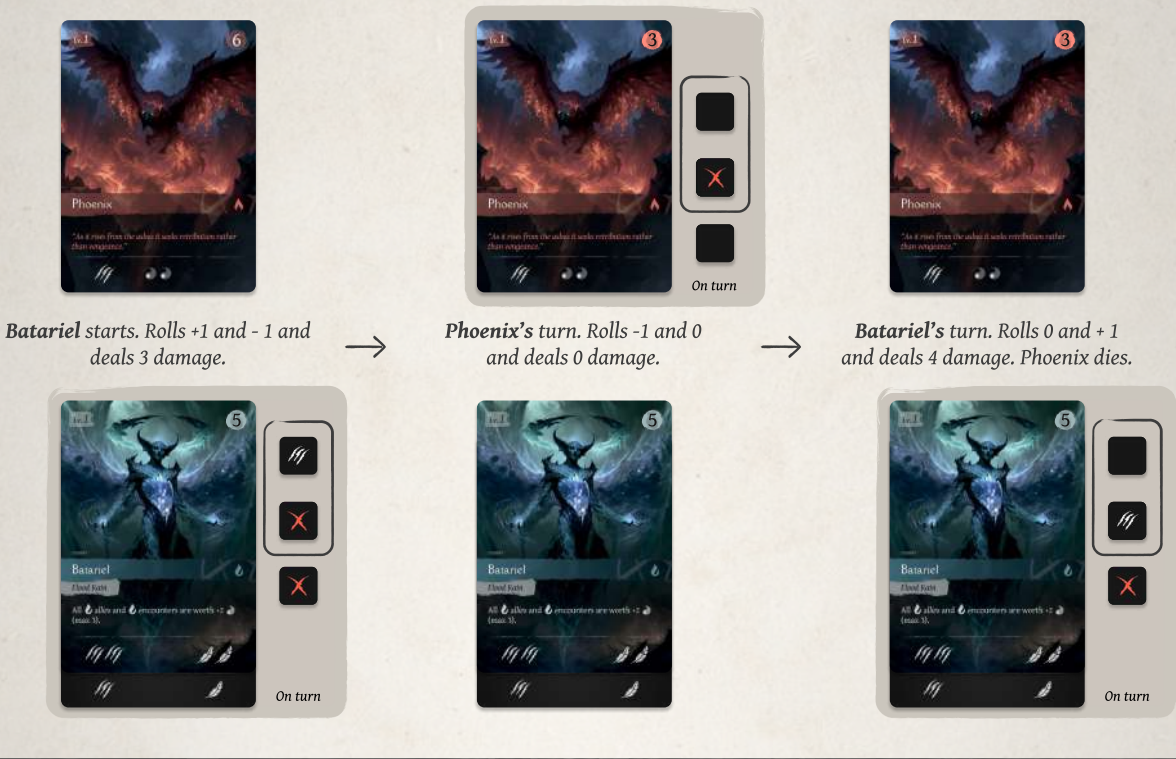
In case of **no elemental advantage or disadvantage** the attacker **rolls 2 dice** and applies **both**.

Example:

+1 -1 = 0. Add 0 to your character power.



Example of **advantage** battle: It is Turn 2, after Batariel defeated Hydra and leveled up. Batariel is level 2 **Water**, therefore has an **elemental advantage** towards Phoenix that is **Fire**.



Example of disadvantage battle: It is Turn 3, after *Batariel* defeated *Phoenix* and subdued it (also gained 2 ♣). Now *Batariel* visits *Hermon Hellscape* and meets *Malebranche*. *Batariel* is level 2 *Water*, therefore has an **elemental disadvantage** towards *Malebranche* that is *Air*.



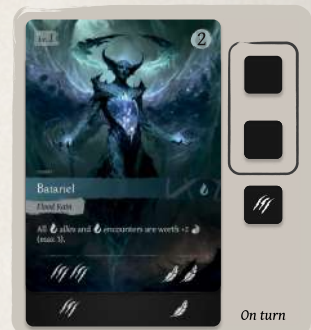
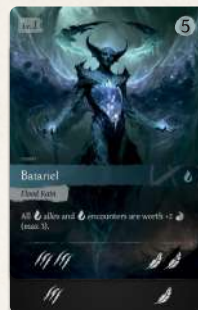
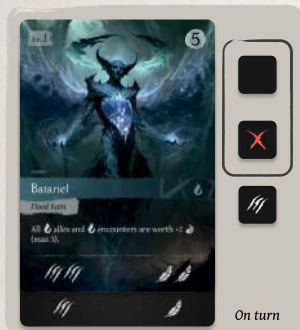
Batariel starts. Rolls 0 and -1 and deals 2 damage.



Malebranche's turn. Rolls 0 and +1 and deals 3 damage.



Batariel's turn. Rolls 0 and 0 and deals 3 damage.

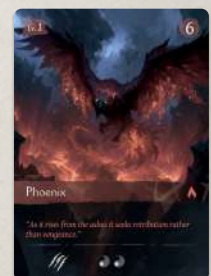
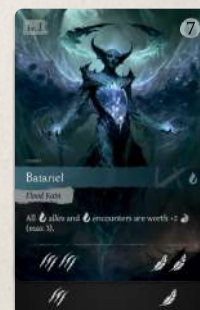
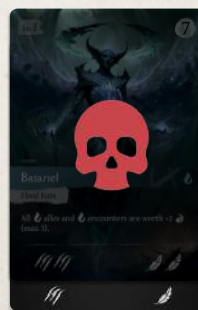
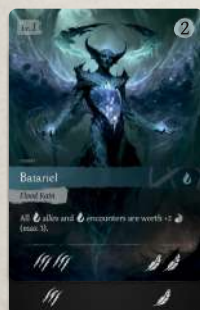


Malebranche turn. Rolls +1 and 0 and deals 3 damage. *Batariel* dies.



You lost the battle.
+ Heal all allies.

Continue on Turn 4.



6.1.2 Battle Abilities

Some *characters* have battle abilities.

A player can modify these abilities through *Items*, *Watcher* and *Demon* abilities.



CLEAVE: When you defeat an enemy *character* in *Battle* with an ally with *Cleave*, deal overkill damage to another enemy character.



TAUNT: *Characters* with *Taunt* must be killed first before other *characters* in the same team can be targeted.



SWIFT: Attacks before other *characters* with equal *Speed*. If multiple *characters* have equal *Speed* AND *Swift*, they all attack at the same time.



REBORN: Once every battle, when a *character* with *Reborn* reaches HP = 0, it reborns with 1 HP.



ARMOUR: Reduce incoming damage every time by 1.

6.2 Hellscape Confrontation

Firstly every player chooses the *Hellscape* card they want to interact with and an ally that will fight in the upcoming battle. Then first player of the turn rolls 2 *Hellscape* die and one *Bonus* die and puts them on the designated space on the board. They represent the attack rolls of all *Hellscape* enemies for that turn.

The battle is fought 1 vs 1.

After a *Hellscape* battle, your *characters* **do not recover lost HP**.

If an *ally* in *Hellscape* battle reaches 0 HP, you may continue the battle using another ally with HP.

If *Hellscape* character and your last *ally* die at the same time, you don't subdue it nor level up your *ally*.

If all *allies* reach 0 HP, the battle is considered a loss and the *Hellscape* character flees.

After a loss in the same turn, **+heal** all *allies* to full health.

6.3 Battle

At the end of every *Age* in *Battle phase*, every player will battle one other player for a **2** reward. Who battles which opponent is predetermined for each *Age*. Thus, prepare your team accordingly. Whoever started the game is considered as player 1 (P1). The player to the left is P2, etc.

- **Age I:** P1 vs P2 and P3 vs P4.
- **Age II:** P1 vs P3 and P2 vs P4.
- **Age III:** P1 vs P4 and P2 vs P3.

6.3.1 Choose Your Team

The battle is fought **team vs team (4v4)**. Before every battle heal all your *characters* and edit your team of up to 4 *allies* you want to fight with.

All players assemble their chosen *characters* on their *Player Boards* according to their *speed* from fastest to slowest to make the battle as clear as possible.

Example:

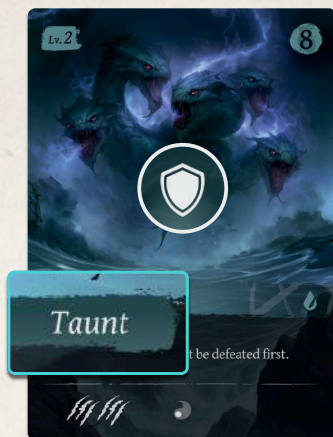
Danel player has 5 allies: Danel and 4 Malebranche. It decides it will fight with Danel and 3 Malebranche, leaving out the one with the worst battle stats. It also arranges allies from fastest to slowest.



Team for Battle.

6.3.2 Battle

When a *character* attacks, it may target any *character* on the opponent's team - unless the opponent controls a *character* with **Taunt**. In that case, all *characters* with **Taunt** must be defeated before any other *characters* on that team can be targeted. To indicate which *characters* have **Taunt**, put the token on the card.



Once a *character* reaches **0 HP** it **can not battle anymore**.

Players battle until one has no more *characters* able to fight.

6.3.3 Win Reward

The winner is awarded with (2).

In an event of a **tie** (both remaining *characters* reach 0 HP simultaneously) **both players gain** (1).

6.3.4 Age III Difference

After the first battle, all players **±heal** their *characters*.

Time for a Final Battle!

Winners face winners, and losers face losers in the final battle.

The winners of the final battle each gain (2).

Additionally, the **player who wins both battles in Age III** receives a **bonus of** (2), for a total of (6) from Age III battles.

7. END OF THE GAME

7.1 Favour

Some say participation is more important than winning. However, I would assume those poor souls did not find many victories throughout their lifetime. The Winner is the man, or humanoid in any form of identification, that gains the highest amount of Favour - .

One can gain Favour in various ways.

During the game:

- Winning **Council's Demand** (CD) - At the end of every Age, our politicians selectively pay attention to a certain very peculiar thing. CDs are revealed at the very beginning of the game for each of the 3 Ages. The victor and the two runner up gain reward according to the current Age as shown on the game board.
- **Battles** - The victorious players gain . Winner of battle in the final battle gets additional .
- **Contract rewards** - As stated on the Contract you completed.

After the Final battle:

- **Soul Collecting** - For every 10  that you own at the end of the game, get .
- **Subduing Demons** - Every demon you subdue gives you .
- **Infusing Allies** - Each infused ally gives you  (in Arakiel's Alchemy booster).
- Other - if specified on the card.

The players tally their favour and may this season's winner of the Daemonia be crowned!

8. BOOSTERS

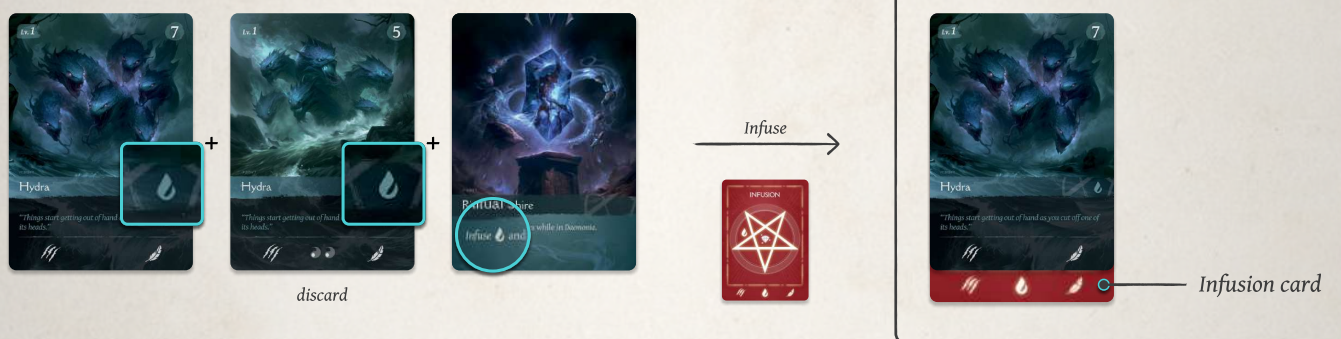
8.1 Arakiel's Alchemy



8.1.1 Infusion

While in *Daemonia* by owning 2 of the same named *Hellscape* characters and appropriate *Ritual Gem* (Sapphire, Ruby, Emerald, etc.) a player may sacrifice an *ally* to infuse the other, leveling it up and increasing their max level cap by 1. You may *infuse* any number of *allies* at once but only when in *Daemonia*. Every *character* can only be *infused* ONCE, unless stated differently on the card. There are 4 *infusion* cards for each element, meaning first 4 of each element can be infused.

At the end of the game each *infused ally* gives you 1.



Watchers may become *infused* by sacrificing any *ally* with the same *element* + appropriate *Ritual Gem*. *Arena characters* (such as *Pet Minotaur* or *Mercenary Medusa*) can not become *infused*, but may be sacrificed for *infusion* of a *Watcher*.

8.1.2 Smite



- Each player gets one **Smite** at the start of the game.
- You may use this *Item* once per game after rolling damage dice in *Hellscape* to deal 2 damage to the *Hellscape* character.
- Determines who starts the game.
- Counts as an *Item*.

8.2 Council Of Archons



Behold! The physical manifestations of seven deadly sins, the Stygian counselors themselves, primordial rulers of *Hellscales*. Earn their support throughout the game, and maybe, just maybe, they will reinforce you during the final battle.

Shuffle *Archon* cards and place them face-down on designated spaces next to each *Hellscape*.

Players gain *Attunement* with *Archons* in 2 main ways:

8.2.1 By Gaining Favour

Whenever a player gains *Favour* during the game, whether as a reward from a *Council Demand*, *Battle*, or *Contract*, that player chooses an *Archon* and increases their *Attunement* with that *Archon* by the same amount of *Favour* gained.

When resolving *Council Demand* rewards, the player who placed 1st chooses their *Attunement* to *Archon* first, followed by the player who placed 2nd, then 3rd.

Whenever multiple players gain *Favour* simultaneously, such as from a *Council Demand* or *Battle*, the player who started the current *Age* last chooses an *Archon* first, followed by the other players in reverse starting order.

8.2.2 Through Selling Hellsape Characters

When selling a *Hellscape* character while in *Daemonia*, gain +1 *Attunement*  with the *Archon* associated with the *Hellscape* where the character was originally subdued for each level of the sold character.

The first time a player *attunes* to a **face-down** *Archon*, flip it face-up. That player then gains +1 additional *Attunement* with that *Archon*.

Attunement stage
Upon reaching the attunement level, gain the ability or perk.



Final Battle Ability
Grants it to the player most attuned before *Final Battle*.

Whenever a player reaches certain *Attunement* with an *Archon*, they immediately unlock that *Archon*'s corresponding ability or perk. Once unlocked, an ability remains active for the player for the remainder of the game unless stated otherwise.

Before the *Final Battle*, each face-up *Archon* reinforces the player with the highest *Attunement* to that *Archon*, granting that player the *Archon*'s **unique ability**.

If two or more players are tied for the highest *Attunement*, the *Archon* reinforces the player who reached that *Attunement* level first.

9. 2 AND 3 - PLAYER VERSION

Daemonia is intended to be played with 4 players, however it is possible to play it with less players.

9.1 Two Players

The first player in a turn picks **another Hellscape to block** with the 3rd Player Figurine. That *Hellscape* may not be explored in that turn.

Reduce the *Emporium* size by 2 (total of 3).

2 random *Contracts* are added to *Public Contracts* at the start of the game (for a total of 4).

At the end of the 3rd Age, the player that won the *Battle*, gains (4) instead of (2).

9.2 Three Players

The first player in a turn picks **another Hellscape to block** with the 4th Player Figurine. That *Hellscape* may not be explored in that turn.

Reduce the *Emporium* size by 1 (total of 4).

A random *Contract* is added to *Public Contracts* at the start of the game (for a total of 4).

At the end of every Age, each player battles both other players. Every victory in Age 1 and 2 is awarded with (2). Every victory in Age 3 grants (3).

10. QUICK START GUIDE

Game Setup

- Set up the board.
- Reveal 3 random *Council's Demands*.
- Decide who is going to start the game.
- Each player draws 3 *Watchers*, picks 1.
- Each player draws 3 *Contracts*, picks 1 *Private* + 1 *Public*.
- Each player gains 1 as imprinted on their *Watcher*.

Battle

- The *character* with the highest *Speed* attacks first.
- Attacking *character* rolls dies and adds the result to the *Attack* value.
- When having *element advantage*, roll 3 die and pick the better two. In *disadvantage* pick the worse two.



Game Progression

The game has 3 *Ages*, each with:

- 4 **Turns** (you may explore a *Hellscape* / visit *Daemonia* / battle a *Demon*).
- **End of the Age Phase** (*Council's Demand* → *Battle* → *Daemonia* phase → reset *Emporium* phase).

Age 3 ends after the *Battle* Phase.

While In Daemonia

- When entering *Daemonia* gain +2 1.
- **Heal** all *allies*.
- You may buy one *Item* from *Emporium*.
- Equip and use *Items* (equipped *Items* can not be unequipped).
- Sell *Hellscape* *characters* (gain 1 imprinted on the card +1 1). When selling an *ally* with equipped *Item* you may re-equip the *Item* to another *ally*.
- Complete *Public* *Contracts*.
- *Infuse* *allies*.

How To Get Favour

- *Council's Demands* (I, II, III).
- *Contracts* (*Public* & *Private*).
- Subdue a *Demon* = 1
- Infuse an *ally* = 1
- Win a battle = 2 (winner of *Final Battle* = 4).
- 10 1 = 1



Dominate Hell