

1.0 INTRODUCTION

The city of Harrows rises out of the sea on a great open plain on the shores of the Halvon Sana. The city, though less than a century old, has grown to become a major player in global trade. Now, the head of the Torin Company and governor, Alexander Torin, has called for the wealthy to spread into the heart of the Halvon Sana to tame the land and build new cities and towns. So, a massive migration of population began as those with the money and power led those with the desire to start anew into the wilds of countryside to copy the success of Harrows and expand the tiny state into a powerful empire.

Most of the patrons were upstanding and wished to continue the legacy of Harrows by building temples to the gods of light and towers for the teaching and use of white magic. But other leaders, such as yourselves, had a different view of things. Some of them wanted power for the sake of power. Others wanted to spread an old and vile religion. And others just wanted to watch the world burn. All of you seek the favor of the ancient Necromancer.

To appease the men and women that followed you out to the wilderness you might decide to build a thriving city with an undertone of despair that slowly takes root until at some point, without even knowing, the people are engulfed in a tide of wickedness and debauchery. Perhaps you reveal your intentions early and simply turn on your population right from the beginning or maybe you don't even bring people along with you but invite trolls, orcs and dragons to roam your woods and prey on the helpless that followed you.

Only beware: The Torin Company is known far and wide for the skilled adventurers that make up its ranks. Your depravity and terrors will become known to members of the legendary company as they meet in places such as the Green Unicorn and Yellow Swan Taverns. Eventually they will come to cut out the evil and destroy its hiding places.

Can you thrive in the darkness or will you succumb to the light?






Dark Domains is a competitive game where 2-5 players vie to accumulate the most favor from the Necromancer, represented in the game as evil/skull tokens. Players are tasked with the objective of accruing these evil tokens through the play of buildings, monsters, spells and henchmen. To gain these tokens players will need to gain wealth and purchase resources. But be warned the Necromancer cares not for gold or trinkets, only the darkness of your heart and all of the gold in the world will not buy you his favor.

2.0 COMPONENTS

- 1 Game Board
- 5 Domain Boards
- 1 Phase Marker
- 27 Minions (5 per player + 2 additional)
- 1 First Player Marker
- 32 Fortune Cards
- 48 Adventurer Cards
- 40 Henchmen Cards
- 75 Building Cards
- 96 Spell Cards
- 68 Monster Tokens

Element Tokens (Earth, Wind, Fire, Water)
Coin Tokens
Skull Tokens
Resource Tokens (Stone, Metal, Wood, Workers)
Polyhedral Dice (6,8,10,12-sided)

3.0 SETUP

- *Lay out the City Board
- *Place the Phase Tracker on the board on the “Fortune Card” space.
- *Separate the Fortune Cards into three distinct decks as indicated by the game era icon on the right center side of the card; the Masquerade Deck , the Revelation Deck  and the Decay Deck . Set aside the specific cards World  and Death . Shuffle the 3 decks individually.
 - Count out 4 cards from the Decay Deck and shuffle Death into them. Place these 5 cards face-down as a draw pile.
 - Count out 4 cards from the Revelation Deck and shuffle The World card in with them. Place these 5 cards face-down on top of the decay Deck
 - Count out 5 cards from the Masquerade Deck and place on top of the Revelation/Decay pile.
- *Each player takes a Domain Board, Four Minions of their chosen player color, and 8 Coins.
- *Draw four adventurers from the top of the Adventurer Deck and Place them on the Green Unicorn Tavern followed by four more on the Yellow Swan Tavern. Place the first card drawn in the “Leader: space and the second drawn in the box to the right of the leader. Always place in the Green unicorn Tavern first before moving to the Yellow Swan.
- *Shuffle the Henchmen deck and draw from the top placing two face-up on the inn spaces and two face-down on the Far Lands spaces.
- *Shuffle all of the spells by type (Attack, Defense, Control and Production) and place down on the four different spell deck spots.
- *Place all buildings in the draw bag and randomly draw seven tiles from the bag to fill the building spaces placing them light side up.
- *Set all Resources, Elements, Workers, Coins and Skulls beside the board in reach of all players.
- *Shuffle all of the monster tokens into a face-down pile. Place six random tokens face-up into the Nik’tmarg spaces. Keep the remainder face-down near the board as the Nik’tmarg draw pile.
- *Randomly determine the first player, that player takes the First-Player Token.
- *In player order, each player draws a total of 3 spells from whatever deck or decks they wish. Then each player takes any two elements. These elements can be the same or different.

4.0 SEQUENCE OF PLAY

Each turn play proceeds in the order of the Phase Tracker as it proceeds clockwise along the circle. The game will continue repeatedly until the “Death” card is revealed from the Fortune Deck. At that point, the current turn will be played to completion and the game will then end at the conclusion of the next End of Turn Phase.

The phases of the game are as follows. They will be defined in detail later in the rules.

- *Fortune Card Phase
- *Before Minion Placement
- *Minions
- *Resolve Minions
- *Foreman
- *Adventures
- *Production
- *End of Turn

5.0 KEY CONCEPTS

5.1 CITY BOARD

The City Board is a graphic depiction of the city of Harrows. This is where much of the activity in the game takes place. The city is broken up into 17 distinct locations, some of which have multiple Action Spaces. When Minions are placed for their actions they are placed on an Action Space. This reserves that action for that Minion only. During the Minion Resolution Phase those actions will be carried out. The City Board also has a path that winds through it touching every Action Space. During the Minion Resolution Phase the actions will be carried out in the specific order indicated by the path from 1st to 17th.

There are also marked spaces for the various decks of cards, adventurers, mercenaries, monster tokens and Building tiles to be placed. These should be utilized during setup and in the End of Turn Phases as many of these placement locations are tied to specific Action Spaces.

The board also holds the Phase Tracker. As the turn progresses and each phase is completed, move the Phase Tracking Token along the Phase Track in a clockwise direction. Every time a new phase is entered, check for the specific rules governing that phase and complete that phase before moving to the next Phase.

5.2 DOMAIN BOARDS

Each player takes a Domain Board that will represent their Domain in the game. Each player may only place tiles, minions, tokens or monsters on their own board.

AREA

An area on a Domain board consists of the four sections of different terrain each player possesses: Woods, Settlements, Plains and Mountains. Each Area has four distinct Spaces in which a player may place various tokens.

SPACE

A space is a single square on a player’s Domain board that holds one Building tile plus assorted monsters, tokens etc...

PLAYING AREAS

All resources and workers collected by a player are placed in their playing area. Any game pieces residing in a player's area that have not been used are considered Stored. Players have to keep all items used in the game in their playing area but are never required to divulge the exact amounts.

5.3 COINS, SKULLS & ELEMENTS

These tokens are used by all players and should be kept near the board for use by all players. When a token is spent or used it is returned to this stock for future use in the game.

Coins and Skulls have denominations of 1, 5, 10 and 50.

Coins, Skulls and Elements are meant to be semi-hidden knowledge. Players may place these tokens face-down or cover them or reveal them as desired. No player must reveal their total value of any of these items until the end of game scoring.

Skulls are used in the game to represent a player's descent into evil and chaos. In Dark Domains those Skulls also equate to Victory Points at the end of the game.

5.4 MONSTER TOKENS

Every Monster Token has numbers and icons on them that apply to various functions.

The Gargoyle defends with a +2 to its strength when placed on a space in the City area.

This icon indicates the Monster produces 1 evil per turn

Creates one fire token every turn

Indicates that the Specter is the #48th ranked creature

Yellow name bar indicates that it can be stacked with other monsters and can be placed on light building tiles.

The Bar with the element and the die indicates that the listed element may be spent to roll that extra die for defense. Multiple elements may be spent in this manner each attack.

The value in the shield is combat strength and the number in the coin icon is cost in coins to hire.

NAME BAR COLOR

Black=Monster is from the Nik'tmarg

Yellow=Monster comes from a Henchman Card or the Docks and is neutral, able to be stacked with other Monsters or on a light Building tile.

MONSTER VALUE

This value is the monster's overall ranking and determines which monster is most likely to be attacked by an adventurer with the "Monster hunter" Icon. The lower the value, the more likely it is to draw the attention of the party.

COST VALUE

The Monster's cost in coins if it is purchased. Monsters without coin values may never be purchased.

SHIELD VALUE

This is the combat value of the monster. If the monster is alone in a space, this is its defense value. If it is stacked with a tile, add the Building tile defense to this value to determine the total value of the space.

PRODUCTION ICON

During Production monsters in a Domain will produce the item indicated on the lower left corner of the token.

BONUS BAR

Under the name of the monster may be a bonus ability that the creature has. These will depend upon the expenditure of some resource or the requirement that the creature be placed in a specific type of terrain. The abilities that require resources are temporary and must be spent each time you want the Monster to be strengthened. If you are required to pay some resource for the bonus, that bonus may be activated multiple times in a turn or adventure.

5.5 CURRENT TURN ORDER

If at any point in the game it is necessary to know the current turn order, the player holding the First Player Marker is considered first and then the order moves clockwise around the table.

5.6 REMOVE & REPLACE

In Dark Domains, Remove means to take an object from the game and place it in the box. That item is no longer able to be used in the current game. Replacing is a term specific to the Adventuring Party. Any time an Adventurer is "Replaced", it is removed from the appropriate tavern. All other adventurers are moved one space to the left (towards leadership) and a new Adventurer is placed in the right-most (junior) position available.

5.7 THE DICE

Dark Domains uses some uncommon dice and they have their own terminology. When reading the dice always look at the top face of the dice for the number. On the 10-sided die there is a "0". It should be read as if it was a "10" and not a zero. When dice are called to be rolled the shorthand notation for the type is in effect as follows:

D6= Six-sided

D8= Eight-Sided

D10= Ten-sided

D12= Twelve-sided

5.8 DISCARDS

Any time a discard is called for it is placed face up in a pile close to the draw stack of that type. All discards must be shown but once placed in the pile no one may look through the discard pile.

6.0 THE PHASES



6.1 FORTUNE CARD PHASE

One player turns up the next two cards from the Fortune Deck. Suited cards have two possible effects. If the card is drawn with a matching suit or paired with an Arcana card, read and resolve the top text. If the two cards are of different suits, read and resolve the bottom text of each card. Arcana cards only have one box regardless of what they are matched with. Resolve the actions of each card before proceeding to the next game phase.

Always resolve the card on the left first, marked 1st Card and the card on the right second unless one of the Fortune cards is Death. In that case resolve only Death.



6.2 ACTIONS BEFORE MINION PLACEMENT

Some Tiles, Spells or Henchmen allow a player to perform some action “Before Placement” of Minions. If multiple players wish to resolve these actions, do so in current turn order if necessary.



6.3 PLACE MINIONS

Players alternate the placing of Minions on the City board in Current Turn Order. Minions may be placed on any empty “Action Space” on the main city board. A minion may also be placed on a light tile in the Domain of the player controlling the Minion. These Building Tiles will be turned to dark before the City board is resolved.

Players may only place minions on their own Domain board, never on another player's. You may not flip an opponent's building to dark.

6.3.1 CONTROLLING MINIONS

Each Minion is controlled by the player whose player color matches the Minion. It does not matter which player actually placed the Minion, the controller is the player who is playing the Minion's color.



6.4 RESOLVE MINIONS PHASE

Minions are resolved in a strict order. You are never obligated to perform the action associated with the space in which you placed your Minion. You may elect to not complete the action and simply remove your Minion from the board back to your play area with no effect. As a Minion is resolved it is returned to your Play Area for use in later turns.

6.4.1 In the Domains

Any minion placed on a light tile in your domain will cause that tile to be flipped to its dark side. All minions placed in a player's Domain will be resolved first before going to the Harrows board.

6.4.2 The Seer

If a Minion is placed on the Seer spot, the player whose minion is placed there may look at the top three cards of the Fortune deck. The player may not show the other players the cards but may make any claims desired about what was seen. After looking, that player then returns the three cards face down to the top of the deck in any order the player chooses.

6.4.3 The Business District

If a Minion is placed in the Business District, when that minion's action comes up the player controlling the Minion takes 2 coins from the stock. This is the same for either space. All money taken must be placed in your play area.

6.4.4 Temple of the Black Kult

If a Minion is placed at the Temple of the Black Kult, when that Minion's action comes up the player controlling that Minion takes 2 Skulls from the stock. This is the same for either space. All skulls taken are placed in that player's Play Area.

6.4.5 & 6.4.6 The Assassin & Hired Thug

These two spaces perform the same task, the difference being in the quality of the action. A Minion placed in either of these spaces will allow the controlling player to eliminate (or possibly eliminate) a target as described below.

- By paying the Assassin 12 coins you guarantee success. You may replace 1 Skull token for 2 coins as often as you like in this transaction. For example, you can pay the assassin 8 coins and 2 skulls.
- If you pay the Thug 2 coins you must roll a single d6 and if you roll a 1-2, the action succeeds. If you roll a 3-6, the action fails.

The target for the Assassination determines the effect:

Target Adventurer: Replace any one of the Adventurers currently at either tavern, including the Leader, to the game box. This Adventurer is out of play for the remainder of the game.

Target Henchman: Remove any Henchman Card controlled by any player or remove one from the board in either the Inn or the Far Lands. This Henchman is removed to the box for the remainder of the game.

Target a Minion: If you successfully target a Minion, remove that minion from the Action Space it currently occupies. The player controlling the Minion may then place it on another empty Action Space that has not yet been resolved. A minion removed from the Builder's Guild may be placed back in the Builder's Guild and in that sense is immune from assassination.

6.4.7 The Architect's Guild

When a Minion that is placed on one of the Action Spaces on the Architect's Guild resolves its action, the Controlling player takes the Building tile associated with the specific space. These tiles are placed beside your domain and can only be built later in the turn or later in the game (see Foreman Phase, 6.5). A player does not ever have to build a tile they possess and may hold it indefinitely.

6.4.8 The Inn

When a minion that is placed on one of the Inn spaces resolves its action, the controlling player takes the Henchman Card that is located in the associated box. That Henchman is placed face-up in the player's area and can be used as soon as the proper phase is entered.

6.4.9 Builder's Guild

The space for the Builder's Guild is an overly large space. This is done on purpose. Any number of Minions from any number of players may occupy this space and each Minion may purchase as many resources as desired. All players may buy at the same time. There is no limit to the amount of cubes and workers available. If the stock runs out, use a substitute if necessary. Items available at the Builder's Guild include:

Metal = 1 Cube for 2 Coins

Stone = 1 Cube for 1 Coin

Wood = 2 Cubes for 1 Coin

Workers = 2 Workers may be hired for 1 Coin

All resources & workers purchased are placed in your play area and not on your Domain Board. These items are considered Stored.

6.4.10 Towers of the Elements

When a Minion that is placed on any one of the four Action Spaces of the Towers of the Elements is resolved that player takes two elements matching the element of the tower associated with their Action Space and places it into their Play Area.

6.4.11 Council of the Shadin Wizards

When a Minion that is placed on either of the two spaces here is resolved, that player draws three Spell cards off the top of the deck or decks of their choice. Players may choose from any spell type and can take all of one type or any combination of types up to three spells. If a player needs to draw Spells and not enough are in the stack, shuffle the previously discarded spells to create a new draw pile. If there are no discards to shuffle, that type of spell may not be chosen.

6.4.12 The Taverns

When a Minion that is placed on either of the two spaces here is resolved, that player may Replace any member of the adventuring party connected with the specific Tavern with the exception of the leader. Any Adventurer taken from the board in this manner is placed in a discard pile near the board and replaced as per the replacement rules (5.6) immediately.

6.4.13 The Docks

When a Minion that is placed on the Docks Action Space is resolved the controlling player takes the Mercenary token for the turn. This token must be placed on a space in that player's domain. The space may be empty or contain a Building Tile. If there is a Building Tile it may be light or dark side up. The space may contain another monster or monsters.

During the End of Turn phase put the Mercenary token back on the Docks.

6.4.14 The Far Lands

When a Minion that is placed on one of the Far Lands Action Spaces is resolved the controlling player takes possession of the face-down Henchman Card associated with that space. This Henchman is placed face-up in the controlling player's play area and is ready for use immediately.

6.4.15 The Nik'tmarg

When a Minion that is placed on one of the Nik'tmarg Action Spaces resolves, the controlling player may pay the required coins indicated on the Monster Token to the stock to take the associated monster. If you cannot or elect to not buy the creature, remove your Minion with no affect. Any monsters taken must be placed on either a dark tile or an empty space in your Domain.

6.4.16 Harrows Town Council

When a Minion that is placed on the Town Council Action Space resolves the controlling player takes possession of the First Player Marker and takes 2 Coins from the Stock. At this point he or she is now the first player.

6.4.17 The Royal Court

When a Minion that is placed on the Royal Court Action Space resolves the controlling player gains the use of an extra Minion on the next turn and takes 2 Coins from stock. For the next turn, that player may use their special minion marked with a slash.



6.5 FOREMAN PHASE

During this phase all players may build any tiles that they have the required resources and workers to build.

Building

The light side of a building shows the materials and number of workers needed to build and staff the building in your domain. When a building is to be erected, a player must return the workers and building materials shown on the tile from their Stored area to the proper stocks. The tile is then placed light side up on any legal space in their domain. Once placed that tile may not be moved. Some tiles have restrictions as to which of the four Areas that it may or may not be placed.



6.6 ADVENTURE PHASE

After the Foreman Phase has been resolved, the game proceeds to the Adventuring Phase. At this point, if the parties will adventure.

The two Adventuring Parties will choose their targets separately and adventure against their targeted tile. It is completely possible that both parties may decide to adventure against the same tile. Party A from the Green Unicorn Tavern will always Adventure first. Once their Adventure is complete, Party B from the Yellow Swan Tavern will Adventure. Do not determine party B's target until after Party A has finished.

Adventuring consists of the following steps. Each adventure should be completed in this exact order. Follow all of these steps for Party A then follow them for Party B.

- 1) Determine the target for that party. The target is determined only by the leader of the party, the card in the left-most slot. See determining the target below.
- 2) All players may play Spells and Henchman that can be played during the Adventuring (A) phase.

3) Only the player who's Domain will be affected may cast spells or use Henchmen to add to the defenses of the target tile or space. This is the Player's only opportunity to bolster the strength of the target tile or monster before the Adventure is resolved.

4) Gather the dice for the adventurers. The owner of the targeted tile must roll all four of these dice. The dice values are totaled and if the Adventurers rolled higher than the value of the target their Adventure succeeds (see below). If the roll is equal or lower than the target value the Adventurers fail (see below).

NOTE: We prefer to let the player being attacked "shoot themselves in the foot". So we allow that player to roll their own dice when being attacked. Some groups may want another player to represent the Adventurers and roll the dice. Either way is fine but the standard rule of the attacked player doing the rolling applies if players cannot agree.

6.6.1 DETERMINING TARGETS

When determining the target for an Adventuring Party, only the leader (the Adventurer in the leader slot on the far left) is checked. At the bottom of each adventurer there are two icons. Read these icons from left to right.



If the icon is a Monster icon the adventurers are seeking out the monster with the lowest value for its ranking (They will go after #7 before #64) wherever it may be.



If the icon is a Skull and Production combined, the party will target the building or monster that produces the most Skulls. If two or more players have buildings that produce the most skulls, the lowest overall-ranked building is targeted. Buildings will always be targeted over monsters.



If the icon is a Plains, Forest, Mountain or Town then the Adventurers will seek the lowest ranked building in that specific area on any player's Domain.



The final type of icon matches the building types; Economic, Magic, Martial, Nature, Power & Religion. All of these types are ranked and they will target the lowest ranked of them (#3 before #33).

Once a target is determined, every token on the space is subject to the Adventure. So if the target is a Monster alone in a space, then only it will be targeted. If a monster is a target and shares a space with a Building tile or other token, everything in the spaces will be attacked, even if it is a Light Building. If the target is a tile then every token on the tile is subject to attack including monsters and weapons etc...

6.6.2 PROCEDURE

- 1) Check the left-most icon and see if any player has a DARK SIDE UP building tile matching that icon. If so that tile is the target. If the icon is a Monster icon, look at all player's boards and find the monster icon with the lowest ranking value (#5 will be targeted before #43). If anyone fills this criteria, the target has been found. If the icon is Evil, look for the building or monster that produces the most evil.
- 2) If no target matched the left icon, repeat the process for the right icon.

- 3) If there were no Dark Side tiles or monsters that matched the icons, Check the left-most icon and see if any player has a LIGHT SIDE UP building tile matching that icon. If so the Adventures will make a **Pilgrimage** (see below) to that location and pay the owner 1 Coin
- 4) If that does not find a match, check the right-most icon and follow the procedure in 3) above for that icon.
- 5) If no one match for any icon can be found, the party does not adventure at all.

6.6.3 AFTER THE ADVENTURE

6.6.3.1 VICTORIOUS PARTY

If the party adventures and successfully surpasses the value of the defended space the following effects occur:

- 1) Remove all tokens from the space where the Adventure took place (see Damage below). Do not return these items to their stock.
- 2) It is possible for the Overlord to play a spell to save a monster and it may be done at this time.
- 3) Retire the Leader of the party (place in the discard pile) and slide all Adventurers to the left one box.

6.6.3.2 VICTORIOUS OVERLORD

If the party of adventures and fails to overcome the value of the defended space the following effects occur:

- 1) The Overlord in question receives 3 Skull Tokens
- 2) The leader is killed (remove from play)
- 3) All other party members that shared the icon that was used to determine the target are Replaced and placed in the discard pile. There should be three Adventurers left when finished.
- 4) Slide all Party Members to the left one box

6.6.3.3 PILGRIMAGE

If the Party makes a Pilgrimage (Adventures to a Light Building) the following effects occur:

- 1) The Overlord in possession of the tile that is the target of the Pilgrimage receives 1 Coin.
- 2) Retire the Leader of the party (place in the discard pile) and slide all Adventurers to the left one box.

6.6.3.4 NOTHING

If the Party can target nothing from any player:

- 1) Retire the Leader of the party (place in the discard pile) and slide all Adventurers to the left one box.

6.6.4 OPPOSED SPELLS

After the Adventurers have concluded both missions, players may cast Adventure Phase spells against their opponents.



6.7 PRODUCTION PHASE

During the Production Phase all players may simultaneously take all of the coins and resources provided by their Building Tiles, Monster Tokens, Henchmen and Spells they cast during this phase. All tiles produce the items listed in the lower left corner of the tile. Players take all items and place in their supply beside their boards in their play area.



6.8 END OF TURN PHASE

The End of Turn Phase is mostly just a clean-up and solo spell casting phase. All players may cast End of Turn spells and activate End of Turn Henchmen. None of these actions conflict with each other so all may be done simultaneously.

Once those actions have been carried out, the board will need to be reset for the next turn.

- *Discard the two Fortune Cards that were in play this turn.
- *Any Henchmen still in the Inn are placed in a discard pile beside the Henchman Deck.
- *Any Henchmen still in the Far Lands are turned face up and placed in the Inn. If the Inn is not filled, fill it from the top of the Henchman deck.
- *Fill any empty Building Tile slots in the Architect's guild by randomly drawing from the bag. If no tiles were taken in the previous turn, remove all of the tiles and re-fill completely.
- *If the Mercenary was taken, replace it on the Docks space
- *Draw two Henchmen for the Far Lands (place face-down)
- *Fill Monsters in Nik'tmarg randomly from the Nik'tmarg stock if any spaces are empty.

7.0 ENDING THE GAME AND WINNING

7.1 ENDING THE GAME

On the turn that the Death Card is drawn during the Fortune Phase, the game will end at the completion of the following End of Turn Phase. On that turn the other Fortune Card will have no affect on play.

7.2 WINNING THE GAME

At the end of the game all players total up the Skull tokens 🧠 they possess and the player with the most wins the game. If there is a tie, the player with the most Skull production at the end of the game among those tied is the winner. If still tied, the most gold among those tied is the winner. If still tied, the player with the lowest value tile is the winner.

8.0 ATTACKING

There are many instances where a Building Tile or a space may be attacked. These include being targeted against by the Adventure Party, Spells and Henchman Cards.

8.1 DEFENSES

- *The first step to resolving an attack is to determine the defense of the Space. Count up all of the shield defense values on the tile, monsters and weaponry.
- *Some monsters may have variable defense capabilities. The defending player may spend the required element or resource to increase the defenses as indicated.
- *Spells may be cast to enhance the defense of a space.

8.2 ATTACKS

Total up all of the dice to be used in the attack and roll them all at once. Sum the total of the dice to determine the value of the attack.

8.3 RESOLUTION

Once the dice have been rolled, resolve the attack as explained in Adventuring (6.6 above)

9.0 FORTUNE CARDS

The diagram illustrates two Fortune Cards with callouts explaining their components:

- Queen of Swords:**
 - Suit identifiers:** In this case the Queen of Swords. (Points to the sword icon in the top right corner.)
 - Text to be used if it is paired with a card of the matching suit or an Arcana card:** (Points to the central text: "All players choose 1 light Building tile in their Domain and place the Queen's Command token on it. That tile may not be flipped, adventured against, moved, or destroyed this turn.")
 - Text to be used if it is paired with a card of a different suit:** (Points to the conditional text: "If Paired with a Different Suit: If you have an empty Area in your Domain, randomly draw one Monster and place it on one of the four spaces in that area immediately.")
- Death:**
 - Arcana Identifier:** (Points to the Death Arcana symbol in the top right corner.)
 - Deck identifier:** Masquerade (with a ghost icon), Revelation (with a cross icon), or Decay (with a skull icon). (Points to the three deck icons in the top right corner.)
 - Arcana name:** (Points to the word "DEATH" in the center.)
 - Text to be used regardless of card it is paired with:** (Points to the main text: "This is the last turn. The game will end at the completion of this turn. If there is another card showing, ignore that card and place it in the discard pile. Any Buildings completed during this turn's Foreman Phase may be built light or dark side up.")

Two Fortune Cards are turned up in the Fortune Phase of each turn. The first card turned over should be placed in the Fortune Card 1 space. The second card drawn should be placed in the Fortune card 2 space. The cards are identified as either Arcana or one of the four suits (Cups, Coins, Pentacles & Swords). At the bottom of each card is an identifier to determine what specific deck the card belongs to (Masquerade, Revelation or Decay). In any game only a maximum of 15 of the cards will be used.

10.0 HENCHMAN CARDS

Henchman cards have very specific timings as indicated on each card for their use. This is the only phase that a specific henchman may be used. If a henchman's action requires discarding, place it in the discarded Henchmen. If a card is removed, place it in the box and do not use it for the remainder of the game. If required, you must have the specific items Stored in your play area to activate the Henchman and pay those back to stock.

Phase Icon. Point in the turn where this henchman's ability can be used.

Henchman name

Effect and cost to use, if any

Yellow bar indicates a neutral monster that comes with this henchman

BENOIT HOGUE
Each turn you may pay 3 Coin to use the Purple Minion. This Minion is placed last each turn used.

CERNOBOG THE BLOOD LORD
Once per turn, convert: > 2

ESSOLI ELF MERCENARY
Immediately place the Elf Mercenary on any space in your domain.

ELF MERCENARY

11.0 BUILDING TILES

Type of Building. In this case it is a nature building

Cost in resources to build and operate the tile. In this case 1 Wood and 1 Worker. Only visible on the light side.

What the tile will produce in the Production Phase. For the Wasteland it is 1 Skull and 1 Fire element

Defensive value of the tile. In this case "3"

What the tile produces when flipped over (this is only visible on the light side).

Ranking of Building, in this case #105. The lower the number, the more it attracts adventurers.

Special ability, only available on the darks side.

Phase that the special ability occurs

LAKE 117

WASTELAND 105

NECROMANCER'S LAB 034

EACH TURN, IF YOU HAVE A DARK TILE WITHOUT A MONSTER, YOU MAY DRAW 1 MONSTER FROM NIK'TMARG AND PLACE IT ON AN EMPTY DARK TILE AT

Building tiles represent the key buildings in your domain. They are purchased at the Architect's Guild and are placed on your Domain during the Foreman Phase. They must be placed Light side up when built. Once placed a tile may not be moved.

11.1 FLIPPING TO DARK

A Building Tile must be placed light side up when built. It may be flipped from the Light Side to the Dark Side by placing a minion on it during the Minion Placement Phase. During the Resolution Phase, the tile is flipped to the dark side. Once a tile is showing its dark side it may not be returned to the light side unless specific fortune cards or henchmen allow it. The standard way of flipping a tile to dark is by placing a Minion on the tile during Minion placement. There are other ways that are less common that will also flip buildings.

12.0 SPELLS

12.1 CASTING

Because the game is so wide open, the timing for spells could become quite free-form and messy. Therefore the following restrictions have been placed on the timing of spells. Any Spell that is cast is immediately placed face-up in the Spell discard pile. If such a pile has not been started, start it now.



When Spells are cast the player casting the spell must return the necessary items indicated in the Casting Cost section at the bottom of the card back to the stock. If these are not paid the spell will not be considered played and the player may keep the spell for later use.

12.1.1 Before Placing Minions



Some Spells may be cast before Minions are placed during a turn, these must be done in player order.

12.1.2 After Minions Are Placed



Once all Minions have been placed but before resolution, all players, in turn order, have one opportunity to cast spells in player order.

12.1.3 During the Adventuring Phase



Spells may be cast in this phase only once the decision of where to go has been decided. *That means that spells cast now may not change the target of the party, you must cast these spells earlier.* If multiple players wish to cast spells, they must do so in turn order.

12.1.4 During the Turn End Phase and Production Phase



All players may cast spells during these phases without interfering with other players. Spells cast in these phases do not interact with other players. Spells that fall into this category will be labeled with an E in the corner. All may be cast simultaneously.

12.1.5 In Reaction to Other Players

A very small number of spells have the ability to cancel a spell of another player and must be played immediately after the opponent's spell to counter it. These spells are marked with an exclamation point in the upper corner. Spells can be countered only if you or one of your Minions or something in your domain would be affected (including skulls and coins). If you counter a spell it is only countered for you it may still affect other players.

12.2 TOKENS

Some spells call for a token to be placed on a domain. These tokens are permanent items that last throughout the game unless specifically indicated in the text of the spell.

13.0 CREDITS

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