DARKEST NIGHT



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"Darkest Night" is VPG's name for its multiplayer co-op fantasy game of a guerilla war in a small kingdom.
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[0.0] USING THESE RULES

New gaming terms, when they are initially defined, appear in dark red lettering for quick referencing.

The instructions for this game are organized into major "*Rules*" *sections as shown in large CAPS font, and represented by the number to the left of the decimal point (e.g., Rule 4.0 is the fourth Rule). These Rules generally explain the game's subject matter, its components, the procedures for play, the game's core systems and mechanics, how to set it up, and how to win.*

With each Rule, there can be "*Cases*" that *further explain a rule's general concept or basic procedure*. Cases might also restrict the application of a rule by denoting exceptions to it. Cases (and *Subcases*) are extensions of a Rule shown in the way that they are numbered. For example, Rule 4.1 is the first Case of the fourth Rule; and Rule 4.1.2 is the second Subcase of the first Case of the fourth Rule.

Important information is in bold text.

References to examples of a Rule or Case are in blue shaded boxes like this.

Text in gray shaded boxes, like this, provides the voice of the game's designer, who is addressing you to explain an idea or concept that is not, itself, a Rule or a Case.

[1.0] INTRODUCTION

A great shadow has fallen over the kingdom as the undead continue to multiply under the control of a dread Necromancer. The king's army is broken, the lands overrun, and now the Castle has fallen. The last of the kingdom's strength has taken refuge in the hallowed ground of the Monastery, where the Necromancer and his dead dare not tread...yet. As he tightens his grip on the land and builds his power for a final assault on this last refuge, a few brave souls seek a way to fight back...

Darkest Night is a cooperative game where four heroes fight a guerilla war to retake a kingdom invaded by an evil Necromancer. All players share victory or defeat and must work as a team to succeed.

[2.0] GAME EQUIPMENT

Parts Inventory

- One 11" x 17" game board
- 10 standing character tokens (minor assembly required)
- Five 6-sided dice
- 9 hero sheets
- 90 power cards (10 per hero)
- 6 artifact cards
- 34 event cards
- 20 map cards
- 42 1" square blight counters
- 29 multi-shaped item counters
- 4 1" square relic tokens
- 5 1" round turn trackers
- 5 round grace trackers
- 5 round secrecy trackers
- 1 round darkness tracker
- 1 rules booklet (player aid included)

If any of these pieces are missing or damaged, please email us at info@victorypointgames.com

The Game Board: The 11" x 17" game board depicts the kingdom where the game takes place. The map shows the seven locations that the players can visit (the ***Castle***, ***Village***, ***Mountains***, ***Forest***, ***Ruins***, ***Swamp***, and ***Monastery***), the lines they can move along, and numbers that are used to determine the Necromancer's movement. Along the bottom of the map is the Darkness Track, which represents the Necromancer's growing power and influence.



Standing Character Tokens: These tokens are used to track the current location of each hero and the **Necromancer**. Each token slides into one of the included bases so that it stands upright.

Hero Sheets: These sheets describe the heroes, and have tracks at the bottom for recording the hero's current grace and secrecy. On the reverse side is a player aid.



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The Cards: There are several different kinds of cards in the game:

Power cards represent the unique abilities or equipment of different heroes; each hero has a separate set of 10 power cards. Power cards have a name at the top of the card, rules text at the bottom, and a ❖ symbol in the corner if it is possible to begin the game with them (see 3.2). The use of powers is explained in 6.0.



Artifact cards are a special kind of power card with a ♟ symbol in the corner to distinguish them.



Event cards represent the malign forces roaming the kingdom. They have a name at the top of the card, rules text at the bottom, and a fate number in the corner that indicates roughly how bad the event is (higher is generally worse).



Map cards are used to randomize blight creation and search results. Each card lists a type of blight and a search result for each of the locations on the board; except during Set Up (see 3.3), only one of these results is used each time you draw a card.



Blights: These tokens represent centers of the Necromancer's power; each one produces an adverse effect (see 10.0). On the front, the blight's might is listed in the top right corner; on the back, the might is listed in the lower left, the defense in the lower right, and a brief reminder of the blight's effect in the center (see the player aid for a full description of each blight's effect).





Item Counters: These tokens represent helpful single-use magical objects the heroes find during the game (see 7.0).



Holy Relics: These tokens represent powerful items that will be key to winning the game (see 7.2).



Trackers: These counters are used to keep track of game status including who has taken their turn, heroes' basic statistics, and the current darkness level.



[3.0] SETTING UP THE GAME

[3.1] Play Area: Place the **game board** in the center of the playing area.

Place the **4** ***holy relic*** tokens on the board in the locations labeled ***Mountains***, ***Forest***, ***Ruins***, and ***Swamp***, with their "undiscovered" sides facing up.



Shuffle all of the ***event cards*** together to form the *Event Deck*, shuffle all of the ***map cards*** together to form the *Map Deck*, and shuffle all of the ***artifact cards*** together to form the *Artifact Deck*. Set each of these decks face-down in reach of all players.

Set the blight counters and ***item*** counters aside to form the *Stock*. You will need them later.

[3.2] Choose Heroes: The game is always played with 4 heroes, chosen from among the 9 hero characters included in the game. If there are 4 players, each player chooses a hero to play. If there are fewer than 4 players, divide control of 4 heroes among yourselves as you choose (e.g., with 2 players, you might each control 2 heroes; if playing alone, you would control all 4).

Then, perform all of the following steps for **each** selected hero:

1. Take the appropriate ***standing character*** token for that hero and place it on the board in the location labeled "***Monastery***".
2. Take the appropriate ***hero sheet*** and set it near the player controlling that hero.
3. Take a ***turn tracker*** and set it near the ***hero sheet***.



4. Take a ***grace tracker*** ( ) and a ***secrecy tracker*** ( ) and place them on the circled values of the corresponding tracks on the ***hero sheet***.
5. Take the 10 ***power cards*** matching the selected hero. Find the four ***power cards*** with the ❖ symbol in the top right corner, read them, and choose **three** of those powers to start with, setting them face-up near the ***hero sheet***.
6. Shuffle the remaining 7 ***power cards*** (including the unchosen ❖ power) to form that hero's *Power Deck*, and set them face-down near the ***hero sheet***.

Flip the remaining ***hero sheets*** to their reverse side for use as player aids. Set aside the ***power cards*** for the remaining heroes; you won't need them unless one of your starting heroes is killed.

[3.3] Necromancer's Forces: Place the ***standing Necromancer*** token on the board, in the ***Ruins***.

Place the ***darkness tracker*** on the ***Darkness Track*** (located at the edge of the board), in the space with a symbol to the left of "1".

Draw the top card from the ***Map Deck***. For each location listed on the card **except the** ***Monastery***, take the indicated blight counter from the ***Stock*** and place it on the board in the corresponding location. You should have six blight counters on the board when you are done. (Ignore the search results listed on the card).

Then, place the ***map card*** you drew face-up next to the ***Map Deck***, starting a discard pile.



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[4.0] SEQUENCE OF PLAY

The game consists of a series of *rounds*. During each round, each hero will take a *turn*, and then the Necromancer will also take a turn.

- In any order, each hero takes a turn
  - **Start**: Follow any special start-of-turn instructions
  - **Event**: Draw an event card
  - **Action**: Choose something to do
  - **End**: Defend against blights
- The Necromancer takes a turn
  - **Darkness**: Advance the darkness track
  - **Movement**: Roll a die (⚅) and move the Necromancer
  - **Blight**: Create a blight at the Necromancer's new location

At the start of a round, flip each hero's *turn tracker* to the sun side. The players select a hero to go first; that hero takes his turn, then flips his turn tracker to the moon side to indicate that his turn is complete. The players then select a hero to go next, repeating the process until all heroes have taken a turn.



Note that heroes can choose to take their turns in a different order each round.

Turn order is sometimes very important, but a lot of the time it doesn't matter. If you're not sure who should go next, I recommend you just go with the next player in seating order (or whoever knows what they want to do).

Once all heroes have completed their turns, the Necromancer takes a turn, and then a new round begins. This continues until the victory or defeat conditions are met (see Victory and Defeat, 11.0).



I. Die Rolls

Generally, when a die roll is called for, you will roll several dice (⚅) and compare them **individually** (not added together) to a ***target number***. Any ⚅ that is greater than or equal to the target number is a success. Some rolls give an extra reward for multiple successes, but usually all that matters is whether you have one success or not.

Various effects may increase or decrease the number of ⚅ you roll. There is no upper limit to the number of ⚅ you might roll; if you don't have enough physical ⚅, roll what you have, make a note of the results, and then reroll enough to bring your total up to the correct amount. Conversely, regardless of all penalties, you always roll at least one ⚅.

[4.1] Hero Turn in Detail

Perform the following steps on each hero turn, in order:

Start:

Do all of the following, in any order:

- Resolve any ***power effects*** (see 6.0) that take place "at the start of your turn".
- If at the same location as the Necromancer, lose 1 ☾ (see 5.0).
- If carrying a ***holy relic*** (see 7.2), lose 1 ☾.

Event:

(Skip this step if in the Monastery).

If you have zero ☾ and you are at the same location as the Necromancer, the Necromancer initiates ***combat*** (see 8.2).

Otherwise, draw an ***event card***, resolve its effects, and discard it.

Many ***event cards*** have a variable effect depending on the circumstances when they are drawn; this will be listed on the card.

Example: When you draw the ***Dead Servant*** card pictured here, you will encounter one of three different enemies based on your ☾. If your ☾ is 5 or higher, you encounter a ***Scout***; if your ☾ is 3 or 4, you encounter an ***Archer***; if your ☾ is 2 or less, you encounter a ***Dread***. Each of these opponents has different statistics (listed on the card).



The ***Event Deck*** also includes a special card called ***Renewal***. When you draw ***Renewal***, immediately reshuffle the ***Event Deck*** (including ***Renewal*** and all of the discards) and draw another card instead.



Renewal is a special meta-result and must always be resolved immediately (even if you are in the midst of drawing multiple cards, or have a power that would let you discard an event without effect).

Action:

Choose one action from the following list to perform:

- **Travel**: Move to an adjacent location, and gain 1 ☾ (up to 5).
- **Hide**: Refresh your powers (see 6.2) and gain 1 ☾ (up to 5).
- **Attack**: Choose a blight (see 10.0) in your location and **fight** it following the combat rules (see 8.0). If you win, the blight is destroyed and returned to the ***Stock***; otherwise, you suffer the blight's defense. **Succeed or fail, you lose 1 ☾ for revealing yourself.**

  You can also attack the Necromancer in the same way as a blight (see 8.2).
- **Search**: Roll a ⚅ and compare to the *search difficulty* listed on the board for your location. If your result equals or exceeds the difficulty, draw a ***map card*** (see

12.1) and take the search result for your location.

If you roll multiple dice (e.g., using a power), draw one card for each die result that is greater than or equal to the search difficulty, then choose one card to resolve and ignore the others.

The *Monastery* cannot be searched.

- **Pray** (***Monastery* Only**): Roll 2 dice, and gain 1 grace (up to default; see 5.0) for each die that rolls a 5 or higher. Also refresh your powers (see 6.2)
- **Retrieve a Holy Relic**: Discard 3 keys to claim an undiscovered ***holy relic*** at your location. Flip it to the discovered side; it is now treated as an ***item*** (see 7.0).
- **Power**: Use the "action" effect from one of your ***power cards*** (see 6.0).

Some powers allow you to perform a *free action*: this means *you can do that action in addition to your normal one-action-per-turn.*

You are not required to perform an action during your turn (though you will usually want to).

End:

Resolve the effects of any blights (see 10.0) in your location that trigger at the end of a turn. If there are more than one, you may choose the order to resolve them.

If you spent your **entire turn** in the ***Monastery***, gain 1 secrecy (up to default).

[4.2] Necromancer Turn in Detail

Perform the following steps on each Necromancer turn, in order:

Increase Darkness:

Move the darkness tracker one space along the darkness track to the next higher number. The Necromancer gains new abilities at certain thresholds, as noted on the track (see 9.0).

Note that each *"Desecration"* blight on the board causes darkness to increase an additional step.



You will usually want to destroy ***Desecrations*** as fast as possible.

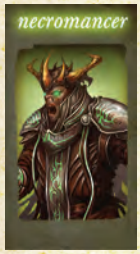
The darkness can never increase beyond 30. **When any effect would raise the darkness above 30, add a blight to the *Monastery* instead** (see Blights, 10.1).

Necromancer Movement:

Roll a die for the Necromancer, and compare the result to every hero's current secrecy. If the die roll is greater than that hero's secrecy, the Necromancer *detects* that hero, **unless that hero is in the *Monastery***. If the die roll is *less than or equal* to that hero's secrecy, the Necromancer does *not* detect that hero.

Notice that heroes succeed on die rolls if they exceed **or equal** the target number, but the Necromancer only detects a hero if his roll exceeds their secrecy. You can remember this as "heroes win ties."

If the Necromancer detects any heroes, he moves one space towards the closest hero that he detects by the shortest possible route (or stays in his current space, if he detects a hero there). If there is a tie for closest hero or shortest route, resolve it randomly.



Otherwise, the Necromancer follows the arrow shown on the board in his location that matches the number he rolled (circular arrows cause him to remain where he is).

The Necromancer may never enter the *Monastery* for any reason. He ignores heroes located there, and must always go around if chasing someone.

Create a Blight:

The Necromancer creates a blight in his new location (see Blights, 10.1).

Some abilities from the darkness track allow the Necromancer to create multiple blights under certain conditions.

[5.0] Grace and Secrecy

Each hero sheet has a ***grace track*** (grace) and a ***secrecy track*** (secrecy) at the bottom.

Grace represents *the mysterious power that allows heroes to survive in situations where normal men would perish.* If you are about to die, you can spend a grace to save yourself (see 8.1); however, **running out of grace is not inherently fatal**, it just leaves you vulnerable.

Secrecy represents *how well the hero's movements are hidden from the Necromancer and his minions*; it affects the odds of being detected by the Necromancer and the severity of certain event cards. If your secrecy reaches zero, the Necromancer will be able to attack you during your ***event phase*** (see 4.1 – Event).

The circled values are each hero's *default* grace and secrecy, and *are the amounts available to the hero at the start of the game* (not the maximum). Place markers on these numbers. If a card instructs you to *gain* grace or secrecy, *move the marker up the track.* If a card instructs you to *lose* grace or secrecy, *move the marker down the track*, but do not reduce it below zero (any loss beyond zero is ignored). If a card instructs you to *spend* grace or secrecy, *then you may not use that effect unless you have at least that much grace or secrecy available to spend.*



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First Example: The Knight has 1 and encounters a *Lich*. She chooses to use her *Reckless Abandon* tactic, which allows her to fight with 4 , but causes her to lose 1 unless she rolls two successes. Unfortunately, all of her come up as s, so she loses the fight; *Reckless Abandon* makes her lose a for rolling less than two successes, and the *Lich* makes her suffer a for losing.

The Knight chooses (see 6.3.1) to take the first, and spends her last to avoid death. Then, she loses a due to her *Reckless Abandon*, but since she is already at 0 , this has no further effect.

If she had chosen the opposite order, she would have lost her last to *Reckless Abandon*, and then would have been unable to spend any to negate the *Lich's* wound and would have died.

Second Example: The Rogue has the *Eavesdrop* power, which allows him to spend 1 to search with 2. However, his is currently zero, so he cannot use this power until he gains some .

The minimum value for both and is zero (represented by moving the token to the symbol printed to the left of "1", or removing the token from the track). Neither nor has an absolute maximum, but most things that raise or will only do so up to some threshold.

II. Gains and Losses

Increases When You:

- Perform travel or hide actions (up to 5)
- Spend your entire turn in the *Monastery* (up to default)
- Use a Waystone (no limit)

Decreases When You:

- Attack any blight (regardless of success)
- Attack a *Spies* blight and fail (cumulative)
- End your turn at a location with a *Spies* blight
- Start your turn at the Necromancer's location
- Start your turn carrying a *holy relic*
- Receive a *holy relic* from another hero

Increases When You:

- Perform the pray action (up to default)
- Discover *Forgotten Shrines* while searching (no limit)

All gains are negated if a *Taint* blight is present

Decreases When You:

- Spend it to survive a (typically after failing a combat)
- Enter a location with a *Curse* blight
- Attack a *Curse*, *Taint* or *Unholy Aura* blight and fail

Additionally, many events and powers can influence and , as described on the respective cards.

First Example: The Knight has 6 and travels from the *Monastery* to the *Village*. Heroes gain 1 (up to 5) when traveling, but since the Knight already has more than 5 , her remains at 6.

Second Example: The Knight has 4 and prays, rolling and . This result allows her to gain 2 (up to default), but her default is 5, so her only increases to 5 (not 6).

Third Example: The Knight has 4 and searches, uncovering a *Forgotten Shrine*, which allows her to immediately gain 2 . Since no limit is specified on this gain, her increases to 6.

[6.0] POWERS

Each hero has several cards representing that *hero's unique abilities*, which are called *powers*. Keep a hero's current *powers* face-up near his hero sheet. Powers are permanent and can be used as often as a player desires (subject to the conditions described on the cards themselves).

Each hero begins the game with any three of his four "basic" powers (those marked with a ❖ symbol), and the remaining powers are shuffled to form his *Power Deck*, from which new powers are drawn during the game (generally after searching; see 4.1 – Action).

Each power card describes its own effects. Most effects fall into one of four categories:

- *Actions*, which can be used during the action step of the hero's turn (instead of taking one of the standard actions; see 4.1 – Action).
- *Tactics*, which can be used during a combat (see 8.0).
- *Bonuses*, which can be used whenever they apply.
- *Active* effects, which can be used only

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after the power has been *activated* (6.1).

[6.1] Activating Powers

Some *powers can have a lasting effect*; when this happens, the power is said to be *Activated*. Place an activated ***power card*** on top of your hero sheet as a reminder.

Once a power has been activated, its *Active* effect becomes available until the power is *Deactivated*.

Example: The Knight chooses to use ***Oath of Purging*** on her turn, a power that can be activated as an action. She places the power card on top of her hero sheet as a reminder. She now rolls an extra 2 on Fight rolls made while attacking blights, as described in the active effect. This effect continues until the ***Oath of Purging*** is deactivated, which the card says will happen under two conditions listed at the bottom of the card: if she "Fulfills" it by destroying a blight (in which case she will also gain 1), or if she "Breaks" it by entering the ***Monastery*** (in which case she will also lose 1).



Some powers also *Target* a particular location, hero, or other entity when they are activated; in this case, place the ***power card*** on or near the target as a reminder. Unless otherwise specified, any active effects apply only to the target.

Example: The Prince chooses to use ***Inspire*** on his turn, an action power that is activated targeting any hero at his location when used. He opts to target the Knight, so he places the ***power card*** on top of the Knight's hero sheet as a reminder. The active effect allows the Knight to choose to roll 3 extra on any future roll at the cost of deactivating the power.



The other effects on a ***power card*** are still available to its owner while that power is active (even if he is separated from the target); you don't "lose" the normal use of the power. However, a power can only be active on one target at a time; activating it again effectively just "moves" the power to a new target.

Example: If the Prince chooses to use ***Inspire*** again next turn, he can target a different hero at his location (including himself), but then the Knight will no longer be targeted and will lose the opportunity to use its active effect.

Power cards are intended to be self-explanatory, but some of the more complicated ones are described in further detail in 15.0.

[6.2] Exhausting Powers

Some powers will instruct you to *Exhaust* them when they are used. *Flip an exhausted power face-down.*

Exhausted powers cannot be used again until they are *Refreshed*, which normally happens when the hero performs the hide or pray actions (see 4.1 – Action). *Flip a refreshed power face-up* again; it now works as normal.

Example: The Seer is in the ***Forest***, and there is a ***"Dark Fog"*** blight present. Since the search difficulty is so high, she decides to use ***Dowse***, an action power that can be exhausted to automatically search successfully. Next turn, she can't ***Dowse*** again, because the power is already exhausted, so she performs the hide action in order to refresh it.



Do not exhaust a power unless instructed to do so. Most powers do *not* become exhausted and can be used repeatedly without a rest. However, even a power that does not exhaust itself can be exhausted by other game effects.

In the event that a power is exhausted while it is currently active, that power becomes *suppressed*. It *counts as exhausted and none of its effects can be used* (including active effects), but when the power is refreshed it will automatically become active again (on the same target, if any).

[6.3] Timing

[6.3.1] Simultaneous Effects

Whenever two effects appear to take place at the same time, the affected player may choose the order in which to resolve them.

[6.3.2] "Any Time"

When an effect says "at any time," that means literally *any time*.

You can use it on someone else's turn. You can use it after making a roll or drawing a card but before resolving its effects. You can use it between two "simultaneous" effects. Any time you like.

[6.4] Artifacts

As a result of searching (see 4.1 – Action), heroes will sometimes be able to draw a card from the ***artifact deck***.



Artifacts count as powers and follow all of the same rules; anything that affects powers also affects ***artifacts***. However, ***artifacts*** also count as ***items***, and follow all of their rules as well (see 7.0).

[7.0] ITEMS

Items are *useful objects that the heroes can carry around with them and use to produce various beneficial effects.* They fall into three categories:

Basic Items are represented by tokens. They can only be used once before being returned to the Stock. Their effects are described on the player aid on the back of this booklet.





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Artifacts are represented by cards from the ***artifact deck***. They function exactly like ***power cards*** (see 6.0), except that they are not bound to any particular hero and can be traded like ***items***.

Holy Relics are very special and powerful ***items***; you will need at least one to win the game. They can only be obtained with the retrieve holy relic action (see 4.1 – Action), which requires 3 keys (which can be obtained by searching).



[7.1] Managing Items

Each hero may carry an unlimited number of ***items***.

A hero may give any ***item*** to another hero at the same location. A hero in the ***Monastery*** may also store an ***item*** there for safekeeping, or retrieve any ***item*** currently stored there. All of these things are free, and may be performed **at any time**—even during another player's turn, or in the middle of a combat.

Basically, you don't need to worry about who's holding an ***item*** until you decide to use it or the heroes split up. Just assume that everyone at the same location has access to all the ***items*** until someone actually decides to use one.

However, **whenever a hero uses an item, that item becomes locked and may not be given away or stored until the next turn of the hero carrying the item**. A hero can always choose to refuse the benefits of an item in order to be able to trade it later.



Basically, you can't pass the ***item*** around in a circle and all use it in the same round, unless the ***item*** explicitly benefits all heroes at the location. Once someone uses it, no one else can grab it until he's done with it.

If a hero dies while carrying ***items***, those ***items*** must immediately be given to another hero at the same location (even if the ***items*** have been locked by use and could not normally be traded). If there are no other heroes at the location, the ***items*** go to the next hero to arrive at that location.

[7.2] Holy Relics

Holy relics have several special rules:

Each hero can only carry one at a time. If you already have a ***holy relic***, you can't get another one until you give it away or store it at the ***Monastery***.

Holy relics **add 1 to your highest** ⚅ **in fights**. Note that this is different from most fighting bonuses, which give you additional ⚅ —***holy relics*** improve the result of a single ⚅ after it is rolled. You can refuse this benefit if you plan to give the ***holy relic*** to someone else, but must do so before making the roll.

Note that this is the only way for most heroes to roll a 7, which is necessary to win a fight against the Necromancer.

You lose 1 ❤ at the start of your turn while carrying a *holy relic*. This does not count as using the ***holy relic***—it is not optional, but it also does not prevent you from giving the ***holy relic*** away the same turn.

You lose 1 ❤ if another hero gives you a *holy relic*. This only applies when receiving the ***relic*** directly from another hero, not when initially discovering one or picking up a ***holy relic*** stored at the ***Monastery***.

[8.0] COMBAT

Combat can occur when a hero performs an ***attack action*** (see 4.1 – Action), when the Necromancer catches him during his ***event phase***, or as a result of blights or ***events***.

Normally, the hero can choose either to *fight* the enemy or to try to *elude* him; however, a few monsters only offer one option or the other. Additionally, a hero that is performing an attack action can only ***fight***, not ***elude***. Regardless, the hero may also choose to use an appropriate ***tactic*** from one of his powers (see 6.0). **Only one *tactic* may be used in each combat**.

If using a ***tactic***, roll dice as instructed by the ***power card***; otherwise, roll 1⚅. If the hero is attacking a blight, the *target number* for this roll is the blight's *might*; otherwise, the ***target number*** is the opponent's *strength* (🛡) if fighting or the opponent's *awareness* (👁) if eluding. If the monster has a dash (-) in place of one of these values, that combat option is not available against that monster.

Example: A ***Scout*** lists its stats as –🛡, 5👁. This means the ***Scout*** cannot be fought (this represents the fact that the ***Scout*** will flee on sight, and that killing one would reveal nearly as much about your location as if it spotted you). The ***Scout*** can still be eluded as normal.

Regardless, compare the result of *each* ⚅ (separately, not added together) to the target number; each ⚅ that rolls *greater than or equal to the target number* is considered one *success*. If the hero rolls **at least one** success, he wins the combat; otherwise he fails.

Example: The Knight draws an ***event card*** and encounters a ***Ghoul*** (4🛡, 3👁). Since the ***Ghoul's*** 👁 is lower than its 🛡, eluding it would normally be easier than fighting it, but the Knight has a ***tactic power*** called ***Charge*** that lets her fight with 2⚅, so she chooses to use that. She rolls a ⚄ and a ⚄. Since neither of the ⚅ meet the target number (the ***Ghoul's*** strength), the Knight fails the combat.

[8.1] Consequences of Combat

Different encounters will specify different results that occur if the hero wins or fails.

The most common result for failing is a *wound* ( ), which means *the hero dies (see 8.1.2) unless he spends 1 to negate the effect*. Winning often has no result (except that the hero avoids the effect of a failure).

Some tactics have additional effects depending on the number of successes. These are cumulative with any results imposed by the combat itself.

Example: The Rogue encounters a *Lich* (5 , 5) and uses his *Vanish* tactic, which allows him to elude with 2 and gain 1 (up to 7) if he rolls two successes. He rolls a and a . Since both equal or exceed the target number (the *Lich's*), the Rogue has two successes. He wins the combat, and also gains 1 .



[8.1.1] Losing a Turn

Some combats cause a hero to "lose a turn" if he fails. When this happens, tip the hero's *character* token on its side, but finish the current turn as normal.

On that hero's next turn, stand his token back up, and then end the turn. Nothing else (good or bad) happens that turn.

If a hero "loses a turn" while his token is already on its side, there is no further effect.

[8.1.2] Death of a Hero

When a hero receives a , he either spends a to negate the or he dies.

Technically, you can choose to let a kill you even if you have grace remaining, but this is generally not recommended.

You do NOT automatically die when you have zero . You merely cannot spend that you don't have (see 5.0), which means the *next* will kill you. But you can survive with 0 indefinitely as long as you don't suffer a .

Dying does not directly end the game, but it carries some hefty penalties.

When a hero dies, his turn ends immediately. Remove that hero and all of his powers from play, and give his *items* to other heroes in the location (see 7.1). Additionally, **raise the by 1** (see 9.0).

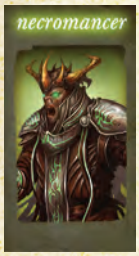
This may indirectly end the game; see 11.3.

On that player's next turn, he selects a new hero to play (one that hasn't already appeared in the current game, if possible). Perform set up for the selected hero as normal (see 3.2), except that **the new hero begins with only 2 *power cards* instead of 3, and his default and are both reduced by 1 for the entire game** (place the dead hero's character token near the new hero's hero sheet as a reminder).

The new hero doesn't do anything during the round he appears, but may act normally starting the following round (which will be 2 rounds after the death).

[8.2] Battling the Necromancer

A hero can battle the Necromancer directly under two circumstances: the hero can initiate combat with an ***attack action***, or the Necromancer can initiate combat during the hero's event phase if his is zero (see 4.1 – Event). Both of these are only possible when the hero and the Necromancer are in the same location.



The Necromancer has a of 7 and an of 6.

Rolling a 7 on a six-sided is, of course, rather difficult. Winning a fight against the Necromancer is only possible with a ***holy relic*** (7.2) or with certain powers (6.0).

Failing any combat with the Necromancer results in a wound (see 8.1). Successfully eluding has no effect.

If there are any blights in the location, successfully fighting the Necromancer will entice him to sacrifice one of them so he can escape; destroy one of your choice.

Successfully fighting the Necromancer when there are *no* blights in the location slays him and wins the game—**but only if you are holding a holy relic when you do so** (see 11.1). Otherwise, there is no effect.

[8.3] Pulling Punches

In rare cases, a hero may prefer not to resist a foe. In this case, he may choose to accept the result of a loss without rolling any .

Example: As a result of an event card, the Knight encounters a *Scout*. She sees that the result of losing this combat would be to lose 1 . At this moment, the Knight wants the Necromancer to detect her (see 4.2) in order to lure him into combat, so lower would actually be to her advantage. Therefore, the Knight chooses to let herself be seen by the *Scout*. She rolls no , and is considered to have lost the combat.



[9.0] DARKNESS

There is a ***darkness track*** ( ) printed on the game board. *Darkness* represents the *amount of power the Necromancer has gathered*, and increases gradually throughout the game. At specific thresholds, the Necromancer gains certain advantages, as indicated on the track.

10+ When the Necromancer is in a location with no blights on his turn, he creates two instead of one.



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20+ When the Necromancer rolls a ⚀ or a ⚁ during his movement step, he creates an extra blight that turn.

25+ All blights have +1 might.

30 Any effects that would increase the beyond 30 instead create a blight in the ***Monastery***.

All of these advantages are cumulative; e.g. at 20 , when the Necromancer rolls a ⚀ or ⚁ and moves to a location with no blights, he creates three.

also changes the severity of some event cards.

[10.0] BLIGHTS

Blights represent *the unholy forces of the Necromancer* throughout the kingdom. Each blight has some harmful effect it produces as long as it is in play (described on the player aid on the back of this booklet, and also summarized on the back of the blight token).

[10.1] Creating Blights

The Necromancer creates a new blight every turn (sometimes more than one).

Whenever a new blight is created, draw a card from the ***Map Deck*** (see 12.1) and find the blight type listed on that card for the relevant location, then take a token corresponding to that blight type from the ***Stock*** and place it in the affected location.

There can never be more than 4 blights in a single location. If something happens which would cause a new blight to appear in a location that already has 4, add a blight at the ***Monastery*** instead. If there are already 4 blights at the ***Monastery*** (that is, when a fifth blight is created in the ***Monastery***), the heroes immediately lose the game (see 11.3).



[10.2] Destroying Blights



Heroes can destroy blights by performing the ***attack action*** and making a successful fight roll against the blight's might (see 4.1 – Action).

When a blight is destroyed, remove the corresponding token from that location and return it to the ***Stock***.

[10.3] Monster Blights

Blights have many different effects, but one common effect is to force any hero ending his turn at the same location to do combat (see 8.0) with a monster whose and are listed in the effect. If the hero loses this combat, he suffers the failure effect listed for the monster; if he wins the combat, nothing happens.

Winning a combat against the monster does not destroy the blight. Destroying a blight typically requires a hero to perform an ***attack action*** (see 4.1 – Action), and involves rolling against the blight's might, not the monster's , and inflicts the blight's defense if the hero fails (not the monster's failure effect).

Example: The Prince moves to the ***Mountains***, where the Necromancer has previously created a "***Shades***" blight. Since the Prince ends his turn there, he gets attacked by a ***Shade*** (3 , 5) and must fight or elude it. He fights it and wins, but the blight is unaffected. Next turn, he can spend his action to attack it and try to destroy it, but he'll need to roll a ⚄ or more to do that (the blight's might), even though the ***Shades*** only have 3 .

[11.0] VICTORY AND DEFEAT

There are two possible ways for the heroes to win the game, and one way for them to lose.

[11.1] Slay the Necromancer

If you can slay the Necromancer, most of his magic will be undone, and the remaining undead will lose direction, making them easy to defend against.

To kill the Necromancer, a hero wielding a ***holy relic*** must fight him and win. However, the Necromancer is pitiless and will mercilessly sacrifice his minions to save himself. If there are any blights present when you defeat the Necromancer, you may destroy one blight of your choice, but the Necromancer will escape.

He can only truly be killed if he is beaten in a fight, by a hero with a ***holy relic***, when there are no blights in the location. If this is achieved, all the heroes win.

This will generally require the concerted effort of several heroes to clear the area so that you can get a clean shot.

[11.2] Holy Ritual

If you gather enough of the ***holy relics***, you can combine them in a ritual that will release a great cleansing power and scour the land of the undead. The Necromancer's power will be broken.

To perform the ritual, the heroes must find three holy relics and gather them all at the ***Monastery***. As soon as there are three holy relics in the ***Monastery*** simultaneously, all the heroes win.

[11.3] Monastery Overrun

The ***Monastery*** is a sanctuary that repels evil, but nothing lasts forever. If at any time there are simultaneously 5 blights in the ***Monastery***, its defenses will shatter and the kingdom's last light will be snuffed out, plunging the land into darkness. All the heroes lose.

Remember that any effect that would create a blight in a location that already has four blights will instead create a blight in the ***Monastery***. Thus, blights in the ***Monastery*** will begin to build up faster as the rest of the kingdom is overrun.

Additionally, any effect that would increase the beyond 30 will also, instead, create a blight in the ***Monastery***. Thus, blights will begin to accumulate rapidly in the ***Monastery*** if the game drags on too long.

[12.0] OTHER RULES

[12.1] Map Deck

Whenever a hero searches successfully or a blight is created, draw a ***map card*** and compare it to the relevant location to determine the search result or type of blight.

If the ***Map Deck*** is empty when you need to draw a map card, reshuffle the discards.

If you are unable to resolve a ***map card*** because you've run out of the required token or card, draw another ***map card***. In the unlikely event that you draw 3 in a row without finding a suitable option, just pick any available blight (if creating a blight) or green-backed ***item*** (if searching).

[12.2] Monastery

The ***Monastery*** has several special rules. These are all mentioned elsewhere, but to summarize:

- Heroes in the ***Monastery*** do not draw events (see 4.1 – Event).
- The ***Monastery*** is the only location where heroes can perform the pray action (see 4.1 – Action).
- The ***Monastery*** has no search difficulty and cannot be searched (see 4.1 – Action).
- A hero who spends his entire turn in the ***Monastery*** gains 1 (up to default) (see 4.1 – End).
- The Necromancer can never enter the ***Monastery*** and ignores heroes there (see 4.2 – Movement).
- You can store or retrieve items at the ***Monastery*** (see 7.1).
- When an effect tries to raise the beyond 30, it creates a blight in the ***Monastery*** instead (see 9.0).
- When an effect tries to create a 5th blight in any location, it creates one in the ***Monastery*** instead (see 10.1).
- If you gather three holy relics at the ***Monastery***, you win the game (see 11.2).
- If there are ever 5 blights in the ***Monastery***, the heroes immediately lose the game (see 11.3).

[13.0] HINTS

This section does not contain any rules needed to play, but has information that may be helpful in planning your strategy.

[13.1] Searching



Searching is critical: it's how you obtain new powers, and also how you find the keys required to obtain ***holy relics***—and you need a minimum of 1 ***holy relic*** to win the game.

Don't assume you shouldn't search just because you're good at something else. A couple of extra powers can make a huge difference, especially if you get them early.

Where you search is also important:

- The ***Castle*** offers the most ***powers***, but very few ***keys***.
- The ***Village*** is similar, but less extreme.
- The ***Mountains*** and ***Forest*** have a balanced mixture of ***powers*** and ***keys***.
- The ***Ruins*** has the most ***keys***.
- The ***Swamp*** is the only place you can find an epiphany, which lets you search your ***Power Deck*** for the card of your choice. It also has the most ***artifacts***, a fair bit of ***bottled magic***, and the fewest ***keys***.



The icons shown below the search difficulty on the board serve as a reminder of the most likely search results for each location.

[13.2] Blights

Blights can do some nasty things to the heroes, and will eventually end the game if they build up too far. However, unless you're actively trying to slay the Necromancer, it's important to remember that attacking blights is just damage control; it's not what wins the game. Destroy the most important blights, but don't get so caught up that you forget to search.

[13.3] Secrecy

In addition to making the Necromancer less likely to come to you, higher also lessens the effect of many events, so you shouldn't necessarily ignore it even if the Necromancer isn't a concern.

On the other hand, sometimes low can be beneficial for controlling the Necromancer's movement.

[13.4] The Monastery

The ***Monastery*** acts as a safe haven, where you can recover your and while avoiding direct attacks. If you fear for your life, you should generally run for the ***Monastery***.

[14.0] OPTIONAL RULES

The following rules can be used separately or in combination to adjust the game to taste.

[14.1] Expert Mode

If you find the game becoming too easy, try making the following changes to Set Up:

- Start the at 5, instead of 0.
- Draw 2 map cards instead of 1, placing both indicated blights in each location (except the ***Monastery***).
- All players determine their heroes and starting powers at random, instead of choosing.

Though this is listed as an optional rule, I highly recommend these changes for experienced players. Of course, you can also invent similar rules of your own to further tweak the difficulty.

[14.2] Playing the Necromancer

With 2-5 players, assign one player to control the Necromancer. This player works in opposition to the heroes and tries to make them lose. The game plays as normal, except for the following changes:

[14.2.1] Set Up

The Necromancer draws 4 map cards to form his initial hand. (Do not show these cards to the heroes).



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[14.2.2] Necromancer Movement

Roll for Necromancer movement as normal.

If the Necromancer detects any heroes, he *chooses* one to pursue, and moves towards him by the shortest available route (Necromancer's choice in case of a tie). If the Necromancer detects a hero in his own location, he may choose that hero to remain where he is.

If the Necromancer does *not* detect any heroes, he moves to any adjacent location he chooses, but he may *not* move to any location with a hero. If all adjacent locations contain heroes, he does not move (but he must move if possible).

The Necromancer may still never enter the ***Monastery***, and never detects heroes there.

The movement numbers on the board have no effect in this variant.

[14.2.3] Creating Blights



Whenever a new blight is created, instead of drawing a card from the ***Map Deck***, the Necromancer plays a card from his hand to determine the type of blight. When his hand is empty, he draws a new hand of four ***map cards***.

If the heroes would normally draw multiple ***map cards*** and choose one, the Necromancer must play an appropriate number of cards and let the heroes pick among them.

The Necromancer may not play a card that calls for a blight for which all tokens are already in use. If he has no legal card to play, he reveals and discards his hand, draws a new hand of 4, and plays one of those cards. If he still has no legal cards to play, the heroes choose the type of blight.



[14.3] Fifth Hero

Play with 5 heroes instead of 4 (allows one additional player), and make the following changes:

[14.3.1] Retrieving Holy Relics

The first ***relic*** to be retrieved requires a hero to discard 5 keys. Once any ***holy relic*** has been retrieved, subsequent ***holy relics*** take 3 keys each, as normal.

[14.3.2] Extra Blights

At the end of each Necromancer turn, roll a ⚀ (this ⚀ roll cannot be modified by any game effect).

If the 😈 is **14 or less**, create an extra blight in the Necromancer's location if the ⚀ roll is a ⚀.

If the 😈 is **15 to 24**, create an extra blight in the Necromancer's location if the ⚀ roll is a ⚀ or ⚁.

If the 😈 is **25 to 29**, create an extra blight in the Necromancer's location if the ⚀ roll is a ⚀, ⚁ or ⚂.

If the 😈 is **30**, create an extra blight in the Necromancer's location if the ⚀ roll is a ⚀, ⚁, ⚂ or ⚃.

Remember that the game is designed for four heroes. Adding a fifth hero messes with balance in several ways and will lengthen the game, so I only recommend it if you really want to fit another player into the game.

[14.4] Custom Hero Decks

If you are feeling creative, you can invent your own heroes by combining ***power cards*** from several different heroes into a single deck. Substitute your custom deck for another hero's normal ***power deck***, then play as normal, except draw new powers from the bottom of your deck (and place leftover cards from supply caches on top) so that the card backs won't give away what power you're going to draw next.

It is important to note that custom heroes created in this way are **not necessarily balanced**. You can create incredibly strong or weak heroes if you work at it. Therefore, you are only eligible for bragging rights if you play with the standard heroes.

[15.0] CARD CLARIFICATIONS

The cards in Darkest Night are intended to be self-explanatory, but a few subtleties are explained here in greater detail in case you have questions.

[15.1] Artifacts

Starry Veil allows you and all heroes at your location to discard and redraw any event with a fate of 5 or more ("fate" is the number in the top right corner of the event card; it gives a rough measure of how bad the event is).

If the new event card also has a fate of 5 or more, you can discard it and redraw again if you wish (and so on).

[15.2] Acolyte Powers

Call to Death allows you to attack two blights with a single action. Make only a single ⚀ roll, choosing a tactic as normal (but include one more ⚀ than for a normal attack). After rolling, divide the ⚀ into two pools, assigning one to each of the blights, and resolve as two separate attacks.

Example: The Acolyte uses ***Call to Death*** to attack a ***Lich*** and a ***Spies***. For his tactic, he chooses ***Final Rest***, which lets him fight with 3⚀. He rolls a total of 4⚀ (3 from ***Final Rest***, +1 from ***Call to Death***) and gets ⚄, ⚄, ⚀, and ⚀.



He chooses to allocate ⚄ and ⚀ to the ***Lich***, and ⚄ and ⚀ to the ***Spies***. The ***Lich*** has a might of 5, so he wins the fight and destroys it. The ***Spies*** also have a might of 5, but the highest ⚀ he allocated to them is a ⚄, so he fails this fight, and suffers the ***Spies'*** defense (lose 1 🌀). He also loses 1 🌀 for each attack (part of the standard attack rules), and ***Final Rest*** causes him to lose a 🏰 because at least one of his ⚀ rolled a ⚀. Thus, in total, the Acolyte loses 3 🌀 and 1 🏰, but destroys the ***Lich***.

If he had rolled two ⚄s, he could have destroyed both blights.

False Life and ***Leech Life*** have special text forbidding you to enter the ***Monastery*** while they are exhausted. These are considered special rules, not "effects", and thus remain in force while the powers are exhausted.

Mostly this prevents you from using ***False Life*** every time you pray in the ***Monastery***. You will generally need to hide to refresh these powers, though other ways of refreshing them exist, such as using ***Calm*** (Priest) or ***Chapel*** (Prince) to pray in other locations.

[15.3] Knight Powers



The Knight has four "***Oath***" powers that all follow a similar pattern: you can activate one as an action, and it provides an ongoing effect until you either "fulfill" or "break" the oath, at which point it provides one final effect as it deactivates. The conditions for fulfilling or breaking an oath are different for each oath.

You can't activate an oath if another one is already active, and you can't deactivate an oath except by fulfilling it or breaking it. When you fulfill or break the oath, you **must** deactivate it, although in some cases you could use the fulfill effect to immediately activate the same oath again.

Oath of Valor breaks if you attempt to elude in any combat. It does not break if you choose to automatically fail.

[15.4] Scholar Powers



Find Weakness is a fighting tactic that adds 1 to the result of one of your . Unlike the holy relics, which add 1 to your highest , Find Weakness adds 1 to a single chosen *before* you roll—thus, if you are rolling multiple (e.g. +1 from your Ancient Sword power), you roll the chosen separately, add 1 to its result, then roll the rest of the .

You may find it helpful to use a differently-colored for this tactic, so you can roll all at once without getting them confused.

Four of the Scholar's powers **immediately activate in your location** when you obtain them; these powers benefit all heroes at that location, but can never be moved.

You may want to think about where you're standing when you open a treasure chest.

[15.5] Seer Powers

When you use ***Prediction*** as an action, you roll two and place them on the card, saving their result. If you use it again, you keep the already on the card, and add two more.

Example: The Seer uses ***Prediction***, and rolls a and a , saving them on top of the ***Prediction*** card.



Next turn, the Seer uses ***Prediction*** again, rolling a and a . The ***Prediction*** card now has a total of 4, with the results , , , and .

Any time you make a roll, you can choose to use *all* of your saved results from ***Prediction*** instead of rolling normally.

Example: The Seer prays, and uses her saved ***Prediction*** results of , , , and . Following the rules for the pray action, she gains 1 (up to default) for each that rolls a or higher, allowing her to raise her from 0 to 4. She then clears all of the off the ***Prediction*** card.

When you used saved from Prediction, the amount of saved overrides the number of you would normally be entitled to roll (whether it is more or less). You cannot roll additional from any source. However, you can still change the results of the with, for example, a holy relic.

Example: The Seer attacks the Necromancer, using her saved ***Prediction*** results of and . The holy relic she carries adds 1 to her highest , converting the into a 7, allowing her to defeat the Necromancer.

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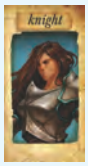
Extended Example of Play

The track has just reached 15. The Scholar and Seer are in the ***Forest***, where they have been using the Scholar's ***Forgotten Sanctuary*** power to help elude a ***Zombies*** blight while they search for keys. The Knight is in the ***Mountains***, where he has been using his ***Oath of Vengeance*** to hold off the Necromancer, but now her and are both at zero and she's facing down ***Confusion***, ***Curse***, and ***Shades*** blights. The Rogue is in the ***Monastery***, where he has just finished praying to recover his after a brush with death earlier in the game.

The Knight would really like to do something about that ***Confusion*** blight, which is preventing her from using her tactics, and she notices that the Rogue has the ***Vanishing Cowl*** artifact card, which allows the holder to ignore the effect of one blight each turn. She proposes that the Rogue go first and bring her the Cowl.



Items can only be traded by heroes at the same location, so this will require the Rogue to enter the ***Mountains***; the ***Mountains*** contains a ***Curse*** blight, which forces heroes to lose a when entering the location. The Rogue could use the ***Vanishing Cowl*** himself to ignore the ***Curse*** and enter the ***Mountains*** without losing , but that will lock the item and prevent him from passing it on until his next turn, and the Knight would really like to use it on the current round. So instead, the Seer chooses to exhaust her ***Prophecy of Safety*** power at the start of the Rogue's turn, allowing him to ignore all instructions to spend or lose for the turn.



The Rogue then skips his event phase (because he is in the ***Monastery***) and for his action he chooses to travel to the ***Mountains***, raising his from 4 to 5 at the same time. The ***Prophecy of Safety*** allows him to ignore the effects of the ***Curse***, and he hands the ***Vanishing Cowl*** to the Knight. Then, because he has ended his turn at the ***Shades'*** location, he is forced into a combat; fortunately, ***Prophecy of Safety*** is still in effect, so even if he fails this roll nothing will happen to him. If he could use his ***Vanish*** power, this encounter would actually be to his advantage, as it would give him a small chance to gain ; however, the ***Confusion*** blight prevents him from using tactics, so he has nothing to gain, either. Just for kicks, he decides to fail the combat without rolling (rule 8.3) and relies on the ***Prophecy of Safety*** to ignore the wound.





Notice that the Rogue is now at the same location as the Necromancer, but he doesn't suffer any penalty for this yet, because he didn't start his turn at the Necromancer's location. On his next turn, if the Necromancer is still there, he will lose one at the start of his turn.

The Seer would also like to use ***Prophecy of Safety*** on the Knight to ensure she doesn't die this turn, but the power is exhausted now, so she decides to go next so she can refresh it. Since she is planning to refresh her powers anyway, she decides that she might as well exhaust ***Prophecy of Fortune*** at the start of her turn to give herself an extra on all rolls this turn.



After exhausting the ***Prophecy***, she draws an event card, which happens to be the ***Midnight*** card; a rather bad event. However, she also has the ***Foreknowledge*** power card, which allows her to draw an extra event and discard one of her choice. Her second draw is the ***Altar*** event. She chooses to discard ***Midnight*** and resolve ***Altar*** instead.

The card instructs her to roll one and take the highest; ***Prophecy of Fortune*** gives her an extra on all rolls this turn, so she rolls 2 total, and gets a and a . She takes the highest () and consults the table on the card, which tells her that she has found a Pure Altar and has the option to spend 1 to gain 1 . Her is already at 4, which is her default (circled) value, but the event card doesn't specify any maximum for the gain, so she spends a (reducing her from 6 to 5) and raises her to 5.

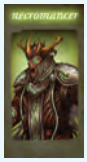


Then, for her action, she chooses to hide. Her is already at 5, so hiding can't raise it any higher, but she still gets to refresh her power cards. She flips ***Prophecy of Fortune*** and ***Prophecy of Safety*** both face-up, ready to use again.

At the end of her turn, she has to defend against the ***Zombies*** blight at her location. She decides to use her ***Premonition*** tactic, allowing her to elude with 3. She also gets +2 when eluding due to the Scholar's power ***Forgotten Sanctuary***, because it is active at her location. ***Prophecy of Fortune*** adds another , for a total of 6. She rolls , , , , , and . The ***Zombies'*** is only 3, so three of those results are successes; since she rolled at least 2 successes, she does not exhaust ***Premonition***.



The Seer then turns around and exhausts ***Prophecy of Safety*** again, this time at the start of the Knight's turn. The Knight also loses a at the start of her turn, because she's at the same location as the Necromancer; however, since the Knight's is already zero, this has no further effect on her. Then, because her is zero and the Necromancer is present, instead of drawing an event card, she is forced into combat with the Necromancer.



The Necromancer has a of 7, which means it is usually not possible to fight him successfully without a **holy relic**; however, the Knight has her ***Oath of Vengeance*** power active, which allows her to add 1 to her highest when fighting the Necromancer, so she actually has a chance of winning. She uses the ***Vanishing Cowl*** that the Rogue gave her earlier to ignore the ***Confusion's*** effect so that she will be able to use tactics this turn; however, she can only use one tactic per combat, so she has to decide whether she would rather use ***Charge*** or ***Reckless Abandon***. ***Reckless Abandon*** gives her more , but also causes her to lose a if she rolls fewer than two successes—and since ***Oath of Vengeance*** only adds 1 to her highest , her chances of rolling two 7s are nil. However, the ***Prophecy of Safety*** will allow her to ignore this loss—plus, she's already at zero , so it wouldn't have had any effect anyway. Seeing no downside in this particular case, she chooses to use ***Reckless Abandon***.



She rolls , , , and , and the ***Oath of Vengeance*** turns one of those s into a 7, winning the fight. Now, even if you roll a 7, you can't actually kill the Necromancer without a **holy relic**—but it's not like the Necromancer is going to stick around to see whether you can finish him off, so even if you don't have a relic, he will sacrifice a blight to escape when you win a fight against him. Therefore, for winning the fight, the Knight gets to destroy a blight of her choice at her current location. The ***Curse*** doesn't have any ill effect for heroes who are already at the location, so that's not a priority at the moment. That leaves the ***Confusion*** and the ***Shades***. Neither of these will have any effect on the Knight this particular turn—she's already ignored the ***Confusion*** using the ***Vanishing Cowl***, and even if she fails to defend against the Shades the ***Prophecy of Safety*** will protect her—but both of them could be inconvenient on future turns. She decides to destroy the ***Shades***, since they have the higher might, and plans to attack the ***Confusion*** with her action.





But first, by winning a fight against the Necromancer, she has fulfilled her ***Oath of Vengeance***; the power is deactivated, but as a reward she gets to perform a free action. In previous rounds, she has used this free action to activate the ***Oath of Vengeance*** again, but at the moment she's very conscious of her low , so she decides to use it to activate ***Oath of Purging*** instead.



She then uses her regular action to attack the ***Confusion*** blight. She decides to use ***Reckless Abandon*** again (there still being no downside), and her ***Oath of Purging*** gives her +2 when attacking blights, so she rolls a total of 6 and gets , , , , , and . The ***Confusion's*** might is 4, so she succeeds, and destroys the blight. She still loses 1 for attacking, but again, this has no effect since her is already zero. And by destroying a blight, she has fulfilled her ***Oath of Purging***, so she deactivates it and gains 1 , giving her a little bit of breathing room for next round.

That only leaves the Scholar, who begins his turn by drawing the event card ***Evil Day***, which gives him the choice of either exhausting a power or drawing two more events. He chooses to exhaust his ***Forgotten Sanctuary*** power. Since ***Forgotten Sanctuary*** was active when he exhausted it, it is now suppressed (rule 6.2); it no longer provides its active effect, but when he refreshes it, it will automatically go back to being active in the ***Forest***. He considers using his action to hide so that he could refresh it immediately, but decides it would be better to wait until he has also exhausted his ***Preparation*** power, so that he can refresh both with a single action.

Instead, he uses his action to search. His ***Research Materials*** power gives him +1 when searching, so he rolls a total of 2, getting a and a . The search difficulty in the ***Forest*** is 4, so he hasn't found anything. Unsatisfied with this result, he decides to exhaust his ***Preparation*** power to reroll, and this time he gets a and a . Since he has rolled 2 successes, he gets to draw 2 map cards; his ***Thoroughness*** power lets him draw an additional card, for a total of 3. He draws 3 cards and looks up his current location (the ***Forest***) on each one, and sees a treasure chest and two keys. He decides to take one of the keys, and discards all three map cards.





Then, at the end of his turn, he has to defend against the ***Zombies*** blight. Since the ***Forgotten Sanctuary*** is exhausted, it won't provide him with extra dice this turn. He could use his ***Find Weakness*** tactic to fight with one and add one to its result, but since the ***Zombies*** have 5 and only 3 , he calculates that he has better odds simply eluding with no tactic. He rolls 1, and gets a . Since this is less than the ***Zombies'*** , he suffers a , and spends one to avoid dying.

Now that all heroes have taken their turns, the Necromancer gets a turn. He raises the from 15 to 16, then rolls a for his movement. He rolls a , which is greater than the 0 of the Knight at his location, so he remains in the ***Mountains***. Then he creates a new blight there, drawing a map card and looking up the ***Mountains*** to determine the kind of blight, which happens to be a ***Corruption***.



The round is now complete. All heroes flip their turn trackers back to the sun side, and a new round begins.





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BLIGHTS



Confusion
While a hero is in the affected location, his *Tactic* powers have no effect.
Might: 4 *Defense:* Lose a turn.



Corruption
While a hero is in the affected location, his *Bonus* powers have no effect.
Might: 5 *Defense:* Exhaust all powers.



Curse
A hero that enters the affected location immediately loses 1.
Might: 5 *Defense:* Lose 1.



Dark Fog
The search difficulty at the affected location is increased by 2.
Might: 5 *Defense:* Lose a turn.



Desecration
The Darkness increases one extra point at the start of each Necromancer turn. *This blight's location does not matter.*
Might: 4 *Defense:* No effect.



Evil Presence
While a hero is in the affected location, he rolls one fewer when eluding (to a minimum of 1).
Might: 4 *Defense:* Event.



Lich
At the end of each turn in the affected location, a hero must combat a lich.
Might: 5 *Defense:* . 5 5 If he loses:



Shades
At the end of each turn in the affected location, a hero must combat a shade.
Might: 5 *Defense:* . 3 5 If he loses:



Shroud
Other types of blights at the location of a Shroud cannot be destroyed (the Shroud must be destroyed first).
Might: 5 *Defense:* .



Skeletons
At the end of each turn in the affected location, a hero must combat a skeleton.
Might: 5 *Defense:* . 4 4 If he loses:



Spies
At the end of each turn in the affected location, a hero loses 1.
Might: 5 *Defense:* Lose 1.



Taint
While a hero is in the affected location, he cannot gain . Whenever he would otherwise gain , there is no effect.
Might: 5 *Defense:* Lose 1.



Unholy Aura
While a hero is in the affected location, he rolls one fewer when fighting (to a minimum of 1).
Might: 4 *Defense:* Lose 1.



Vampire
At the end of each turn in the affected location, a hero must combat a vampire.
Might: 6 *Defense:* . 4 4 If he loses:



Zombies
At the end of each turn in the affected location, a hero must combat a zombie.
Might: 5 *Defense:* . 5 3 If he loses:

NECROMANCER

7 6

Lose 1 when starting your turn at the same location.

During the Necromancer's turn (4.2):

Darkness:
- Increase by 1, plus 1 for each Desecration blight on the board

Movement:
- Roll 1 and compare to all Heroes'
- Detects heroes with *lower* than the result, unless in Monastery
- Moves towards closest detected hero
- If no hero detected, follows numbers on board

Blight:
- Create a blight in the Necromancer's location
- Some effects may create extra blights
- If location already has 4 blights, create in Monastery instead

HOLY RELIC

- Add 1 to your highest when fighting
- Lose 1 at the start of your turn
- Lose 1 if received from another hero
- Each hero can only carry one at a time



ITEMS

May be saved and traded between heroes.



Key: Three of these may be discarded to retrieve a holy relic (as an action).



Treasure Chest: Discard at any time to draw a new power card.



Bottled Magic: Discard after a fight roll to add 3 to that roll.



Vanishing Dust: Discard after a failed elusion roll to make it a success.



Waystone: Discard during your turn to instantly move to any location and gain 1.

OTHER SEARCH RESULTS

Take effect immediately when discovered.



Artifact: Draw an artifact card.



Epiphany: Search your power deck and take the card of your choice, then shuffle that deck.



Forgotten Shrine: Gain 2.



Supply Cache: Draw two power cards; keep one, place the other at the bottom of your deck.