

Doom

CARD OF DOOM REFERENCE SHEET

Refer to this reference sheet whenever a doom fate is rolled. A player with no characters in play excluding traps when a five is rolled must place a character in their starting position and move the character five spaces if possible. The character can add their additional movement points.



BAD VIBES

A bad moon is rising at your back. You must proceed cautiously. All die rolls for movement on your following turns will be treated as if you had rolled a one, until you roll a six. Characters can add their extra movement as usual. Once a six is rolled, the roll is counted as a six and all subsequent rolls are back to normal.



BETRAYAL

Treachery! It is nearly impossible to maintain a loyal army in these difficult times of uncertainty. All players must hand over any one of their characters to the player to their left. Relinquished characters must be taken out of play and report to their new commander. These characters do not lose their upgrades.



BLOODSHED

A bloody day's fighting ends in defeat. Enemy forces have gained valuable experience at your expense. Each of your opponents can choose any one of their characters and upgrade a single item on its battle card.



BOGUS

The funeral pyres shall burn high tonight. All characters belonging to the current player have been lost in a terrible melee on level two. The current player must remove any of their characters from level two and take them out of play. This includes characters residing on the Inner Square.



BUMMER

It was a brave struggle, but for naught. All characters belonging to the current player on level three have fallen. The current player must remove any of their characters from level three and take them out of play. This includes characters residing in the Spider Lair or Torture Chamber traps.



BURDEN

Exhaustion and lack of food are taking a heavy toll on your troops. Morale is low, and dragging feet are a common sight. None of your characters can use any of their extra movement points until you roll a six for movement on a following turn. Burden does not apply to extra movement from fates or special skills.



CAPTURED

Enemy troops have wrestled the chosen character into submission! Each opponent must roll a die, and the highest roller captures the chosen character. The character remains on the board with the same color base, but the opponent who captured the character gets to hold on to the battle card and control the character as one of their own. The original owner now treats the captured character as an opposing character. The character is returned to the original owner once defeated in battle. One can potentially get captured characters back through the Escape or Rescue fates on the Card of Happiness.



CATASTROPHE

A powerful warlock has cast an explosive poison gas spell. In his haste, however, he slips up and poison gas billows out of control through the hallways. The foul gas causes damage to ALL characters in play in the entire castle. Roll two dice to determine the amount of health points each character in play loses. Adjust their battle cards accordingly.

CHAOS



The chaos of battle has spread like wildfire. Friend has become indistinguishable from foe, and battle lines have been obscured. All players must switch their color to the color of the nearest King or Queen position. Players with a King position will now have a Queen position, and players with a Queen position will now have a King position. The players do not switch characters or take them out of play, but will have to change the color of their snap-on character bases. This implies that all players now have a new starting position on the game board, a new color, a new stairway leading into Sanctuary, and a new direction to travel around the game board. Increase the starting positions of any characters that are now further along in the castle.

CONFUSION



Your troops have fallen out of formation, turning this way and that to try and get back in line. Lose your next turn while they reorient themselves.

DEATH



Nightmares and terrible visions haunt your army leaving them paralyzed with fear, and in some cases literally scared to death. Roll three dice to determine how many health points each of your characters in play lose. Adjust their battle cards accordingly.

DETERIORATE



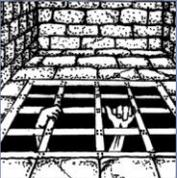
Poison burns in the chosen character's veins, blackening its flesh and sapping its strength. Decrease the character's health points to 1.

DISEASE



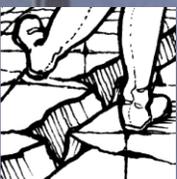
Warrior's Amnesia has struck this poor soul. This terrible disease ravages the memory, leaving one unable to remember many crucial things. Remove a single upgrade from the character's battle card if possible.

DUNGEON



One of your loyal subjects has been seized, and is being held captive in the castle dungeon. This insult cannot go unpunished. Lose your next two turns going on a rescue mission.

EARTHQUAKE



Suddenly, the ground begins to quiver under your feet. A violent earthquake releases its terrible force upon the castle, sending troops careening through the hallways as they frantically attempt to find something, anything to hang on to. Roll two dice to determine the quake's size. Starting with the current player moving clockwise, each player moves all in-play characters belonging to the player on their left the number of spaces equal to the quake's size. If a character lands in a spot that is already occupied, the character landed on is taken out of play. This is true even if a character is forced to land on a character of the same team. Special skills do not apply.

EVIL DARKNESS



Sudden fear grips the throats of your troops. They shiver and suffer as a bit of their life force is stolen away by an unseen dark entity. Roll two dice to determine how many health points are stolen from every character you have in play. Adjust their battle cards accordingly.

FLASHBACK



Darkness engulfs the chosen character, and a magic portal trap sends them back in time to where they started. Move the chosen character back to their starting position. If the starting position is occupied then the character landed on is taken out of play.

Doom



INSANITY

In a fit of temporary insanity, your troops act on false orders. Your turn is now over, but the player to your left immediately takes a new turn for you. He or she will make your die rolls, move your characters and orchestrate your battles as he or she sees fit.



LAST REQUEST

The chosen character encounters a savage magical troll, and is defeated after a valorous melee. The troll is impressed by the character's skill and offers a last request. Take the chosen character out of play and choose from the following fates from the Card of Happiness: Escape (escape from traps and get back captured characters), Double Dice (take another turn rolling two dice) or Prowess (upgrade a single item).



MAYHEM

Magical forces are raging out of control. Roll a die for each of your characters in play. Depending on each result, the following fates from the Card of Doom apply to the specific character: 1=Deteriorate (only one health point), 2=Disease (lose an upgrade), 3=Sin (upgrades for opponents), 4=Summons (spirit attack), 5=Sickness (lose three dice worth of health), 6=Flashback (back to starting position).



MUTINY

The chosen character, disillusioned and unhappy with your leadership, has abandoned your cause to become a hireling. Swap this character with one of the other mercenaries. If no mercenaries are available then swap this character with your opponent to your left's choice of any one of his or her characters.



PLAGUE

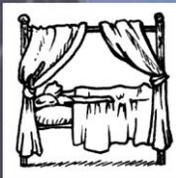
A foul plague has arisen throughout the land of Zirconyx. No one seems safe from the devastation as entire armies fall within inches of their lives. Decrease the health points of ALL characters that are in play to 1.



SHARK ATTACK

A strange gust of magical wind blows the chosen character out a nearby window, splashing into a pool of toothy horrors! Place the chosen character into the Shark Attack trap. Characters cannot move or battle each other in this trap. Escaping from this trap places a character in its starting position, or takes it out of play if their starting position is occupied unless they battle. Before each turn, the current player rolls a die for each character caught in the trap. The following action is to be taken depending on the roll of the die:

- 1=The character is swallowed by a great white, but cuts it's way out to safety with a dagger.
- 2=The character grabs hold of a large shark and rides it to shore escaping the trap.
- 3=Stuck in the middle of a feeding frenzy, the character loses 8 health points.
- 4=The character is rescued by a mermaid and escapes the trap.
- 5=The character wrestles a shark and loses 4 health points, but manages to swim to safety.
- 6=The character treads water and remains in the trap.



SICKNESS

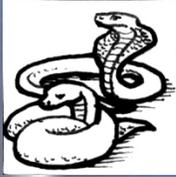
The chosen character has fallen very ill. Roll three dice to determine how many health points the chosen character loses fighting off the sickness. Adjust its battle card accordingly.



SIN

The church has branded you a sinner! Priests and holy men throughout the camp cry out for your blood. To redeem yourself in the eyes of the church and avoid the guillotine, you are forced to show love for your enemies. Upgrade a single item on an enemy character's battle card. Repeat this until each of your opponents has received a similar upgrade.

SNAKE PIT



A trap door gives way under the chosen character's feet, sending it tumbling into a pit of venomous snakes! Place the chosen character into the Snake Pit trap. Characters cannot move or battle each other in this trap. Escaping from this trap places a character in its starting position, or takes it out of play if their starting position is occupied unless they battle. Before each turn, the current player rolls a die for each character caught in the trap. The following action is to be taken depending on the roll of the die:

- 1=Showing great valor, the character cuts its way through the snakes and escapes the trap.
- 2=The character is constricted by a large serpent and remains in the trap.
- 3=The character is bitten by a venomous viper and loses 8 health points.
- 4=The character charms the snakes with a lovely singing voice and escapes the trap.
- 5=Sharp fangs dig into the character's leg, nibbling away 4 health points.
- 6=A giant snake swallows the character whole. Take the character out of play.

SPIDER LAIR



Darkness engulfs the chosen character. When a torch is lit, it reveals a chamber full of massive cobwebs - and worse, giant spiders! Place the character in any available position within the Spider Lair trap (castle piece #6). Characters cannot move or battle each other in this trap. Escaping from this trap places a character in its starting position, or takes it out of play if their starting position is occupied unless they battle. Before each turn, the current player rolls a die for each character caught in the trap. The following action is to be taken depending on the roll of the die:

- 1=The character is paralyzed by arachnophobia remaining firmly entrenched in the trap.
- 2=The character takes a poison filled bite and loses 6 health points.
- 3=Entangled in sticky cobwebs, the character is quite stuck and remains in the trap.
- 4=The character falls down a dark stairwell losing 4 health points, but finds a hidden doorway out of the trap.
- 5=The character takes 5 health points worth of bites during a frantic run for safety slashing its way out of the trap.
- 6=The character follows a dim light source that leads out of the trap.

SUMMONS



Passing an ancient bookshelf, your loyal character discovers a crumbling leather-bound volume hidden under the dust. Opening the book results in a flash of bright light, and the paper bursts into flames releasing an annoyed Spirit that attacks the character. The player to the current player's left rolls two dice to determine the amount of damage the Spirit does. The defending player must then roll two dice and try for a number equal or higher than that of the Spirit's roll to end the battle and avoid the damage. Otherwise the defending character takes the full amount of damage, and cannot deduct their armor/protect points. Repeat until the defending player rolls equal or higher than the Spirit, or until the defending character is defeated.

TORTURE



Your character ends up in the castle's Torture Chamber after a wrong turn down a musty corridor. Place the character in any available position within the Torture Chamber trap (castle piece #7). Characters cannot move or battle each other in this trap. Escaping from this trap places a character in its starting position, or takes it out of play if their starting position is occupied unless they battle. Before each turn, the current player rolls a die for each character caught in the trap. The following action is to be taken depending on the roll of the die:

- 1=The character takes a painful branding costing 4 health points, but pleads its way out of the trap.
- 2=The character loses 10 health points from a visit to the iron maiden.
- 3=Chained to the whipping post, the character loses 6 health points from a good lashing.
- 4=The character loses 3 health points on the rack, but gains an inch in height.
- 5=With heroic effort, the character breaks free from its torturers and escapes the trap.
- 6=The character masterfully picks the locks escaping the trap.