

# DAMNATION

THE  
GOTHIC GAME



RULEBOOK

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**You...**  
**I know what you have done.**  
**And for once, I am not the monster in this story.**  
**There can be only one winner.**  
**For the others...**  
**Damnation awaits.**

**Damnation:** The Gothic Game is a gothic horror themed battle royale game for 2 – 8 players.

Take on the role of iconic Victorian Villains as you explore a cursed castle, seeking deadly weapons and forbidden powers with which to slay your opponents and claim victory by becoming the final survivor.

Ransack rooms to draw cards that along with your Villain's unique Talents allow you to avoid misfortune and punish those who would stand against you.

Position yourself next to an opponent to claim Power of Adjacency to steer them into the castle's many fiendish traps and hazards.

Slay other Villains to claim their Souls, spent at the Dark Tower for monstrously powerful rewards.

In death become a Haunt, gambling on the fate of The Castle and its occupants for a chance to return to life and claim revenge! Or adopt a very different form as you visit The Vault to become The Vampire, an agile and deadly creature with only a few weaknesses hidden within the castle.

## STORY

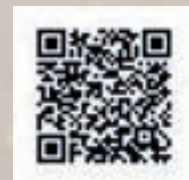
**Damnation:** The Gothic Game takes place on a plane of hell where Count Dracula holds dominion. Here, a cast of Villains from the Victorian era find themselves damned for all eternity.

Each day, the damned are resurrected with no memory of where they are or how they arrived, finding themselves cursed to hunt and be hunted by one another for all eternity, as punishment for the pain and suffering they inflicted in life.

**Damnation:** The Gothic Game is a brutal battle royale. During the course of the game, one by one, each Villain will be Slain until only one remains - the winner!

## VIDEO GUIDE

Would you prefer to learn the rules by watching a video? We've prepared a 'how to play' just for you. Access it by visiting our website:



[www.blacklettergames.com/how-to-play-damnation](http://www.blacklettergames.com/how-to-play-damnation)

This page will also feature a link to rules clarifications that are requested. If you're not sure how to implement a rule, or you have a question, please get in touch via the link on the page.

# COMPONENTS

## 9 VILLAIN STANDEES



THE  
WANDERER



THE  
GENTLEMAN



THE  
LOST



THE  
COLLECTOR



THE  
ARISTOCRAT



THE  
PROFESSOR



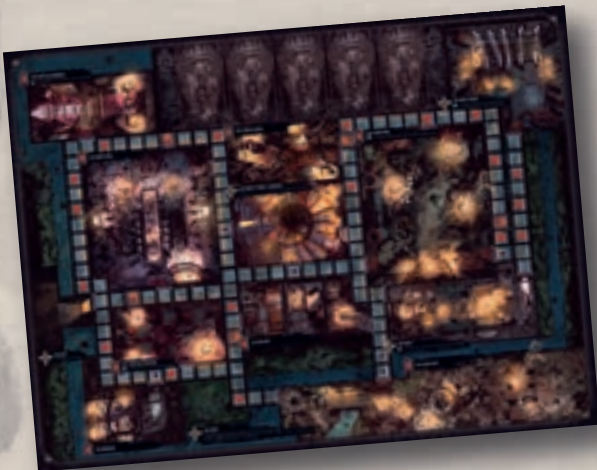
THE  
OCCULTIST



THE  
STRANGER



THE  
VAMPIRE



1 CASTLE BOARD



8 DEATHKNELL  
CARDS

9 VILLAIN  
BOARDS



# ROOM DECKS

## MASTER BEDROOM



10 CARDS

## CEMETERY



10 CARDS

## COURTYARD



10 CARDS

## DARK TOWER



5 CARDS

## DUNGEON



5 CARDS

## GREAT HALL



10 CARDS

## KITCHEN



10 CARDS

## TORTURE CHAMBER



10 CARDS

## TROPHY ROOM



10 CARDS

## VAULT



5 CARDS

# OTHER DECKS

## CASTLE DECK



8 CARDS

## VAMPIRE DECK



6 CARDS

## HEIRLOOM DECK



25 CARDS

## HAUNT DECK



9 CARDS

## DICE



THE BLACK DIE



3 MOVEMENT DICE  
(D6)

21 TRAPS



7 BEAR TRAPS



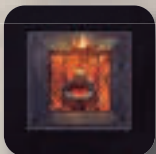
8 TRAP DOORS



4 SAW BLADES



1 SECRET DOOR



1 DOUBLETTE



## TOKENS

1 VAMPIRE TRACKER  
TOKEN



8 HEALTH TRACKER  
TOKENS



11 SOUL TOKENS



24 TALENT TOKENS



## RULEBOOK



# SETUP



**IF YOU'RE PLAYING A TWO PLAYER GAME, USE THE RULES OUTLINED ON PAGE 24**

- ① Lay out the castle board then sort the cards into decks, shuffle and place next to the board.
- ② Randomly place one Deathknell card face down in each of the five Deathknell spaces located at the top of the castle board. The remaining Deathknell cards can be placed to the side.
- ③ Turn all trap tokens face down and randomly place one on each space marked with a trap icon. Place the remaining three traps tokens face down near the castle board.

- ④ Set aside the Vampire Board and Vampire cards. Place these, along with the Vampire time tracker to the side of the castle board. Place The Vampire standee in The Vault.

VAMPIRE TIME TRACKER



VAMPIRE  
STANDEE



VAMPIRE CHARACTER  
SHEET

5 Players should then take turns to roll two D6 to determine who goes first, with play going clockwise around the table, starting from the player with the highest total. The game can now enter its first phase: The Arrival.

## 6 THE ARRIVAL

Villains cannot use Actions or Talents, including ‘Ransack’, during The Arrival phase. Players cannot target other Villains with Attacks, Actions, or Talents under any circumstances.

### COMPLETE EACH STEP IN TURN ORDER:

1. Each player draws three cards from the Heirloom deck, adding them to their hand without revealing them to the other players.
2. Each player must then choose the Villain they will play as for the duration of the game. They should then receive their chosen Villain’s standee and corresponding board, a Health tracker and three Talent tokens.
3. Each player will then decide on their starting location by choosing an Heirloom card from their hand and placing it face down in front of them.

Note that each Heirloom card has a location listed on the top right hand corner of the card. This is the room that players will start from.

Once all the cards have been placed, all players reveal them at the same time, placing their Villain’s standee in the corresponding room on the board. These cards are then returned to each player’s hand.



4. Each player draws the top two cards from the deck belonging to the room their Villain is in. They must keep one and discard the other to the bottom of the deck. If they choose to keep an Event or Curse, it must be read out immediately. Event or Curse cards that would involve other players, only apply to the player who drew the card during The Arrival.

If a player chooses a card marked with The Gate, they draw from the Heirloom deck. In the unlikely event there are no cards remaining in the deck, that player doesn’t draw an additional card.

This ends The Arrival phase.

- 7 Each player should then place their Talent tokens (p19) face up on the Talent spaces marked on their Villain board, and place their Health tracker on the space marked ‘10’.
- 8 Place the Soul tokens to the side of the castle board. Any remaining Health tokens and Talent tokens can be returned to the box.
- 9 Ensure all players have read their cards and Villain boards. They should all be aware of the risk of encountering The Vampire (p22), as well as entering The Torture Chamber (p15) and The Great Spiral Staircase (p16).



# THE TURN

A player's turn is broken into five phases, structured as follows:

1. Before Movement
2. Movement
3. Resolution
4. Other Actions
5. End of Turn

## 1. BEFORE MOVEMENT

At this point the player should check if they have any cards in their hand, or Talents that they wish to play prior to moving.

## 2. MOVEMENT

When ready to move, the player whose turn it is rolls a single Movement Die and The Black Die together to determine their Villain's movement for the turn.

The Movement Die (D6) will determine the number of spaces that Villain must move - their movement total.

- Villains must move the exact number of spaces equal to their movement total, unless they have enough movement to enter a room, which ends their movement phase.
- When moving, a Villain cannot reverse their direction.
- A corridor space can only contain one Villain. If a Villain would END their movement on a space containing another Villain or Vampire they must move in a different direction. A room may hold any number of Villains.
- If no legal move is possible the Villain must suffer 2 Damage and re-roll the Movement Die.
- When starting a turn inside a room players must move their Villain out of the room if able.
- Players may influence their Villain's movement using cards and Talents.

## THE BLACK DIE

The Black Die represents the lighting conditions and random events that are to be found in The Castle. Depending on what is rolled, additional rules for the player's turn are applied as follows.



### DARKNESS

During movement, if the Villain passes a Trap, they must stop and trigger the trap, applying its effect (p25).

In addition, after moving, that player's Villain may attack a Villain in the same Standard Room instead of drawing a card - normal rules for attacking apply (p11).



### CANDLELIGHT

The player may add or remove 1 from their movement total this turn. For example, a roll of 3 could now be considered a 2, 3, or a 4.



### BRAZIER

The player may add or remove up to 2 from their movement total this turn. For example, a roll of 3 could be considered a 1, 2, 3, 4, or a 5.



### CASTLE EVENT

Before moving, the player immediately draws the top card from The Castle deck and follows the rules written on the card.

Once the Villain has moved, move on to the next step: Resolution.

**A PLAYER'S ROLL CAN NEVER BE REDUCED TO LESS THAN 1**

**ACTION CARDS AND TALENTS CAN BE PLAYED AT ANY TIME DURING A PLAYERS TURN UNLESS OTHERWISE INDICATED**

## MOVEMENT EXAMPLE 1



The player controlling The Wanderer rolls the Movement Die and the Black Die together and rolls a 1 and the Candlelight symbol:



While the player has rolled a movement of 1, the Candlelight effect means they can add or remove 1 from that result, so they

can move either 1 or 2 spaces. The movement roll can never fall below 1, even with the Candlelight effect in play.

In the example above, The Wanderer could move to one of the five highlighted locations: A - E.

## MOVEMENT EXAMPLE 2



In this example, the player controlling The Aristocrat rolls a 5 and the Castle Event symbol:



The first thing the player should do is draw the top card from the Castle deck. They draw the Children of the Night, which does not have a bearing on the player's

movement so let's ignore it for this scenario.

Remember that Villains must move their full movement total without reversing their direction. However, if they choose to enter a room that will end their movement even if they haven't moved their full movement total.

In the example above, The Aristocrat could move to one of the five highlighted locations on the map above: A - E.

Option E would see them enter and move down The Great Spiral Staircase (p16) - there would almost never be a good reason to do this!



WHILE THE LOWEST MOVEMENT TOTAL

POSSIBLE IS 1, THERE IS NO MAXIMUM. FOR EXAMPLE, VILLAINS CAN MOVE MORE THAN 6

THROUGH THE USE OF CARDS, TALENTS AND THE BLACK DIE EFFECTS

### 3. RESOLUTION

After a Villain has finished moving apply the appropriate action below depending on where they've ended their movement:

#### CLAIM POWER OF ADJACENCY

ONCE PER TURN, POWER OF ADJACENCY CAN CLAIMED IF YOU HAVE LANDED IN A CORRIDOR SPACE ADJACENT TO ANOTHER VILLAIN.

You control the adjacent Villain's movement on their next turn.

- On their turn, the player rolls to move their Villain as normal, but you decide the direction they move, including whether to enter a room.
- If the player whose Villain is being controlled has cards or Talents that affect movement (for example the Fate Talent) that player can choose to play these as normal but the controlling player decides how to implement any resulting modifiers.
- If more than one Villain declares Power of Adjacency over another single Villain, then the most recent Villain to have declared Power of Adjacency is responsible for controlling the targetted Villain's movement.

#### ATTACK A VILLAIN

IF A VILLAIN ENDS THEIR MOVEMENT ON A CORRIDOR SPACE AND THEY POSSESS A WEAPON CARD, THEY CAN CHOOSE TO ATTACK ANOTHER VILLAIN ON A CORRIDOR SPACE.

Before attacking, the player should check that the Villain they intend to target is in line of sight (p25) and is within range of the Weapon card they are using.

To attack, the player must play ONE Weapon card. Reveal the card and follow the process below before discarding the played Weapon card, unless it's a Relic (p18).



- All Weapon cards will feature a number of icons, which apply various rules - see page 18.
- Some Weapons have a range greater than 1. These Weapons can be used to attack a Villain from the number of space equal to, or less than the range value.
- The target Villain suffers Damage equal to the Damage number specified on the Weapon card, and must reduce their Health accordingly.
- Players may choose to play any number of Action or Protection cards to affect the outcome of an attack.
- A Villain cannot attack another Villain that's inside a room from outside a room, or vice versa.
- Unless otherwise stated, a Villain can only attack once per turn, even if they have multiple Weapon cards in their hand.

Unless otherwise stated, Villains can't attack other Villains inside a room. They can only attack in corridors, with the exception of The Courtyard.

However, there are situations in the game where Villains will be able to attack while in a room. In this instance, the player must choose whether to attack or to draw a card when entering that room.

**VILLAINS CANNOT ATTACK AND CLAIM POWER OF ADJACENCY IN A SINGLE TURN.**



## COMBAT EXAMPLE

If The Wanderer did not want to use the Power of Adjacency, they may want to attack instead - provided they have a Weapon card they can use.

After declaring they intend to attack, that player would then reveal the Weapon card they are using.



1 RANGE



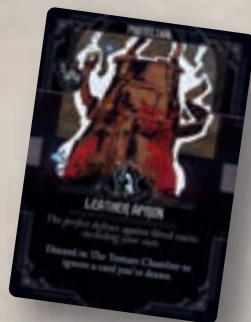
6 DAMAGE

If the Aristocrat has no way of preventing or reducing this, they suffer 6 Damage and reduce their Health tracker accordingly.

However, on this occasion that player has a Protection card they decide to use in response: Leather Apron.



5 PROTECTION



This reduces the damage suffered by 5, which means that The Aristocrat takes only 1 Damage.



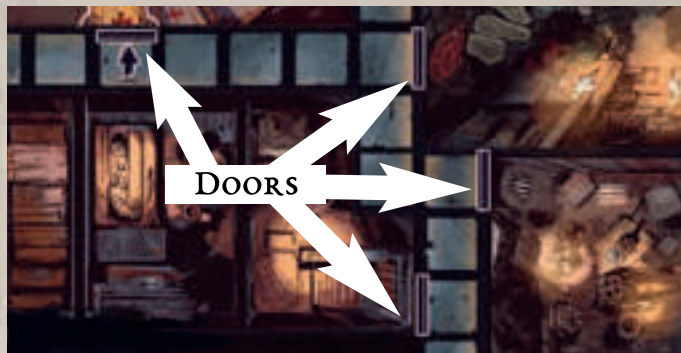
HEALTH TRACKER

Both players then discard any cards that have been used that aren't Relics. For more information on Relics see Page 18.

**WHILE ATTACKING VILLAINS CAN ONLY ATTACK WITH ONE WEAPON CARD EACH TURN, THE DEFENDING VILLAIN CAN USE ANY NUMBER OF PROTECTION CARDS IN RESPONSE.**



## ENTER A ROOM



Villains enter the various rooms in The Castle via the door symbol as shown above. Entering a room ends a Villain's movement regardless of their movement total.

Upon entering most rooms the player will likely draw the top card of the matching room deck, however some rooms have more unique functions, as detailed in the 'Rooms' section below.

## LAND ON AN EMPTY CORRIDOR SPACE

There is nothing to resolve. Advance to the next turn phase.

## 4. OTHER ACTIONS

The player now has another opportunity to play any number of Actions and Talents they would like to before ending their turn.

## 5. END OF TURN

Once the player has finished playing their cards and Talents, take the following steps:

- Activate any effects that state they take place at the end of a Villain's turn, such as Strange Claw.
- Return used cards to the bottom of their decks.
- Discard down to the Villain's hand limit, which is 6. Place any discarded cards face-down at the bottom of their respective decks.
- Play passes to the next player.

# ROOMS

The various locations of Dracula's Castle are represented as rooms upon the board. Each room will have different rules for players to follow upon entry.

Rooms are divided into two categories: Standard Rooms and Special Rooms. Standard Rooms are displayed on the map with a door symbol next to the name, while Special Rooms will feature a cross symbol.



STANDARD  
ROOM



SPECIAL  
ROOM

**THE RANSACK TALENT CANNOT BE USED IN SPECIAL ROOMS.**

Certain cards and Talents will refer to whether a room is Standard or Special. Aside from that, they both function the same way.

**CERTAIN ROOMS ON THE BOARD FEATURE TEXT TO REMIND PLAYERS OF IMPORTANT INFORMATION.**



## STANDARD ROOMS

### THE GREAT HALL

*The scene of countless feasts, this is one of the most accessible rooms in The Castle.*

Upon entering this room, draw the top card from The Great Hall deck.

## THE MASTER BEDROOM

*Once the resting place of choice for The Master of Castle, it has long been abandoned.*

Upon entering this room, the Player should immediately refresh their Villain's Fate Talent token and then draw the top card from The Master Bedroom deck.

## THE TORTURE CHAMBER

*Beware the horrors of this room. Home to The Iron Maiden, which if drawn will result in instant death. Enter at your own risk!*

Upon entering this room, draw the top card from The Torture Chamber deck.

**VILLAINS WHO ENTER THE TORTURE CHAMBER HAVE A CHANCE OF DRAWING THE IRON MAIDEN, WHICH WILL SLAY ANYONE WHO FINDS IT.**

## THE DUNGEON

*Rat infested cells are typically best avoided, and this section of The Castle is no exception.*

Upon entering this room, draw the top card from The Dungeon deck.

## THE TROPHY ROOM

*The home of countless trinkets and artifacts 'acquired' over many centuries. Beware the traps!*

Upon entering this room, draw the top card from The Trophy Room deck.

## THE KITCHEN

*The Crones have made the kitchen their home. This room is at the heart of the castle, which might serve to leave the unwary exposed.*

Upon entering this room, draw the top card from The Kitchen deck.

## THE CEMETERY

*A haunted cemetery spans almost the length of The Castle, making it a quick, if somewhat risky means of travel.*

Upon entering this room, draw the top card from The Cemetery deck.

## THE COURTYARD

*A large rubble strewn courtyard with all manner of useful items left abandoned. The perfect location for an ambush...*

Upon entering this room, draw the top card from The Courtyard deck.

**UNLIKE OTHER ROOMS, PLAYERS CAN ATTACK WHEN ENTERING THE COURTYARD. AS PER THE RULES STATED ON PAGE II, IF A PLAYER CHOOSES TO ATTACK IN THE COURTYARD, THEY DO NOT DRAW A CARD.**

**THE CONTENTS OF EACH ROOM WILL BECOME FAMILIAR TO PLAYERS FROM REPEATED PLAYTHROUGHS. THERE'S ALSO A ROUGH OVERVIEW AT THE BACK OF THIS RULEBOOK.**



## SPECIAL ROOMS

**THE RANSACK TALENT CANNOT BE USED IN SPECIAL ROOMS.**

### THE MOAT

*A dark moat protects The Castle. Beware the strong currents as well as The Creature that calls it home.*

Unlike other rooms, The Moat cannot be entered directly. It is generally entered after landing on a trap. Upon entering The Moat, the Villain suffers 2 Unblockable Damage and misses the rest of their turn.

On the Villain's next turn, instead of rolling to move as normal, they must roll a single D6 to escape The Moat.

Roll a D6:

- 1-3: The Villain is unable to escape The Moat and suffers 1 Damage. Roll again.
- 4: The Villain moves to The Cemetery
- 5: The Villain moves to The Vault
- 6: The Villain moves to an empty Secret Door space

If the Villain fails to escape after three attempts, they must move to The Cemetery.

**VILLAINS MAY NEVER ATTACK ONE ANOTHER IN THE MOAT, REGARDLESS OF THE EFFECTS OF ANY CARDS.**

### THE GATE

*The castle gates are forbiddable. Abandon all hope, ye who enter.*

The Gate is an optional starting location for Villains during The Arrival. Villain's that choose to begin from The Gate draw two cards from The Heirloom deck and choose one to keep, discarding the other.

**16** Villains cannot enter this room after The Arrival.

### THE DARK TOWER

*The Master of The Castle hatches his plots and schemes from this fearful location. Entrance is barred to all who fail to come with a gift.*

A Villain can only enter The Dark Tower if they are in possession of a Soul Token (p19). On entering, the player must discard a Soul token in exchange for drawing the top 2 cards from The Dark Tower deck. The player may then decide which card to keep, returning the other to the bottom of the deck.

Players may discard multiple Soul tokens in this room. If players discard multiple Soul tokens, they may draw and keep an additional card for each Soul discarded.

The following turn, before rolling to move, the player chooses an empty Secret Door space for their Villain to begin their movement from.

### THE GREAT SPIRAL STAIRCASE

*Madness consumes any foolish enough to enter this place.*

Entering this room does not end a Villain's movement. Instead they must continue to move down towards the centre until they have moved their full movement total.

On subsequent turns, the Villain is trapped in the staircase and must continue to move down unless they roll a 6 on the movement die. If they do roll a 6 they MUST reverse their descent that turn and may leave through one of the doors if movement allows.

If a player fails to escape and reaches the final space, they are Slain.

While in this room:

- Players do not roll the Black Die.
- A Villain inside this room cannot be targeted by other Villains under any circumstances.
- Multiple Villains can occupy the same space.
- Cards and Talents that can be used to affect a Player's movement roll, for example the Fate Talent, do count towards rolling a '6'.



## THE VAULT

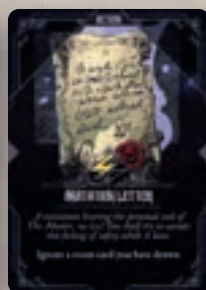
Resting place of The Master... Villains can “donate” blood to temporarily become The Vampire at this location.

On entering The Vault, if The Vampire isn't currently active, that Villain suffers 4 Unblockable Damage and becomes 'The Vampire,' at which point their turn ends. Follow the rules for The Vampire (p23 of this rulebook). If The Vampire is currently active, then the Villain entering this room draws the top card from The Vault deck.

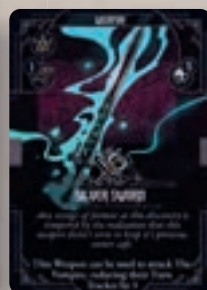
## PLAYING CARDS



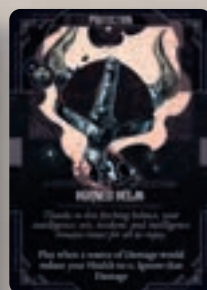
EVENT



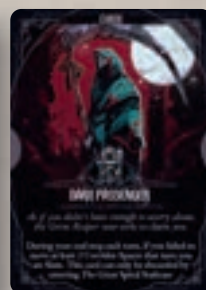
ACTION



WEAPON



PROTECTION



CURSE



VAMPIRE

There are six different types of room cards that can be encountered while exploring The Castle. Each card can only be used once, unless otherwise indicated, after which it is discarded to the bottom of the deck from where it was drawn. Each card type in the game has its own unique frame to make it easy to see what type of card it is:



### EVENT

Event cards represent the random encounters that will be experienced by the Villains as they explore the rooms of the castle. Upon drawing an Event, it should be revealed to all the players and read out immediately.



### WEAPONS

These cards are generally used to initiate attacks and damage other Villains. They will feature symbols to represent different rules that relate to that Weapon, as explained in the Icons section (p18).



### PROTECTION

Protection cards are used to reduce the damage suffered during the game. Like Weapons, they will feature symbols to represent different rules for the card. Protection cards can be played at any time.



### ACTIONS

Action cards can be used at any point during a player's turn unless otherwise indicated. Some Action cards can also be played during an opponent's turn.



### CURSE

Curse cards are similar to Events in that they are immediately revealed and read out to the other players. Unlike Events, Villains must retain Curses face up in front of them. They do not count towards a Villain's hand limit (p25).



### VAMPIRE

Only a player active as The Vampire can play these cards (though a Villain can hold them in their hand). Unlike other cards, when a Villain becomes the Vampire they do not set aside Vampire cards.

## ICONS

Weapons and Protection cards will feature icons located at the top of the card which explain additional rules.



RELIC

Relics are hugely powerful cards because unlike other cards, they aren't discarded after use.

**FINDING A RELIC AS QUICKLY AS POSSIBLE IS HIGHLY ENCOURAGED AS A GOOD STRATEGY.**



DAMAGE

The value next to this icon indicates the amount of Health a Villain loses when Attacked with this Weapon.



RANGE

The number next to the Range symbol indicates how many spaces away a Villain can attack from, provided they have line of sight (p25).



REVEAL

Cards that feature this symbol must remain face up in front of the player for as long as they possess the card. Revealed Weapon and Protection cards do count towards a player's hand limit.



ARMOUR

This symbol will typically only appear on Protection cards and describes the amount of Damage that is reduced by using this card.



## ALTERNATIVE EFFECTS

Many Weapon and Protection cards will offer players alternative uses. For example, The Ancestral Sword:



Using the alternative effect of a card will result in the card being discarded, unless otherwise stated.

# VILLAINS

IN DAMNATION: THE GOTHIC GAME, EACH PLAYER TAKES CONTROL OF A VILLAIN, EACH ONE HAVING ACCESS TO UNIQUE TALENTS, WHICH CAN BE USED TO HELP THEM SURVIVE THE NIGHT.

## TALENT TOKENS

Each Villain begins the game with three Talent tokens. These are placed face (star side) up in the places on the Villain's board marked with a star. Each token can be used to activate the specific Talent that it's linked to. Talent tokens cannot be moved, and the maximum number that can be held is three.

## USING TALENTS

Each Villain has access to five Talents. Two of these will be unique, while the other three are shared by every Villain in the game. The Villain board will explain the rules for how Talents can be used and the effects that they have.

In order to activate a Talent, the Villain must have an unspent Talent token in the corresponding place on the Villain's board. Once used, the Talent token is flipped over to its reverse side to indicate the Talent is spent.

Some effects will instruct a player to refresh a Talent token. To do this, the player selects a spent Talent token and flips it over, which indicates that it is available to be used again.

Each Villain has a unique 'Passive' Talent which does not require a Talent Token to activate. Passive Talents can be used any number of times.

## PASSIVE TALENTS

Passive Talents are different in that they don't require Talent tokens to activate. When and how Passive Talents can be used is explained on each Villain's board.

**VILLAINS MAY ACTIVATE ANY NUMBER OF TALENTS AT ANY TIME, UNLESS OTHERWISE STATED**



TALENT  
TOKEN



SOUL  
TOKEN



① PASSIVE TALENTS      ② ACTIVE TALENTS

## SOUL TOKENS

Soul tokens can be gained in a number of ways but are typically used in one of two ways:

- A player may discard Soul tokens at any point during their turn to refresh one Talent token for each Soul discarded.
- Soul tokens may be traded at The Dark Tower (p16) in exchange for drawing powerful cards.

Any number of Soul tokens can be held by a Villain. Once used, Soul tokens are returned to side of the board.

In the unlikely event that there aren't any Soul tokens available the Player does not gain a Soul token.

# SLAIN VILLAINS

A Villain will generally be Slain in one of two ways:

- Their Health is reduced to '0'.
- They are informed that they have been 'Slain' – for example, reaching the final space of The Great Spiral Staircase.

Whenever a Villain is Slain, do the following:

## REVEAL A DEATHKNELL CARD

Their player chooses an unrevealed Deathknell card to flip over. Each of these cards introduces a new rule to the game. If at any point all Deathknell cards are revealed, The Fall is immediately triggered.

## WHO'S RESPONSIBLE?

If a Villain is responsible for Slaying another Villain their player receives:

- A Soul token, and any Souls that were held by the Slain Villain.
- That Villain's cards, apart from any Curses, which should be returned to the bottom of their respective decks.

Responsibility for Slaying a Villain is determined when:

- A Villain has made an attack that results in that Villain's Health reaching 0.
- The Vampire has damaged a Villain, which has caused their Health to reach 0.
- A Villain has used the Power of Adjacency to move a Villain into a Trap, which directly results in a Villain being Slain, or their Health reaching 0.
- A Villain has used a Talent that directly results in another Villain being Slain.

If no player is directly responsible for another Villain being Slain then their cards and any Soul tokens they possess are placed in The Cemetery. A Villain who enters The Cemetery may immediately collect these if they wish.

## THE HAUNT

If the Fall hasn't been triggered, the Slain Villain becomes a Haunt - see page 21.

## THE FALL

When all five Deathknell cards are revealed, The Fall is triggered. The castle begins to crack and crumble around the remaining Villains. The end is indeed nigh!

From this point onwards:

- During a player's 'End of Turn' their Villain suffers one damage.
- Villains can no longer gain Health.
- Any Villain that enters The Vault is Slain. This doesn't apply to The Vampire when he returns to The Vault.
- Villains can no longer Haunt the castle. These players are eliminated from the game.

## WINNING THE GAME

A Player immediately wins the game if all other players are Haunts or are eliminated. No further gameplay should occur.

If there are only two non-Haunt / non-eliminated players left and one is Slain, that player doesn't reveal a Deathknell card.

If a Villain is instructed to return to the game on their next turn and in the mean time, all other Villains are Slain or eliminated, the remaining player wins.

# THE HAUNT

WHEN A VILLAIN IS SLAIN OUTSIDE OF THE FALL, IT IS NOT THE END. INSTEAD, THAT VILLAIN CLINGS TO LIFE AS A REVENANT, HAUNTING THE CASTLE IN AN EFFORT TO RETURN TO THE GAME.

## THE HAUNT BOARD

'When a Villain is Slain they flip their Villain board to the Haunt side and place their Health Tracker Token face down at the bottom of their Resurrection Track.

## THE HAUNT DECK

Haunt players interact with the game differently from Villains and The Vampire, using a deck of cards called the Haunt Deck as they attempt to return to the game.

On the Haunt player's turn, shuffle all the Haunt cards and deal three face up. If they have a pair of matching cards, they can choose to end their turn and apply the effect described on the Haunt board.

## PUSH YOUR LUCK

If there isn't a pair, or even if there is and the player chooses to, they can draw another card from the Haunt deck face down and replace a face up card before revealing it. A player may do this a maximum of twice as they seek to make a set of cards.

## THE DEATH CARDS

If the player reveals Death cards as part of their initial draw of three cards, these are ignored.

However, if the player chooses to 'push their luck' as described above, and the card they reveal is the 'Death' card, their turn is immediately ended and any existing pairs are ignored. The player decreases their Resurrection tracker by one and reveals a Deathknell card if able.



## RESURRECTION

If a player is able to move their Tombstone token to the top of the Resurrection track, on their following turn:

- Switch back to the Villain side of the board and follow the rules for entering the game as outlined in The Arrival (p8), ignoring step 2.
- The Villain returns to the game on 4 Health

## 666

Three cards from the Haunt deck are marked with the number '6'. These count as ordinary cards unless the player is able to match all three. If this happens, the player immediately moves their Resurrection tracker to the top of the track. If a Villain returns in this way, the player may choose to have their Villain begin from any Standard room, regardless of the Heirlooms they draw.

## DEATH WITH 666

If the Death card marked with a '6' is drawn when a player is 'pushing their luck' and this directly results in a complete '666' then the player should follow the rules for '666' outlined above. In addition, they should also reveal a Deathknell card if able.

IF A PLAYER FAILS TO MAKE A SET, THEY MUST PASS AND TRY AGAIN NEXT TURN

## HAUNT EXAMPLE

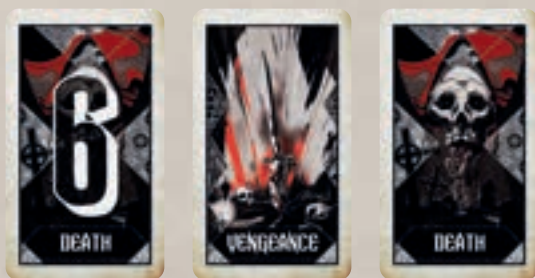
The player shuffles and deals three cards face up from the Haunt deck. They draw, Death and two Vengeance.



The Death card is ignored because it's part of their opening draw. As they don't have any pairs they decide to 'push their luck'.



They decide to replace the Blood card, drawing another card placing it face down, before revealing it...



Curses! They've drawn a Death card, which brings their turn to an end. They must now reduce their Resurrection tracker by 1 and reveal a Deathkell card.

**THE HAUNT DECK CONTAINS 9 CARDS: 2**

**DEATH, 2 BLOOD, 2 MADNESS, 3 VENGEANCE.**

**OF THOSE, A BLOOD, DEATH AND VENGEANCE**

**CARD IS MARKED WITH A 6**

## THE VAMPIRE

When a Villain is instructed to become The Vampire, they end their turn after completing the following steps:

- The Villain's player sets aside any cards that aren't Vampire cards, their Villain board, and places their standee in The Vault. For as long as they remain The Vampire, the player's Villain in The Vault cannot be targeted by any cards or effects, including Damage from The Fall.
- They take possession of The Vampire board and place the Vampire standee in the location where they became The Vampire.
- Place the Vampire Timer token on space '5' on the Vampire board.
- Shuffle and draw 3 cards from the Vampire deck.

The Vampire is now active in the game. The Vampire player can no longer use their original Villain's Talents and can only use Vampire cards.

The Vampire is unlike other Villains in the game and uses the following rules:

### VAMPIRE TURNS

To move, The Vampire player rolls two D6 and keeps the highest result as their movement total. The Vampire can move any number of spaces up to their movement total, including '0'.

Once each turn, The Vampire player may choose to discard a Vampire card to add that card's 'movement modifier' to the movement total.

The Vampire cannot use Secret Doors, enter rooms, trigger Traps or Arrow spaces, gain Power of Adjacency, and does not roll the Black Die.

**IF THE VAMPIRE DOES BEGIN THEIR TURN  
INSIDE A ROOM, THEY MUST LEAVE IF ABLE**

# THE VAMPIRE



At the end of The Vampire's turn, reduce The Vampire Tracker by 1. On The Vampire's final turn (marked 1), providing they have the movement, they may enter The Vault. If this happens, the player returns The Vampire board, cards and standee to their original locations. On their next turn, the player will resume play with their original Villain, beginning from The Vault.

If the Vampire Tracker ever reaches the final space The Vampire is Slain. If this happens, the Player's Villain is Slain (p20), and The Vampire standee is returned to The Vault. The Vampire can never be permanently Slain.

If there are any Villains present in The Vault when The Vampire returns to it, they are all Slain (apart from the Vampire player's original Villain).

## VAMPIRE POWERS

When becoming The Vampire, the controlling player draws three cards from The Vampire deck. Any number of these can be played on The Vampire's turn, which are then discarded.

At the end of their turn if they have less than three cards in their hand The Vampire player draws one card.

## UNDEAD

The Vampire is immune from damage, Power of Adjacency, cards, Talents and all other effects, except for those that specify The Vampire as their target.

## BITE

While moving, The Vampire may choose to stop on a space adjacent to a Villain and deal 7 Unblockable Damage to them. If 1 or more damage is dealt, increase the Vampire Turn Tracker by 1. If The Vampire successfully Slays a Villain, instead, increase the tracker by 2.

## REPEL THE VAMPIRE

If a card is played that 'Repels' The Vampire, The Vampire must roll a D6 and move that many spaces in the direction of the repelling player's choosing. The Vampire may not enter a room or Bite another Villain during this movement. If a card is played that grants protection from The Vampire, The Vampire must end their turn on the closest adjacent space to the player from the direction they moved.

## EXAMPLE TURN

### STEP 1

Roll 2 movement dice - your movement total is equal to the highest. You may discard a single Vampire card from your hand to increase your movement total by the movement bonus displayed on that card.

### STEP 2

Move any amount of spaces up to your movement total. Each movement must be into a corridor space unless an effect allows you to do otherwise. You ignore all Castle features and effects such as Traps and Secret Doors.

If you move into a space next to a Villain you may Bite them, dealing 7 Unblockable Damage.

During this step you may play any of the cards from your hand to apply their effect and then discard them (unless their effect requires them to remain in play).

### STEP 3

If you have less than 3 Vampire Power cards (cards from the Vampire deck), draw 1 card from The Vampire deck.

Reduce The Vampire Tracker by 1 and pass the turn to the next player.

# GAME VARIANTS

THE FOLLOWING VARIANTS CAN BE USED TO CREATE DIFFERENT GAMEPLAY EXPERIENCES. THESE ARE ENTIERLY OPTIONAL.

## TWO PLAYER VARIANT

This version of the game has been optimised for two players. Apply the following rules:

- Each player controls two Villains instead of one. During The Arrival, after making their first Villain selection, each player will take turns to choose a second Villain to control during the game.
- Players will use a joint hand of cards that can be used for both Villains, with a hand limit of 7.
- During the Arrival each player draws four Heirlooms instead of three. When initially placing their Villains, they will perform Arrival step 4 (p8) once per Villain.
- Players will then alternate turns with their Villains. For example:
  - Player 1, Villain 1
  - Player 2, Villain 1
  - Player 1, Villain 2
  - Player 2, Villain 2
  - Player 1, Villain 1
  - etc.
- Ignore rules for 'The Haunt'. Once a Villain is Slain, they are removed from the game unless an in-game effect states otherwise - e.g. The Revenant Deathknell card.

Play continues until one player's Villains have both been Slain. The player with at least one surviving Villain is the winner.

## GOTHIC VARIANT

WARNING: NOT FOR THE FAINT HEARTED!

This game variant has been developed to offer a more brutal battle royale experience.

- Begin the game with the following Deathknell cards active and in play: Carnage and Hunter's Moon.
- When all five Deathknell cards are revealed, ignore rules for 'The Fall'.
- Ignore the rules for 'The Haunt'. When players are Slain, they are eliminated from the game.

## HAUNT VARIANT

THIS ALTERS THE RULES FOR THE HAUNT SO THAT PLAYERS ARE NEVER FULLY ELIMINATED

Follow the game rules as normal, but players aren't eliminated once The Fall is triggered. Whenever a Villain is Slain they become a Haunt.

The game immediately ends when only a single Villain remains.

WE ENCOURAGE PLAYERS TO DEVELOP THEIR OWN VARIANTS FOR THE GAME.

ONE OF THE WAYS THIS CAN BE DONE IS BY PRE SELECTING THE FIVE DEATHKNELL CARDS THAT ARE SHUFFLED AND PLACED AT THE TOP OF THE BOARD.



## TRAPS

During the game, Villains may land on traps while exploring The Castle. The rules for landing on the various traps found in Damnation: The Gothic Game are explained below:



### BEAR TRAP

The Villain suffers 3 Damage.



### TRAP DOOR

The Villain moves to The Moat.



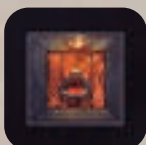
### SAW TRAP

The Villain suffers 5 Unblockable Damage.



### THE OUBLIETTE

The Villain is Slain.



### SECRET DOOR

The Villain may move to any empty Secret Door space. This space is now a Secret Door for the remainder of the game.

**PLAYERS ONLY TRIGGER TRAPS THEY LAND ON, NOT THAT THEY PASS WHILE MOVING - UNLESS DARKNESS HAS BEEN ROLLED ON THE BLACK DIE.**

## OTHER RULES

### UNBLOCKABLE DAMAGE

Certain cards and situations will describe Damage as being 'Unblockable'. In this instance, this Damage cannot be prevented or reduced through the use of 'Protection' cards or Talents.

### BEING SENT TO A ROOM

On occasions, Villains will be instructed to 'move to a specific room'. When this happens, unless otherwise stated, the player interacts with this room as normal - i.e. they must draw a card, or they might be able to attack.

### LINE OF SIGHT

Line of Sight is established when a straight line can be drawn between the corridor spaces separating two or more players. Line of Sight is always shared between Villains in the same room.

Line of Sight / Range can never extend between a Corridor and a Room and vice versa.

### SOUL TOKEN LIMITS

In the unlikely event that all Soul tokens are being held by players and someone would gain a Soul token, they do not gain a Soul token.

### HAND LIMITS

A player's hand limit is 6 cards, which they must discard down to at the end of their turn.

### CARDS / SOULS IN ROOMS

If there are cards and /or Souls in a room - for example, The Cemetery - a Villain may collect these immediately upon entry. If a player would then draw a card, they do so as normal.

**IF THE RULES WRITTEN ON A CARD CONTRADICT THOSE IN THE RULEBOOK, THE CARD TAKES PRECEDENT.**

# HINTS AND TIPS

## VILLAINS

NEVER LEAVE YOURSELF EXPOSED NEAR THE GREAT SPIRAL STAIRCASE - ESPECIALLY THE WESTERN DOOR. UNLESS YOU HAVE A FIENDISH PLOT IN MIND!

BE WARY OF ENTERING THE COURTYARD IF THERE ARE OTHER VILLAINS LURKING AROUND.

AVOID HOARDING ALL YOUR TALENT TOKENS. USE THEM AS YOU NEED THEM!

PLAY TO YOUR VILLAIN'S STRENGTHS. SOME ARE SUITED TO A MORE AGGRESSIVE PLAYSTYLE THAN OTHERS! ALSO, CERTAIN CARDS SYNERGISE WELL WITH THE DIFFERENT VILLAINS. LEARNING THESE CAN GIVE YOU AN ADVANTAGE IN FUTURE GAMES.

OVER TIME YOU WILL LEARN THE CONTENTS OF THE ROOMS. TRY TO FIND CARDS THAT COMPLIMENT THOSE IN YOUR HAND.

REMEMBER, UNLIKE OTHER CARDS, RELICS AREN'T DISCARDED AFTER USE. IF YOU FIND A RELIC EARLY ON IN THE GAME, PLAYING AGGRESSIVELY MIGHT ALLOW YOU TO CAPITALISE BEFORE OTHERS ARE ABLE TO BUILD THEIR DEFENCES.

DON'T BE AFRAID TO USE RANSACK IF YOU NEED TO CATCH UP, PARTICULARLY IN THE SAFER ROOMS LIKE THE BEDROOM, THE KITCHEN AND THE GREAT HALL.

ALWAYS KEEP YOUR EYES OPEN FOR OPPORTUNITIES. AS THE GAME CONTINUES, PLAYERS WILL BE FORCED INTO MAKING DIFFICULT DECISIONS THAT LEAVE THEM VULNERABLE.

## THE VAMPIRE

THERE ARE TIMES WHEN THE VAMPIRE WILL BE MORE EFFECTIVE THAN OTHERS. KEEP AN EYE ON OTHER VILLAIN'S MOVEMENT RELATED TALENTS. ONCE THEY ARE SPENT, YOU'LL HAVE A MUCH BETTER CHANCE OF HUNTING THEM DOWN.

KEEP AN EYE ON WHO HAS VISITED THE DUNGEON - IF THEY ESCAPE UNSCATHED, THERE'S A REASONABLE CHANCE THEY MAY HAVE AN ANTI-VAMPIRE CARD.

LEARN TO BALANCE USING THE VAMPIRE'S POWERS, WITH SAVING THEM FOR A DEVESTATING TURN.

IF YOU'RE FINDING IT DIFFICULT TO CATCH ANOTHER VILLAIN, TRY TO POSITION YOURSELF IN SUCH A WAY THAT THEY WILL LEAVE THEMSELVES EXPOSED NEXT TURN.

BECOMING THE VAMPIRE JUST BEFORE THE FALL IS A HUGELY POWERFUL STRATEGY, AS THE VAMPIRE IS IMMUNE TO FALL DAMAGE.



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# ROOM OVERVIEW

## THE CEMETERY

- The Vampire can sometimes enter The Cemetery
- Chance of gaining Soul tokens

## THE COURTYARD

- Can be attacked by other Villains in this room
- Good chance of Weapons and Protection cards

## THE DARK TOWER

- Trade Soul tokens to draw powerful cards
- Choose a Secret Door to start from the following turn

## THE DUNGEON

- Anti-vampire cards found in this room
- Death lurks here...

## THE GREAT HALL

- Relatively safe, early in the game
- Cards relating to Power of Adjacency

## THE KITCHEN

- Relatively safe route through The Castle
- Beware, the door can sometimes be locked!

## THE MASTER BEDROOM

- Visit to refresh the Fate talent
- Beware The Brides!

## THE TORTURE CHAMBER

- Powerful Weapons found here
- High chance of negative cards
- Drawing the Iron Maiden means instant death

## THE TROPHY ROOM

- Powerful cards, with a risk of curses
- Be careful of the traps when leaving!

## THE VAULT

- Become The Vampire in exchange for Health
- Explore while The Vampire is in play to search for powerful cards - beware, he may return!

# KNOW YOUR TOOLS



### DAMAGE

When attacking a Villain with this Weapon, they lose Health equal to it's Damage.



### RANGE

You may use this Weapon to attack a Villain within this many spaces, providing you have line of sight.



### PROTECTION

Reduce an amount of Damage you receive by up to the indicated amount.



### RELIC

Unlike other cards, you do not discard this card after using it.



### VISIBLE

This card should be played face up as soon as it's drawn, and remains face up.

# FEAR YOUR ENVIRONMENT



When a Villain finishes their movement on a Trap, they trigger it (p25) and probably won't enjoy the result!



When a Villain finishes their movement on a Push Space, they move one space in the indicated direction.



When a Villain ends their movement on a Secret Door, they may move to another empty Secret Door.

# KNOW YOUR FATE



Candlelight: You may add or remove 1 from your movement total.



Brazier: You may add or remove up to 2 from your movement total.



Castle Event: Immediately draw the top card from The Castle deck.



Darkness: Stop and trigger the first trap you pass. You may attack a Villain in a Standard Room this turn instead of drawing a card.