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Darkest Night 2e Round Summary is a game aid for **Darkest Night** by Victory Point Games.

Version 1.0

February 18, 2018

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Version	Description
1.0	Initial release.
2.18.2018	

DARKEST NIGHT 2E ROUND SUMMARY

Version 1.0



WIN OR LOSE

Win: Kill the Necromancer OR have 3 Holy Relics at the Monastery (stored or on Hero).





Lose: Adding Blight to the Monastery when it has 4+ Blights.

SETUP

PLAY AREA

- Set up board.
- Put Holy Relic tokens on the Mountains, Forest, Ruins, & Swamp locations with undiscovered side up. 
- Put the clue tracker at 0 on the Darkness Track. 
- Create the stock piles: Blight (by color), Spark, and item counters. If using a Subdeck, use the listed Blights. See **Subdecks**.
- Shuffle & put the decks facedown:
 - Event
 - Quest
 - Darkness
 - Mystery
 - Artifact

HEROES

- Choose 4 Heroes.
- Put the standee or mini for each Hero in the Monastery.
- Put the sheet for each Hero near the controlling player.
- Put a Turn token next to each Hero sheet with the sun side up. 
- Put the Grace tracker at the default on each Hero sheet. 
- Put the Secrecy tracker at the default value on each Hero sheet. 
- Find each Hero's 13 Power cards.
- Find the 5 cards with the  symbol.
- Choose 3 of the 5 cards and set them faceup near the Hero sheet.
- Shuffle the other 10 Power cards & set facedown near Hero sheet.
- Use the back side of an unused Hero sheet as a player aid.







MAP DECK

- Play with all Map cards, or select a subdeck. See **Subdecks**.
- If using a Subdeck, find Map cards with the matching color orb.
- Shuffle selected Map cards & put them facedown near the board.

NECROMANCER

- Put the Necromancer standee or mini on the Ruins.
- Put the Darkness tracker at 0 on the Darkness Tracker.
- Draw the top card from the Map Deck.
- On each location on the drawn Map card (except the Monastery), put the indicated Blight from the stock. (Total of 6 blights.)
- Put the drawn Map card faceup next to the Map Deck as the discard pile.

SUBDECKS

Color	Summary	Map	Blight
	Simplicity: For 1st game	16	Yellow: Crows, Skeletons, Shades, Zombies Red: Enigma, Nexus Blue: Shroud, Taint, Omen, Webs, Evil Presence, Unholy Aura
	Overrun: Undead & monsters	20	Yellow: Crows, Skeletons, Shades, Zombies, Lich, Revenants, Vampire, Wraiths, Spectres Red: Decay, Stigma Blue: Shroud, Terror, Taint, Oblivion, Curse
	Hunted: Traps & detection	20	Yellow: Crows, Spectres, Revenants, Wraiths Red: Stigma, Desecration, Gate Blue: Confusion, Corruption, Dark Fog, Spies, Terror, Void, Omen, Webs, Flux Cage
	Entropy: World of shadows (all global effects)	20	Yellow: Vampire, Zombies, Skeletons, Shades Red: Desecration, Enigma, Gate, Nexus, Stigma, Decay Blue: Oblivion, Void, Taint, Spies, Dark Fog, Curse, Corruption, Confusion, Omen, Shroud
	Spiritual Warfare: No monsters	20	Yellow: Crows Red: Desecration, Enigma, Gate, Stigma, Decay, Nexus Blue: Taint, Unholy Aura, Void, Webs, Flux Cage, Evil Presence, Dark Fog, Corruption, Confusion, Oblivion, Omen, Shroud, Spies
	Classic: 1e cards & blights	20	Yellow: Skeletons, Lich, Shades, Vampire, Zombies Red: Desecration Blue: Confusion, Corruption, Curse, Dark Fog, Shroud, Spies, Taint, Unholy Aura, Evil Presence

QUESTS










DRAWING QUESTS

- When an Event card calls for a Quest, draw 1 Quest card.
- Roll 1 die. Add dice if using Powers, sparks, or other effects.
- If rolling 2+ dice, choose 1 rolled result. Player can draw Quest card & read before choosing.
- Match the result to the Necromancer's movement arrows in the Village.
- Put the Quest card on the location with the matching arrow.

COMPLETING QUESTS

During a Hero's Action step, they can try to complete a Quest. Heroes must be in the same location as the Quest to complete it.

- Earn progress tokens by completing the Quest's requirement:
 - Actions** — Describes special action to advance the Quest.

- Resources** — Requires Hero spending resources.
 - Combat** — Requires Hero combat. See **Combat**.
- For each  earned, place a  token on the Quest card.
 - If the  tokens \geq Quest's  number, the Quest is completed.
 - Discard the Quest card.
 - Hero who earns the last  token gets the Quest's reward (under **Completed**). If item has no tokens, gain any green item.
- During the Necromancer Turn, add 1  token to each Quest in play. If  tokens \geq the Quest's  number:
- Heroes suffer the penalty in the card's **Expired** section.
 - Return all  tokens on the Quest card to the stock.
 - Discard the Quest card.

MYSTERIES

Mystery cards give Heroes 1 or more goals to pursue for Clues (and other rewards). When Heroes earn Clues, advance the Clue token on the Darkness track for each Clue.

- Draw Mystery card.
- Immediately gain # of Clues shown at the top of the card.
- Put the card in the specified location.
- If the location is **Random**, roll 1 die.
- Match the result to the movement arrows in the Village.
- Put the Mystery card on the location with the matching arrow.

Mystery cards can have the following sections.

- Action** — Any Hero in that card's location can spend their action to activate that effect.
- Permanent** — Mystery is always in play, and Heroes can activate its effects in any turn that they're in the same location with it.
- Key icon** — Shows a reward & the condition to earn it. Each reward can be gained only 1 time. Put a key token on the icon to show it's completed. If a Mystery has a key icon but no permanent effects, discard the Mystery after all its Key icons are completed.

ITEMS

Heroes can carry an unlimited number of items (EXCEPT Holy Relics, which a Hero can have only 1 of).

Item	Description
Basic	These tokens can be used 1 time. Green items have 1-time, instantaneous effect. Gold items give Heroes new or improved Powers. They're used 1 time, but their effects are permanent.
Artifacts	Cards from the Artifact deck. They work like Power cards, count as items & Powers, and can be traded.
Holy Relics	<ul style="list-style-type: none"> Add 1 to highest die in fights (attack or defend) if the Hero has a Holy Relic. Lose 1 Secrecy at the start of turn if the Hero has a Holy Relic. Lose 1 Secrecy when another Hero gives a Holy Relic. Do NOT lose Secrecy when discovering or picking up a Holy Relic at the Monastery.

At any time (including during combat or another Hero's turn) for free:

- Heroes can give items to another Hero at the same location.
- Heroes can store or retrieve items in the Monastery.

- ❖ Heroes can trade Artifacts, even if exhausted. It remains exhausted until refreshed.

When a Hero uses an item, it is locked & cannot be given or stored until the next turn of the Hero carrying the item.

Heroes can use another Hero's items if they are in the same location.

ROUND

1. Flip every Hero's Turn Tracker to the sun side.
2. Select a Hero to take a turn.
3. Hero takes a turn and flips Turn Tracker to the moon side.
4. Repeat 2 & 3 until all Heroes have taken a turn.
5. Complete the Necromancer turn.

HERO TURN

Each Hero takes a turn (in any order, which can vary by round).

1. START

1. If Hero & Necromancer are in the same location, lose 1 Secrecy.
2. If Hero has a Holy Relic, lose 1 Secrecy.
3. Resolve start-of-turn on Power cards.

2. EVENT

1. Draw 1 Event card EXCEPT:
 - ❖ If the Hero is in the Monastery.
 - ❖ If the Hero's Secrecy is 0 & if the Hero & Necromancer are in the same location. Hero & Necromancer must fight. See **Combat**.
2. Resolve card effect & discard.
 - ❖ If player draws a Renewal card, immediately shuffle the Event discard pile into the Event Deck, and draw 1 new Event card.
 - ❖ Renewal cards aren't Events & can't be ignored by other effects.

3. ACTION

Take 1 action listed in the **Actions** table.

4. END

1. Resolve end-of-turn effects, if Blights in your location have them.
2. If yellow Blights are in your location, defend vs. 1 spawn for each yellow Blight. (This isn't an attack & doesn't destroy the Blight.) See **Combat**.
3. If Hero spent turn in the Monastery, gain 1 Secrecy (up to default).

NECROMANCER TURN

The Necromancer has a turn after all Hero turns are done.

1. DARKNESS

1. Advance Darkness Tracker by 1.
2. Apply effects from Darkness Track (which are cumulative).
 - 10+** Draw 1 Darkness card.
 - 20+** Draw 1 Darkness card.
 - 25+** All Blights gain +1 might.
 - 30** Effects that raise Darkness adds 1 Blight to the Monastery.
3. Put Darkness card faceup. These remain in play for whole game.
4. Apply effects on Darkness cards when conditions are met.
5. Activate Darkness cards when applicable.

2. QUEST TIMER

Put 1 Time Marker on each Quest in play. See **Quests**.

Darkest Night 2e Round Summary

Action	Description
Travel	Move to an adjacent location. Gain 1 Secrecy (up to 5).
Hide	Refresh all Powers and Artifacts. Gain 1 Secrecy (up to 5).
Attack	<ol style="list-style-type: none"> 1. Choose a Blight (or Necromancer) at Hero's location & fight it per Combat. 2. If Hero wins, return Blight to stock. 3. If Hero loses, suffer Blight's defense. 4. Lose 1 Secrecy.
Search	<p>Cannot search in the Monastery.</p> <ul style="list-style-type: none"> ❖ Roll 1 die. Compare to Search difficulty at location. ❖ Card effects, such as Powers, can give extra Search dice. ❖ If die >= Location's Search difficulty, draw 1 Map card per success. Choose 1 & discard others. ❖ If no tokens for results, draw another Map card. ❖ If you draw 3 Map cards & have no tokens for them, draw 1 Power card or take 1 item with a green back.
Meditate	Gain 1 Spark (unless Hero has 3 Sparks). Sparks can't be traded & don't count as items.
Card	Use the Action from any available card, such as Power card or Quest card in Hero's location. Exhaust (flip) a Power only if instructed to do so. Exhausted Powers can't be used until refreshed.
Pray	Monastery Only; Roll 2 dice. Gain 1 Grace for each dice >= 3 (up to Hero's default). Refresh all Powers and Artifacts.
Holy Relic	Spend 10 Clues (on Doom track) to claim an undiscovered Holy Relic at Hero's location. Flip it to the discovered side. It is now an item. See Items .
Free Actions	If cards give a Hero free actions, use them before or after normal turn action. Use them only in the Action step.

3. MOVEMENT

The Necromancer can NEVER enter the Monastery.

1. Roll 1 die & compare result to each Hero's Secrecy.
 - ❖ If result > Hero's Secrecy, Necromancer detects that Hero (unless in the Monastery).
 - ❖ If <= Hero's Secrecy, Hero remains hidden.
2. Move Necromancer 1 space towards closest detected Hero, using the shortest route.
 - ❖ Necromancer stays in current space with a detected Hero.
 - ❖ If tied for closest Hero or shortest route, resolve randomly.
3. If no Hero is detected, move the Necromancer by following the arrow at his location that matches the die result in step 1.

4. BLIGHT

1. Draw 1 Map card.
2. Find the Blight type on the card for the Necromancer's location.

Blight	Description
Yellow	Heroes ending a turn in location with yellow Blights must defend against 1 spawn for each yellow Blight.
Red	Weakens or restricts Heroes. They don't attack Heroes.
Blue	They affect the whole kingdom, not just their location. Heroes must attack these Blights in their locations.

3. Add Blight from the stock to the Necromancer's location.
 - ❖ If no tokens for the Blight, discard the Map card & draw again.
 - ❖ If you draw 3 Map cards & have no Blight tokens for them, choose any Blight available.
 - ❖ If an effect adds Blight to a location that already has 4+ Blights, add the Blight to the Monastery.
 - ❖ If the Monastery has 4+ Blights & gets another blight, Heroes immediately lose the game.
4. Discard drawn Map card.

COMBAT

Combat has 2 types: Fight or Elude. Fighting is either using the Attack action or defending against a Blight spawn.

Enemy	Combat Details
Attacking Blight	Target # = Might (lower left corner) Hero must attack & can't elude Blight.
Attacking enemy or Defending	Target # = Strength If Strength has a -, attacking is not available.
Eluding enemy	Target # = Awareness If Awareness has a -, eluding is not available.
Necromancer	Strength: 7 Awareness: 6

1. Determine the type of Combat to find the target # and trait.
2. Roll dice (1 die if not using a tactic).
3. *Optional:* Use 1 (only 1) Tactic, spend 1 Spark, and/or use an available card effect to add 1 die.
4. Add 1 to highest die result if carrying a Holy Relic.
5. Compare result of each die (not total) to target number.

1+ successes — Hero wins Destroys Blight (if attacking) or suffers no wounds (if defending vs Blight spawn). If fighting the Necromancer with Blight in the location, destroy 1 Blight of your choice. If no Blight, Hero slays Necromancer and wins if Hero holds a Holy Relic.

0 successes — Hero fails. Inflict penalty on Hero (Blight's defense). If fighting the Necromancer, Hero suffers 1 wound.

WOUNDS AND DYING

Heroes die unless they spend 1 Grace. Heroes do NOT die when their Grace is 0.

When a Hero dies, the game does not automatically end. A dead Hero suffers these penalties:

- ❖ Their turn immediately ends.
- ❖ Remove the dead Hero and their Powers from play.
- ❖ Give their items to other Heroes in the same location. If no Heroes there, the next Hero at the location gets them.
- ❖ Advance the Darkness Tracker by 1.

On the player's next turn, select a new Hero (who hasn't appeared in the current game).

Set up the Hero as normal EXCEPT:

- ❖ Select only 2 Power cards for the Hero.
- ❖ Set their Grace & Secrecy defaults to 1 less for the entire game.
- ❖ The new Hero can't do anything in the round in which they appear. The Hero can act in the following round (2 rounds after death).