

FOUL BLIGHT

In Strategy Phase – target a region or city.

In Eris Phase – spend DOOM tokens to remove units from the region with Foul Blight. The first token removes one unit, each extra token spent doubles the effect.

HIDDEN WAYS

In Movement Phase – spend DOOM tokens to move controlled units to a region of your choice. The first token moves one unit, each extra token spent doubles the effect.

PACT OF THE BLACK PHARAOH

In Council Phase – spend DOOM tokens to keep declared Arete cards. The first token keeps one card, each extra token spent doubles the effect.

EARTHQUAKES + TIDAL WAVES

In Trophy Phase – spend DOOM tokens to destroy a region. Remove all rewards and units from the region. It costs 13 DOOM tokens to destroy an empire region, 8 DOOM tokens to destroy a land region and 5 DOOM tokens to destroy a coastal region.

INSANITY

In Trophy Phase – gain DOOM tokens equal to the game turn number.

At all times – you can hold more than eight Upgrade cards.

NECROMANCY

In Eris Phase – spend DOOM tokens to resurrect units destroyed in battle back in their home city. The first token resurrects one unit, each extra token spent doubles the effect.

CALL OF THE VOID

In Any Phase – if you break an oath, spend a DOOM token to defer punishment to the next game turn. You can do this in future turns, but the DOOM token cost increases by one per turn.

EBON WARD

In Any Phase – attempt to negate the use of a Sorcery card. Both players conceal a bid in DOOM tokens in their left hands. Reveal at same time. Player with highest bid succeeds and spends their tokens. If tied, *Ebon Ward* is successful.

BLACK SACRIFICE

In Eris Phase – spend DOOM tokens to curse enemy forces. For each DOOM token spent, convert an enemy DOOM die into a Chaos die, or reduce a Chaos die to a +1.

CALL MONSTERS

In Movement Phase – spend DOOM tokens to move Monsters to a region or city where you have a unit present. Move one monster for each DOOM token spent.