



**MONSTER SPAWN TIER (Doom's only effect on spawning — it does not modify monster stats or Hunter conditions)**

- |                                             |                                             |                                                                                                                                                           |                                                                                                                                  |
|---------------------------------------------|---------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|
| <b>Safe (1–5)</b><br>Common monsters spawn. | <b>Grim (6–10)</b><br>Elite monsters spawn. | <b>Forsaken (11–13)</b><br>Boss-tier monsters spawn, from the spawnable Boss pool only — never Malachar, who is placed exclusively via Ashen Court setup. | <b>Doom 13</b><br>Malachar fully manifests. The Doom Track fills before the final blow can land — the session ends (Epilogue C). |
|---------------------------------------------|---------------------------------------------|-----------------------------------------------------------------------------------------------------------------------------------------------------------|----------------------------------------------------------------------------------------------------------------------------------|

**DOOM SOURCES (quick reference — full detail in the Reference Sheets)**

**Doom increases:**

- A Doom Fate token, when its tile is fully occupied (all 4 spaces already hold a Doom token)
- A Monster Fate token, when the target tile's perimeter is fully occupied by monsters
- All heroes taking a Short Rest during Clean-up (+1, regardless of that round's Fate tokens)
- Malachar's Doom Aura, +1 at the start of every Fate Phase once the Ashen Court is entered

**Doom decreases:**

- Seal of the Ancient Kings item, once per session: -3
- Clear 5 Doom Tokens quest reward, once per session: -1
- The Track never resets mid-session — reductions are the only way back down.