Rules for DOOM PILGRIM and DOOM PILGRIM *Pocket*

This world is doomed. How about you?

To undertake the destiny of a doubtful hero:

Take the deck, PICTURE SIDE UP.
This deck represents **YOUR FUTURE**.

Choose the **level** of your fate's adversity:

- SON OF BANE: Use all 90 cards. (Very hard)
- DAMNED ONE: Use 60 cards, returning 30 cards from the top back to the box. (Hard)
- POOR WORM: Use only 45 cards. (Normal)

Each turn: **Draw 3 cards,** PICTURES UP. Based on the images only:

- Discard 1 of them into the box. You've rejected this path.
- Put 1 of them to the bottom of the deck. Maybe you will dare go here later, but not now...
- The remaining card is the path you've chosen. – TURN THE CARD AND READ what your fate brings now.

Then put this card aside. This forms the **YOUR PAST** deck.

Cards in this deck have texts facing up so that you can recheck what has happened to you thus far – if needed. Do NOT shuffle them. Be sure to use a **PEN & PAPER** to write down your various gains and losses, for there will be many. *Things to be written down are marked by the quill pen icon* ✎.

A certain level of "scars" is tolerated, but you are **DOOMED COMPLETELY** once you reach:

- **5** *WOUNDS* (losing a paired organ has its own category),
- both eyes, legs, or hands lost (these aren't *WOUNDS*),
- **3** *DISEASES* (of any type, a leprosy, pox, etc., in total),
- **3** *CURSES* (again of any type in total),
- **3** *Psychic drops* **of the (!) same type** (For example, when your *fear* reaches 3, you are too scared to go on...).

And there are dozens of other ways to become DOOMED. Text on the cards will tell you.

However, your next journey may be easier, as you seem to faintly remember images, as if it is not the first time your soul has writhed in this tainted soil. Maybe your soul keeps returning here, just to decay and rot over and over again.

Aim of the game: Get to the very bottom of the YOUR FUTURE deck, leaving no card. Once there are 3 or fewer cards left, choose one final card – the determinative encounter – and discard the others.

To make a new pilgrimage, put all cards back into one pack and shuffle it, trying to avoid looking at the pictures.

You can also set out on paths that have not been taken before by not using the cards from the YOUR PAST deck this time and adding unplayed cards from the box, if there are any.